Return of the Lizard King

By Shawn Merwin



A 5e Adventure & Campaign Supplement to start your Tomb of Annihilation Campaign

GUILD

Return of the Lizard King

Writing
Shawn Merwin

Editing
Robert M. Everson

Proofing
Robert M. Everson

Art Direction
John Arcadian & Tim Jones

Cover Design
Christopher M. Sniezak

Cover Art
Matt Morrow

Interior Art
Matt Morrow, Christopher Burdett, Juan Ochoa, Publisher's Choice Stock Art © Rick Hershey / Fat Goblin Games, Mark Hyzer, Mike Schley, Kieran Yanner, Sam Burley

Graphic Design
Tim Jones with assistance from Christopher M. Sniezak

For Characters of Levels 1 - 4

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Table of Contents

Introduction 4

Dramatis Personae 5

Return of the Lizard King 6

- Part I - The Tearing Veil 6
- Part II - Lizards in Peril 13
- Part III - Eelstead 18
- Part IV - The Pyramid of Sess'innek 25

New Monsters and Magic Items New 33

Playable Races 45

New Class Features 48

New Backgrounds, Feats, and Spells 51

CHAPTER 1: INTRODUCTION

Wizards of the Coast's new adventure and campaign sourcebook, *Tomb of Annihilation*, is destined to be remembered as a classic D&D offering. The book contains all the hallmarks of a memorable campaign. Epic and creative plot? Check. World-shaking consequences? Check. Dangerous settings? Most definitely. Memorable NPCs? Check. Diabolical villains? Oh yes! What else could a DM want?

In my opinion, the only thing *Tomb of Annihilation* lacks is a solid, easy-to-run foundational adventure that brings new first-level characters into the story smoothly and with a sense of direction and urgency. The background plot is certainly urgent, but there is no single thread a busy DM with no time to prepare introductory sessions can use to get the campaign started. *Temple of Elemental Evil* was all the richer thanks to the village of Hommlet and the ruined moathouse. *Lost Mines of Phandelver* benefited greatly by having a seminal opening lair like the Cragmaw Hideout goblin lair.

That is where I hope *Return of the Lizard King* fills a need. This product is designed to provide a go-to adventure for DMs who want to quickly get their players into the plot of *Tomb of Annihilation* with little fuss and only a few minutes of necessary preparation. The real meat of the *Tomb of Annihilation* adventure begins when the player-characters reach 4th or 5th level. *Return of the Lizard King* is meant to not only give busy DMs a starting thread for an exciting story set in Chult, it also presents new player-facing content to scratch the itch of players or DMs who want that little taste of the exotic—such as new races, subclasses, or backgrounds—in their Chult campaigns.

Return of the Lizard King is written to support 5 characters. If you have more or fewer characters, or if you run the adventure with characters outside of the suggested level band, be sure to adjust the difficulty. You can do this by adding or removing monsters, providing more long- and short-rest opportunities during the adventure, allowing more or fewer NPCs to assist the adventurers, etc.

Return of the Lizard King focuses on what happens immediately after Acererak activates the *Soulmonger* and starts feeding souls to the atropal. The activation of such a powerful artifact, and the elimination of life-restoring magic in the world, would have catastrophic and far-reaching effects on other places in the world—and beyond.

In *Return of the Lizard King*, the links between Toril and the Feywild are altered when the *Soulmonger* is activated, while at the same time powerful creatures of darkness and death find themselves infused with power and vigor. Peaceful tribes of lizardfolk in Chult's Valley of Dread, who have until now been able to maintain equilibrium in battles against the demon-worshipping lizardfolk tribes and other threats, find themselves losing ground to those evil and deadly forces. The adventurers enter this fray and must find common ground with the peaceful lizardfolk tribes to stop a terrible new threat from destroying all that is good and harmonious in the valley.

At the end of their initial struggles and (hopefully) victories in the Valley of Dread, the adventurers will have made new allies, learned more about the threats to Chult presented by Acererak and his plans, and blazed a clear path into the adventures available to them in *Tomb of Annihilation*.

The rest of the book offers new races, class options, monsters, backgrounds, spells, and other material to enhance a Chult-based campaign. Whether you want to play a lizardfolk or wilden, to use spells tinged with a sense of primal power, or to wear the visage of Death itself, you can find something suitable in this product.

When you have finished this adventure, you can find a survey at http://www.encodeddesigns.com/the-return-of-the-lizard-king-survey/. This survey gives you the opportunity to share the details on your campaign's direction and the key decisions made by players while facing off against the Lizard King and his allies. This information will be gathered and collated.

A high-level follow-up adventure, called *Revenge of the Lizard Queen*, will continue the story of the lizardfolk tribes after the action of *Tomb of Annihilation* is complete—and will use the information gathered from the survey to determine where the story should proceed and how the exploits of the characters who played this adventure changed the Valley of Dread.

DRAMATIS PERSONAE

NPC/Group	Pronunciation	Description
Akabkan	*Ah-KAB-kan*	Tribe of evil, demon-worshipping lizardfolk
Asric Rill	*AZ-rick RILL*	Alchemist from Amn
The Beast		Gila lizardfolk hunter who tracks the adventurers
Byre	*BIRE*	Pine wilden being hunted in the Feywild
Chiss	*CHISS*	Crazed yuan-ti imprisoned by Akabkan tribe
Gaavoc	*GAH-vock*	Gecko lizardfolk seeking to rescue Lungan
Grugg	*GRUHG*	Komodo lizardfolk who might be chosen leader
Ilsadun	*ILL-sah-dune*	Dwarf blacksmith under the black blood curse
Kassoss	*KASS-oss*	Lizardfolk shaman dying of Death Curse
Kes'thak	*KESS-thak*	Two-headed Lizard King leading Akabkan tribe
Lily Cambridge	*LIL-ee CAME-bridge*	Half-elf translator for Pasha Kosan
Lssah	*liss-AH*	Gecko lizardfolk who might be chosen leader
Lulh Catha	*LULL KATH-uh*	Darkling servant of the Queen of Creeping Vines
Lungan	*LUHN-gan*	Lizardfolk advisor to Sissanna
Lyrandiss	*lie-RAN-diss*	Yuan-ti in league with the Akabkan tribe
Mother Doe		Feywild creature with incredible healing powers
Ossil	*AHZ-ill*	Akabkan tribal shaman
Pasha Kosan	*PAH-sha koe-SAN*	Calishite noble and owner of Eelstead
Salida	*suh-LEE-duh*	Yuan-ti captive of the Akabkans
Sissanna	*siss-AH-nah*	Lizardfolk leader of a branch of the Zopchik tribe
Splitoak		Wood elf scout observing activity in Eelstead
Startik	*STAR-tick*	Yuan-ti in league with the Akabkan tribe
Sylia	*sill-EE-uh*	Elderly lizardfolk druid held prisoner by Akabkans
Verge Semblem	*VURJ SEM-blem*	Head of Pasha Kosan's personal guard
Zopchik	*ZOP-chick*	Tribe of good-aligned lizardfolk

CHAPTER II: RETURN OF THE LIZARD KING

Introduction

Return of the Lizard King is an adventure designed for characters of levels 1-4. If the characters begin this adventure as brand new first-level characters, there is enough content to complete the adventure as the characters reach level 5, ready to face the dangers presented in **Chapter 3: Dwellers of the Forbidden City** in *Tomb of Annihilation.*

Story Overview

In this adventure, the characters are pulled from their current locations into the Feywild at the exact moment when Acererak activates the *Soulmonger* and begins feeding souls to the atropal. Their encounters in the Plane of Faerie, and later the Valley of Dread, teach them about some of the global effects of this event (such as the Death Curse, meat grinder mode play, and soul devouring as presented in *Tomb of Annihilation*).

When the characters escape from the Feywild into the Valley of Dread in Chult, they emerge into a war between a peaceful lizardfolk tribe and a conglomeration of enemies: a demon-worshipping lizardfolk tribe called the Akabkan led by the mutated Lizard King Kes'thak; a yuan-ti enclave that abandoned their reverence of Dendar the Night Serpent in favor of the Demon Lord Sess'innek; and a cabal of evil alchemists bent on establishing a foothold in Chult to conduct their terrible experiments.

After securing the short-term safety of themselves and their newfound lizardfolk allies, the adventurers must tackle each of the threats individually, leading to a final confrontation with the Lizard King at the Pyramid of Sess'innek, the place where Kes'thak hopes to become an avatar of the Demon Lord Sess'innek and where the evil lizardfolk tribe hopes to release their master from his Abyssal prison.

LEVEL ADVANCEMENT

This adventure uses story-based advancement (see Dungeon Master's Guide *pg. 261) for character-level advancement rather than relying on experience-point advancement based on monsters defeated and specific milestones. This type of story-based advancement has proven over the years to be a superior way for many groups to run a campaign and maintain player engagement with the story. While story-based advancement is employed in this adventure, encounters and milestones have been carefully gauged so that the DM can use experience-point advancement and still level characters at approximately the same place in the adventure: at the end of each part.*

PART I: THE TEARING VEIL

Return of the Lizard King *begins with the adventurers going about their normal routines. They can be together, or they can be located in disparate parts of their own realms or worlds. They can even be residents of the Feywild when the adventure begins, or already in Chult. Regardless of their starting locations, as Acererak activates the* Soulmonger*, ripples of power spread throughout all of Faerun and beyond.*

The Feywild reacts against the massive influx of necrotic power by opening its gates to other planes, letting the positive energy of the Plane of Faerie counteract what feels like a negative-energy attack. When the Feywild reacts this way, individuals who were near portals or crossing areas are pulled into the Feywild. The thin veil between the normal world and the land of fey tears, and the forces of Faerie drag the adventurers through.

A Meeting with Mother Doe

When you are ready to begin, set the scene as the players are going about their normal adventuring lives. At the instant Acererak makes his opening move, read:

> *The air around you turns cool, and motes of dancing light fade into existence before your eyes. These motes close on you, burning your skin with cold electricity. The twitching of the motes quickens, even as they grow larger and brighter. In a matter of seconds the motes are so large you can see nothing else. The blinding, pulsing light overwhelms your mind . . .*
>
> *. . . until the light finally fades, allowing you to see again. You stand dazed with several others in a wooded glade. It is twilight, and the motes of energy that brought you here slowly fade to nothing. A pair of fawns drink from a small stream just a few feet away, their mother doe standing guard, eyeing you warily but remaining perfectly still. It's like a scene from a dream.*
>
> *But it is terribly real, or perhaps it is a waking nightmare, as a dark, wolf-like creature bursts from the undergrowth near the stream, falling on one of the fawns with vicious growls. The other two deer bound away in panic.*

Combat. The wolf-like creature is a **krenshar** (see Chapter 3), a nightmare creature from the darker parts of the Feywild. On its first round's action, the krenshar attacks the fawn, damaging it. On the second round, unless the adventurers do something to intervene, the krenshar tears



the throat from the fawn and turns hungrily toward the adventurers. If the adventurers can damage the krenshar before the end of its second turn, it turns its attention to them without killing the fawn.

Tactics. One of the krenshar's first actions after it turns its attention away from the deer should be its *frightening roar*, hoping to debilitate a majority of its foes. After roaring, it focuses its attack on any strong-looking foes who are not cowering on the ground.

Aftermath. The krenshar fights until it is reduced to 7 hit points or less, after which it tries to escape into the brush and back to its lair. After the beast is defeated, the doe and the remaining fawn return to the clearing from their hiding place. If the originally targeted fawn is still alive, the doe walks to it and nuzzles it, licking its wounds. In doing so, the small creature's wounds disappear. If the fawn is dead, the mother doe nuzzles the fawn as if trying to wake it.

Either way, after she has tended to her fawn, the mother doe turns to the adventurers. Her form shifts into that of a small humanoid fey creature called Mother Doe, shorter than a halfling and covered in the same fur as a deer, clothed in soft green garments. Her kind eyes take in the adventurers as she speaks:

> *"My name is Mother Doe. I thank you for your assistance and bravery." She pauses a moment to look around, then continues. "But something is very wrong. You do not belong here. The creature that attacked has not been seen in these parts in years. My healing powers are diminished. I believe something has happened. Something terrible."*

If the fawn died, Mother Doe, who is a unique fey creature that often takes deer form, tells the adventurers that she can normally return the spirits of creatures to their bodies after death, but in this case she could not. Even if the adventurers saved the fawn, Mother Doe tells them that she can feel in the very essence of magic that any powers or spells that return creatures from the dead will not work. [This can be a subtle way to introduce the Death Curse from page 6 of *Tomb of Annihilation*.]

Treasure. If the fawn was injured or killed, Mother Doe catches a few drops of the fawn's blood in a small flask. If the fawn was uninjured, Mother Doe uses the fawn's tears instead. She gives this small flask to the adventurers:

> *"Take this with my thanks. I am not sure how it will work with the terrible magic that is affecting us all, but it should return a creature to life if you put it on their tongue in the moments directly after they perish."*

The liquid in this small flask acts as a *potion of revivify*, as per the spell. What it does in a land with the Death Curse active is up to you. You could allow it to be the one and only thing that allows a creature to return to life, or you can simply have it keep a dead creature's soul from being destroyed by the *Soulmonger*.

If any of the adventurers are injured, Mother Doe approaches them. If they allow her, she reaches out and touches their wounds, which heal completely (leaving the adventurers at maximum hit points).

Conclusion. After the scene concludes, Mother Doe begs her leave:

> *"I must get to safety. There is nothing but danger here now. If you wish to return to your lands and fight the forces that have brought this evil to the world, follow this stream to Caterpillar Falls. There you will find a portal back. Go with strength and resolve, for you will need both."*

RESTING IN THE FEYWILD

In this part of the Feywild, at this particular time, the concept of time has been knocked out of alignment by the activation of the Soulmonger*. The adventurers can take short rests normally, but attempting to take a long rest inevitably fails. No matter how long they rest, their wounds don't seem to heal and their long-rest resources do not refresh. This ends when the adventurers cross into Chult at the start of* **Part 2: Lizards in Peril.**

Krenshar Tracks

If the krenshar flees, or if the adventurers decide to follow its tracks back to its lair, they can do so with a DC 10 Wisdom (Survival) check. Mother Doe warns them that going into a krenshar lair is a very dangerous task.

At the lair, the adventurers find two more **krenshar** hiding in a small cave (plus the wounded one if it is still alive). The krenshar all fight to the death defending their lair, which should be a very deadly encounter for level 1 characters, although not impossible. Hidden within the lair are a pair of decomposed bodies—one body still wears a belt pouch containing a ruby worth 50 gp.

Following the Stream

As the adventurers begin their journey toward the waterfall, they finally get a chance to speak to each other (if they didn't know each other at the start of the adventure). Also, a DC 10 Intelligence (Nature) check reveals they are in the Feywild, a plane of existence that touches the mortal realm but is much different: more primal, wild, and unpredictable.

Death Curse. Also, any characters that have a special affinity to the forces of life or death (clerics with the Life domain, necromancers, etc.) can attempt a DC 15 Intelligence (Arcana or Religion) or Wisdom (Insight) check. On a success the adventurer feels that something is different now—the magic of life and death has been permanently altered by some great and cosmic shift. Magic that restores a creature from death back to life no longer works.

Traveling. As the characters follow the stream, a peaceful babbling brook about 10 feet wide, the chaotic nature of the Land of Faerie presents itself in dramatic fashion. Read:

> *As you follow the stream, the sunlit sky darkens within a matter of a few heartbeats. The stars begin to twinkle in the sky, and you realize the sun did not set—it just disappeared! The pleasant whispers of the flowing stream next to you, which made such a nice companion on the walk so far, suddenly turn ominous and threatening.*

A DC 10 Intelligence (Nature) check tells the adventurers that time works differently in the Feywild. Concepts such as days, or even seasons, are malleable. Something as innocuous as a powerful creature's mood could turn day into night or summer into winter.

A Darkling Ambush

As the adventurers continue to follow the stream in the dark, they can use any means at their disposal to make light: magic, lanterns, torches, etc. If they continue following the stream, read:

> *The stream seems to get louder and faster in the dark. You finally arrive at a point where a well-trodden path crosses the stream, including a small wooden bridge that spans the 10-foot-wide creek. The bridge seems to glow with a dim light of its own accord. A man-sized object, perhaps a bundle of pine branches, rests in the center of the bridge.*

Combat. Three **darklings** (see *Volo's Guide to Monsters*, pg. 134) hide beneath the bridge, waiting to ambush anyone approaching. The creature on the bridge is a **pine wilden warrior** (see Chapter 3) called Byre, whom the darklings knocked unconscious and left on the bridge as bait. They hope to lure some of Byre's kin here so they can kidnap them as well.

Tactics. The darklings are well hidden in the shallow water beneath the bridge, forcing the adventurers to succeed on a DC 17 Wisdom (Perception) check to see them. When an adventurer gets within 20 feet of the bridge, the darklings attack by throwing daggers. Any adventurer who failed to spot the darklings is surprised, giving the darklings advantage. After the first darkling dies and explodes with its *death flash*, the other two attempt to escape while their enemies are possibly blinded.

Aftermath. If one or more of the darklings are captured, they plead for their lives. The leader of the trio, **Lulh Catha**, says that one of the fey queens, the Queen of Creeping Vines, is angry with the pine wilden of this area, and she has offered a bounty for the capture of these creatures. They were trying to use this unconscious wilden they captured to draw out others of its kind.



USING BYRE AS AN NPC

Byre, and the other friendly NPCs the adventurers meet in this adventure, are like NPCs in any adventure or campaign: they can be used in a variety of ways. If there are less than 5 PCs, Byre can be used to bolster the party's chances of survival. If the characters get off-track or stuck on what to do next, Byre can offer helpful suggestions.

If you have enough characters in the party already, just use the stat block for a pine wilden warrior in Chapter 3 as a quick and easy reference. If Byre is needed as a full member of the party, you can use the pine wilden race in Chapter 4 and make Byre a full-fledged PC with all the options.

One thing to remember: if you use the Death Curse from Tomb of Annihilation*, PCs are more likely to die and cannot be raised. You may need a playable and recognizable surrogate character that players can use if their characters become unplayable.*

Finally, if the characters accidentally kill Byre in this encounter—or if he dies before he fulfills his role in the story—Byre's cousin can come across the adventurers and offer her services. She can act as a stand-in for Byre in the important parts of the adventure. I would call her Kohn.

Treasure. The darklings offer a prize if they are captured and then released: a darkling necklace with a pendant made of a black pearl. The necklace is worth 100 gp, and it is also magical. They tell the characters that the pearl allows a wearer to control darkness, but cannot say how it works—they say you have to try it to find out.

If the adventurers ask about talking to the Queen of Creeping Vines, the darklings shudder and laugh simultaneously. They say that the Queen only talks to the darklings, and that she is not someone the adventurers want to bargain with—but if the Queen wants to talk to them, she will certainly find them.

Conclusion. After the brief conversation, the darklings demand, and then beg, to be released. They swear on the Queen's power that they will not come back to harm or pester the adventurers—and they are true to their word if released.

Byre the Pine Wilden

Byre starts at 0 hit points but is stable, so he can be resuscitated with a simple DC 10 Wisdom (Medicine) check or any magical healing. A DC 10 Intelligence (Nature) check reveals some background information on his species. Wilden are creatures that move between the Feywild and other planes. They are tree-like creatures that embody the spirit of trees: sure, steadfast, and peaceful. They fight against corruption, mutation, and all things that pervert the natural order.

If Byre is brought back to consciousness, he thanks the adventurers for saving him, speaking in Sylvan, then Elven, and finally halting Common if needed. He says the darklings ambushed him as he was trying to meet the rest of his kin at Caterpillar Falls—the same location that the adventurers are seeking. He continues, saying his kinfolk are being hunted by the Queen of Creeping Vines and her servants, so the pine wilden in the area are attempting to cross into the "other world," where some of their kin have previously crossed.

Since the adventurers are going in the same direction as Byre, he asks if they want to join him. He promises to fight beside them if needed, and he can take them through a shortcut to get to Caterpillar Falls. He does ask a favor of the adventurers first though.

Roleplaying Byre. Byre is as dedicated a friend as the adventurers will ever find, assuming they act in a good manner, never stooping to evil. He protects his friends and will happily lay down his life to save another. He speaks softly unless angered, and he uses the pronoun "we" instead of "I," as is the custom of his people.

Treasure. The bridge here is made of trees sacred to Byre and his kin. He asks that they take the bridge apart and toss the pieces into the stream, so the trees might be free of the indignant servitude of getting trodden upon by their enemies. If the adventurers agree, Byre takes a shard to use as a dagger. He also suggests that if any adventurers use clubs, spears, or arrows as weapons, they might want to take some wood as well. It can be fashioned into a magical weapon very easily.

The adventurers can salvage enough wood to make one spear, one club or greatclub, or 10 arrows. However, they must spend at least 4 downtime days to do this. After using the downtime days and fashioning the weapons, they must attune to the club/greatclub or spear to use its magic. If they do this, they have a +1 *tree spirit spear*, or +1 *tree spirit club/greatclub*. They can use the 10 +1 *arrows* without the need to attune. If they do this, Byre tells them that with the right wielder, the spirit of the tree might return to the weapon and offer even greater power. (See the Treasure section of Chapter 3 for more details about the *tree spirit weapon*.)

DOWNTIME ACTIVITIES

If you do not use downtime activities in your campaign, you should strongly consider it. Page 127 of the Dungeon Master's Guide *gives great advice about using this concept. When used wisely, the downtime activities can help create a deeper and richer experience for players and DMs alike.*

If you choose not to use downtime days, simply allow the players to spend time between levels, or at a natural breaking point in the story, to create the magic weapons with the wood from the bridge.

At Caterpillar Falls

Taking Byre's shortcut, the adventurers head through a forest and then meet up with the stream again, and before long they arrive at the top of the falls. Read:

> *The stream ends at a waterfall. Looking down over the top, a magnificent view presents itself. The stream plummets over 200 feet into a large, pristine lake. Forest surrounds the lake on all sides, except for the cliff you stand on. In the center of the lake, about 200 feet away from the base of the cliff, rests a small, vine-covered island.*
>
> *Byre points to the island. "That is the gate to the world my people are seeking. It is a magnificent place—a land of cool, crisp air and pine trees as far as the eye can see. My clan will be safe there, and we can help you get back to your homes as well."*
>
> *When he finishes speaking, an explosion of butterflies erupts from the area behind the falls. They scatter in all directions, and the cacophony of colors is a bit disorienting. The flapping, fluttering insects form a hollow circle directly between you and the bottom of the falls, as if inviting you to jump through.*

Investigation. A DC 10 Wisdom (Perception) or Intelligence (Investigation) check lets the adventurers find a message scratched on a rock at the top of the falls. Written in Sylvan, the message is from Byre's kin. It reads:

> *"Left without you. Too dangerous. Beware the Queen's servants. Meet us through the portal."*

The Quick Way or the Slow Way

There are two ways to get to the lake from the top of Caterpillar Falls: climbing down the cliff, which is slow and exacting work; or just doing what the butterflies are telling the characters to do, and make a leap of faith.

The Slow Way. Climbing requires a DC 15 Strength (Athletics) check, or a DC 10 check if using a rope. On a failed check, the character tumbles into the water, taking 5 (2d4) bludgeoning damage when they hit the surface.

The Quick Way. Jumping is simpler: the character jumps through the circle of butterflies and lands in the water. Consider giving the first two characters who take the leap inspiration for their bravery. Anyone jumping also gains 10 temporary hit points in the upcoming fights against the minions of the Queen of Creeping Vines. Finally, the first character to dive breaks the water cleanly and knifes neatly to the bottom of the lake at the base of the falls. While they are down there, if they open their eyes in the crystal-clear lake, they see a large leather satchel. If they retrieve it, they find a set of 10 small aquamarines worth 50 gp total, as well as a sealed scroll case. The case contains a spell scroll of *fog cloud* and *entangle*.

Getting to the Island

On the edge of the lake near the base of the falls is a 20-foot-square raft. It is easily seen by anyone in the water or anyone climbing down the cliff. There are also two oars with the raft to help propel it across the lake. With a DC 10 Strength (Athletics) check, a character can use an action to move the raft 20 feet in any direction.

Characters can swim at half their speed without a check to move within the water. However, if they are in combat, they must succeed at a DC 10 Strength (Athletics) check or begin to drown. The water is 50 feet deep from the edge of the shoreline right up to the island.

Combat. The Queen of Creeping Vines has sent two **giant toads** (see *Monster Manual* pg. 329) to keep everyone away from the portal on the island. As soon as the first adventurer gets within 50 feet of the central island, the toads rise from the water to attack. A character making a DC 11 Wisdom (Perception) check sees them coming and is not surprised. If all the characters took the leap of faith rather than climbing down the cliff, the characters have advantage on their Perception and initiative checks because the toads have to hurry to attack.

Treasure. If the adventurers take the time to cut into the larger of the two giant toads after they are defeated, they find a partially digested hand. On the hand is a silver ring with a small red ruby worth 30 gp.

At the Island

The island in the center of the lake is circular and 50 feet in diameter. Covered in thick vines, a character would have to move hundreds of vines aside just to reach the soil. This makes walking on the island difficult terrain.

When the adventurers and Byre reach the island, read:

> *Byre looks around at the island, a frown playing over his face. The sun's rays are eclipsed by the sudden appearance of clouds, bringing deep shadows to the lake. Byre's frown intensifies. "We know the portal is here somewhere. We thought it would be more obvious. It might be buried somewhere under all these vines." He starts to pull aside vines and peer around the ground. In the flash of an eye, the vines snap to attention and wrap themselves around Byre's limbs.*

Combat. As the adventurers try to deal with the vine trap, things get worse. Their struggles are interrupted by one **kuo-toa whip** and three **kuo-toa** (see *Monster Manual* pg. 198). Read:

> *From out of the water around the island come creatures that look like fish people, covered head to toe in ropy seaweed. In a burbling voice, the leader says, "My Queen sends her regards, and her condolences, on the day of your deaths."*

Vine Trap

Simple trap (Levels 1-4, moderate threat)

The vines on the island are powered by the magic of the Queen of Creeping Vines. They reach out and grab creatures who enter the island, grappling and poisoning their victims.

Trigger: Stepping onto the island.

Effect: If the trap is sprung, the vines attack and attempt to grapple living creatures on the island. People starting their turn on the island must make a DC 10 Dexterity saving throw. On a failed saving throw, the creature is grappled. As an action, a grappled creature can escape with a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. If a creature starts its turn grappled by the vines, it takes 3 points of poison damage from the thorns. A successful Dexterity saving throw means creatures can remain on the island without being targeted by the vines for 24 hours.

Countermeasures: A DC 10 Intelligence (Nature) check made after observing the active vines for at least 1 round tells a creature that the vines can be disabled by someone doing a total of 5 points of fire or 5 points of necrotic damage to them on their turn.

Tactics. The overcast skies do not trigger the kuo-toa's *sunlight sensitivity*, and they attack relentlessly, as the Queen of Creeping Vines has ordered them to perform this task. They only go onto the island if they must, but if they do they are just as susceptible to the vine trap as the adventurers and Byre.

Treasure. The leader of the kuo-toa carries a conch shell horn that is not magical, but it is finely crafted and can be used as a musical instrument that is worth 25 gp to an exotic music collector or someone overly fond of conch shells.

Finding and Activating the Portal

After the adventurers have defeated all the kuo-toa, the vines stop attacking as well. However, the group is no closer to finding the portal. Even if they search through the entire vine-covered island, they still find nothing that looks portal-like. When it seems as though all is lost, read:

You notice the most delicate of bubbles rising up from the water surrounding the island. You did not see it before with so much commotion with the toads, then the fish-men and vines. There is definitely something happening beneath the water.

Swimming Down. A character must swim beneath the island to find the source of the bubbles: the portal is in a small water-filled cave beneath the island. Anyone swimming down to investigate finds the going easy at first, but something about the proximity to the portal makes things harder. Creatures swimming down who cannot breathe water must make a DC 10 Constitution saving throw or take 1d6 force damage and get pushed back to the surface from the magic of the portal.

Investigating. Anyone making the saving throw can reach the cave. A 5-foot-wide, 15-foot-long passage leads down into the water-filled chamber beneath the island. When at least one of the characters accesses the chamber, read:

This underground, water-filled chamber is roughly circular with a diameter of about 30 feet. The water is quite clear, just like the rest of the lake. However, the vines that infest the top of the island also reach down into this chamber, waving in the slow current like relaxed fingers waiting to grasp. At the far side of the chamber is another passageway—but it is impossible to see into this one, because it glows with a powerful green light.

Because of the magic of the water and the portal, adventurers who cannot breath water can hold their breath for 10 rounds plus 1 round per point of Constitution modifier, rather than the normal amount of time. Swimming does not require a check, however. Trying to swim through the chamber triggers the vines. A creature trying to swim through the chamber to the glowing green portal must make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check or be grappled. The character must then make a check like the one above as an action to escape the grapple.

Attacking the vines does not help the situation, as there are too many. A creature can help another creature in the attempt to escape the grapple (providing advantage on the check), but only if the helping creature also makes the Strength or Dexterity check to avoid the vines.

A creature that stops holding its breath begins suffocating as per the *Player's Handbook* rules (pg. 183). If the adventurers on the top of the island make a deal with the Queen of Creeping Vines, she deactivates the vines here to allow safe and easy passage (see below).

A Royal Audience, and a Deal

While one or more of the adventurers investigates the portal beneath the island, the rest of them must contend with a royal audience with the Queen of Creeping Vines. This part of the encounter should run simultaneously with the investigation beneath the island, as it ramps up the tension if things are going poorly down there, forcing the characters to make quick, decisive actions and agreements.

The Queen. When the time is right, the Queen of Creeping Vines rises from among the vines on the island. Read:

The vines quake and quiver violently—not as if they are going to attack, but as if in fear and awe. Then, at the center of the island, a tall form rises from amid the vines. The ten-foot-tall form is that of an elven woman, skin a light green but eyes as dark as night. The vines there rise up to clothe

and caress her body, and she smiles with pleasure before speaking in a voice that is deep and hollow.

"The others escaped, but this one will not. The little pine wilden is mine!" The vines snake out and grab Byre, attempting to tear him apart. Then the Queen of Creeping Vines raises a hand thoughtfully. "Unless one of you wants to trade your soul for his. Do that, and you are all free to go!"

Negotiations. The Queen of Creeping Vines makes this offer because she senses the souls of the characters are going to be much more valuable over the long term than the life of one wilden. The deal is simple (at first): one of the characters promises their soul to the Queen. She takes possession of it and allows everyone to go. The loss of the soul does not kill the character; in fact, with the state of souls in the real world, it is actually beneficial...in a way.

Byre refuses to let the characters make this sacrifice, but in the end he has no say. The Queen and the characters can make any deal they wish.

Treasure. With a DC 10 Charisma (Persuasion) check, the group can get a better deal. The Queen is willing to throw into her end of the deal a green garnet worth 100 gp and a spell scroll of *spike growth*.

Lost Soul. The consequences of accepting the deal are listed below:

- *The entire group, including Byre, are free to use the portal, and the vines in the water-filled chamber allow them to pass.*
- *The individual who forfeits their soul cannot be returned to life, exactly the same as listed in the Death Curse in* Tomb of Annihilation*. The soul, however, is therefore safe from being devoured by the atropal.*
- *The individual gains inspiration.*
- *The individual gains the flaw "Terrified of all vines."*
- *Other consequences may crop up in subsequent adventures.*

The Final Escape

Assuming they make the deal, the adventurers and Byre can now make their way to the portal without further hassle. The wilden is excited to be reuniting with his kin in "the Land of Tall Pines." He also pledges his life and service to the adventurer who gave up their soul to allow him to live.

As the adventurers and Byre pass through the portal, read:

You enter the green light of the portal passageway, and you swim upward and out into the open. Although it doesn't feel like you went anywhere special, you're no longer in the cool, crisp, clear water of the lake in the Feywild. Instead, you are in a warm muddy pool, and the air that assaults you is hot and humid.



As you try to get your bearings, a humanoid lizard creature runs past you, shrieking in pain and terror. It is missing an arm, and it clutches at a bloody stump. The shouts of many angry or frightened creatures grows closer and closer. All around you is a heavy jungle of thick foliage and countless vines.

Through the din, you hear a single solemn voice. It is Byre. "We don't think this is the Land of Tall Pines."

Advancement. The characters have now reached level 2. The trip from the Feywild to Chult afforded them the equivalent of a long rest. Now their adventures in Chult begin. Proceed to Part 2.

PART II: LIZARDS IN PERIL

The adventurers have arrived in the Valley of Dread in Chult. Currently a tribe of evil lizardfolk called the Akabkan are attacking one of the peaceful tribes. Although most of the peaceful tribe, known as the Zopchik, have already been captured, the adventurers can still rescue a number of innocents. Read:

> *The shrieks in the distance subside as two creatures break through the underbrush. The large lizards, their green tongues flicking, turn their orange-frilled heads in your direction.*

Combat. The two creatures are **giant spitting lizards** (see chapter 3). Their masters in the Akabkan tribe sent them to chase down and eat escapees. The lizards use their *poison spit* if they can target two enemies at once. Otherwise, they use their bite attacks.

Treasure. Each of the giant spitting lizards wears a collar made of silver. These collars are worth 20 gp each.

Aftermath. With the immediate threat from the spitting lizards and the Akabkan tribe gone, the remaining members of the Zopchik tribe emerge from their hiding places to address the adventurers. The current leader is a chameleon lizardfolk named Sissanna. Although still terrified from the recent attack, witnessing the adventurers fighting the spitting lizards has given her heart. She speaks to them in halting Common.

> *"Who you are I do not know. You have saved young ones from evil fate of capture and sacrifice. We thank you with offering food." She turns from a shade of light green to one of deep purple.*

After the lizardfolk ensure the threat is gone and take stock of the survivors, the Zopchik tribe serves food to the adventurers. Sissanna goes off to make sure the survivors of the attack are safe and accounted for while the adventurers eat. Soon after she relates her tribe's story to the adventurers as they take a (short) rest if they desire.

The Story of the Zopchik

The Zopchik tribe is the largest of the peaceful tribes in the Valley of Dread. It is a conglomeration of smaller tribes that joined together for mutual protection and trade. Sissanna leads this branch of the tribe. They have the unfortunate distinction of being the ones closest to the Akabkan tribe just as those evil lizardfolk are preparing to go to war. Sissanna has sent word to the other leaders of her tribe that the Akabkan tribe has begun preparing for a larger military operation. They have agreed to meet in a location at the base of the Sky Lizard Mountains to the north.

Sissanna sent scouts to spy on the leaders of the Akabkan tribe. The ones who returned had unsettling news. The new leader of the Akabkan tribe is rumored to be an incarnation of the ancient and powerful Lizard King, a two-headed lizardfolk with demonic connections that ruled the Valley of Dread centuries ago. If this is true, it is terrible news for the peaceful creatures of the valley.

Worse yet, scouts reported that this new Lizard King has been meeting with potential allies. A group of yuan-ti traveled through this area on their way toward the land of the Akabkan tribe. Scouts also reported seeing humans driving wagons in that direction as well.

The Dying Elder. After the adventurers have had a chance to rest, eat the food offered by Sissanna, and get the story of the Zopchik tribe, she asks them to follow her into a hut. If they do, read:

> *An elderly lizardfolk lies on a pile of soft leaves inside the hut. His missing scales and teeth give you the impression he does not have long to live.*
>
> *Sissanna whispers to you, "This Kassoss. He shaman. He sudden sick days ago. Our healers not know why he sick."*
>
> *"I have told you why," says a raspy voice from the pile of leaves. The voice speaks Common fluently. "When I was young, the shaman before me returned my spirit to my body during a battle. Now I can feel something has changed within me. Something is pulling my spirit from my body. Something not natural. I can feel . . . " The voice trails off with a dry rattling cough.*
>
> *"He tired," says Sissanna. "He not speak sense."*

A DC 10 Intelligence (Nature) or Wisdom (Medicine) check reveals that while this lizardfolk is old, he certainly should not be suffering these ailments. Additionally, a DC 15 Intelligence (Arcana or Religion) check shows that some sort of dark magic has a hold on Kassoss. It is as if the magic that returned him to life long ago is being slowly undone all these years later.

An Impossible Rescue

Sissanna talks with the adventurers about their plans. She tells them that she hopes to lead her people to safety where they'll meet with the rest of the Zopchik tribe. She invites the adventurers to rest here for the night and then travel north with them in the morning, if they choose.

As dawn breaks, however, the situation changes when one of Sissanna's scouts returns with some important news. Read:

> *A silent form slips noiselessly into camp during the night. The gecko lizardfolk hurries excitedly to Sissanna and says, "I have found Lungan. He*

is a prisoner of a group of yuan-ti. They will be passing this way shortly. We must rescue him."

The remaining members of the Zopchik tribe with Sissanna are the young, elderly, and infirm. They are not warriors and have no chance to assist in the rescue of Lungan, who is one of Sissanna's closest advisors in the tribe. She reasons that if they can rescue him, he also might have learned some information about the Akabkan tribe's plans and their relationship with their new allies.

Sissanna asks the adventurers if they are interested in further helping the tribe by attempting to rescue Lungan. She plans to lead the remaining members to the north toward the bulk of the Zopchik tribe. If the adventurers can rescue Lungan, they can meet up with the tribe at the Sky Lizard Mountains and find safety with the tribe.

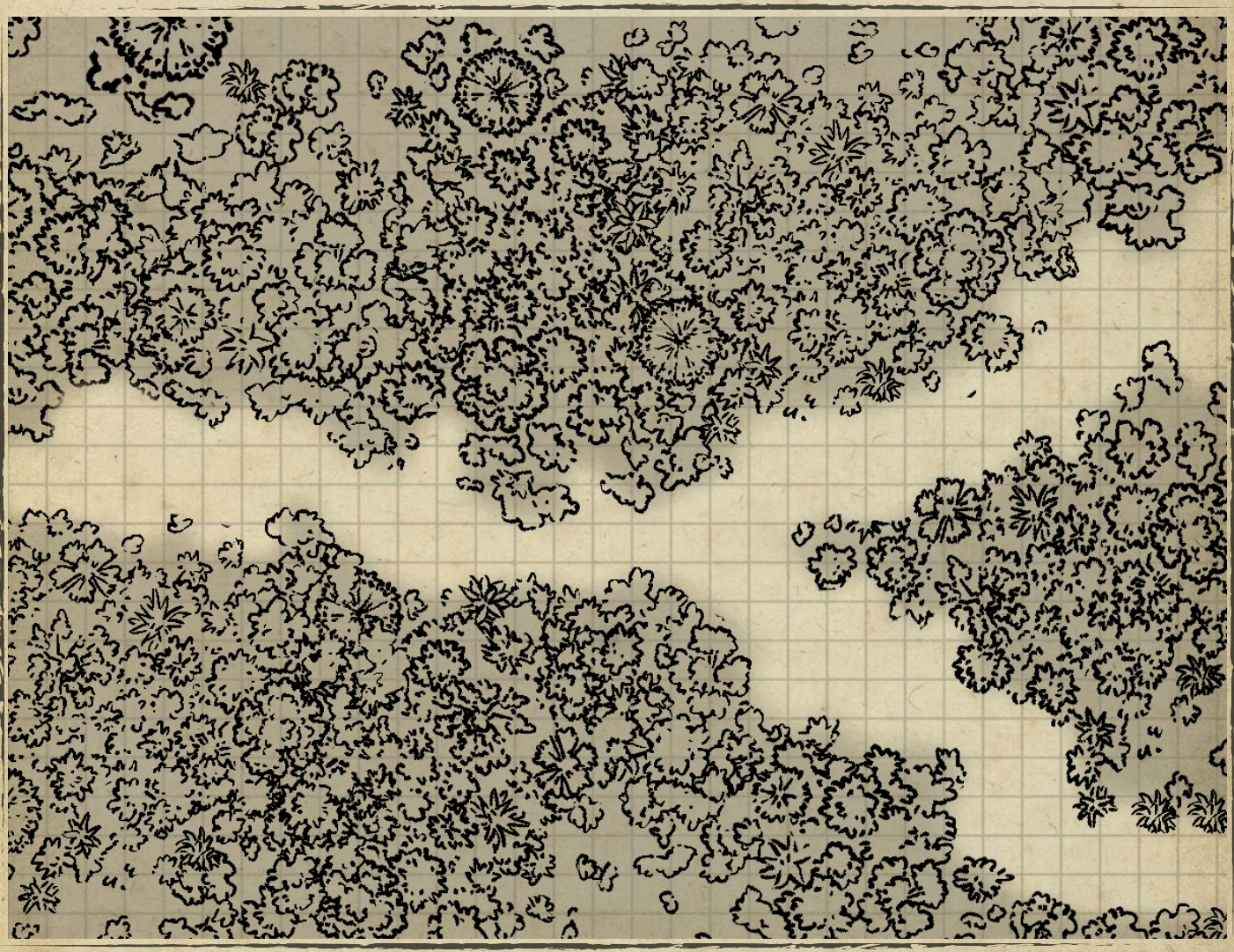
The **gecko lizardfolk scout** (see Chapter 3) who reported Lungan's fate is called Gaavoc. He can barely contain his nervous excitement as he urges the adventurers (and Byre if he is still with them) to follow him.

The Yuan-ti Patrol

Gaavoc leads the adventurers to a place where he thinks the yuan-ti who hold Lungan are likely to travel. He suggests hiding to scout the number and location of the enemies.

You hear them coming down the path before you see them. A large group led by a bulky bare-chested humanoid with a large sword he uses to cut through the brush when it interferes, his blue-scaled snake's head swiveling as he walks. At his side is a woman in a lightweight green dress, adorned with a silver belt. Her skin has scales in patches and her eyes are slitted like a snake's. As they walk you notice they touch each other with the familiarity of a couple.

Behind them are a dozen more men and women in similar attire to the woman. They drag the corpses of two lizardfolk and prod another along who is in chains and looks battered, some scales missing off the right side of his face and a bandage wrapped around his leg soaked through in blood a little darker than a human's.



Gaavoc nudges you. "That's Lungan," he says, pointing to the lizardfolk in chains.

With that, some more men and women appear out of the brush from the other direction, running up to the snake-headed man. "Master Lyrandiss. There is trouble. Kes'thak is threatening to march now."

The snake-headed humanoid, apparently named Lyrandiss, nods a few times, and the pupils of his eyes contract and expand in agitation. He turns to the woman at his side, says a few words to her you can't quite hear, hisses a few commands at some of the others in the group, and runs off, leaving the snaky woman with only six other snaky people and Lungan.

"What luck," Gaavoc whispers. "Now we have a chance."

Combat. The yuan-ti patrol is passing by with a larger force. Lyrandiss is a **yuan-ti malison** (see Monster Manual pg. 309), the woman with him is Startik, a **yuan-ti pureblood** (see *Monster Manual* pg. 310), and the other 12 are human **cultists** (see *Monster Manual* pg. 345). The adventurers can attack them early if they want to, but the fight is likely too tough for the adventurers, even with Byre and Gaavoc assisting. If they wait to act until Lyrandiss and six of the cultists leave, they'll have a much easier fight, especially if they surprise the yuan-ti—although that fight is still not easy. The cultists are humans who have been captured in the past but have decided to dedicate themselves to Sess'innek and assist the yuan-ti.

Aftermath. Once half the opposition is dead or incapacitated, the rest of them flee into the jungle to seek help.

Startik is Lyrandiss's partner and lover. If the adventurers kill her, Lyrandiss eventually finds out and seeks revenge on the adventurers. If they take Startik prisoner, she could be used later as leverage on Lyrandiss.

Questioning Startik. Startik, if captured, can be intimidated to speak of her clan with a DC 15 Charisma (Intimidation) check. They are from a place called Omu, but they left that place when a new leader called Ras Nsi took control of the tribe. They entered the Valley of Dread and allied with the Akabkan tribe in the worship of the Demon Lord Sess'innek. The yuan-ti have given Kes'thak, the leader of the Akabkan, prisoners and other goods in return for safety in the jungle while the small yuan-ti clan gains power. Kes'thak is waiting for the yuan-ti to deliver a chemical mixture that he wants to help him perform a ritual. Another group of yuan-ti are doing that, while this group seeks refuge and waits for Kes'thak to act. She knows no more of the details.

Treasure. Startik's silver belt is worth 10 gp, and she carries with her two *potions of healing*.

Lungan's Rescue. Lungan is hurt but able to walk, and is happy to be freed. Whether or not any of the yuan-ti or cultists escaped, it should be clear to the adventurers that there are dozens of enemies very close, and that escaping with Lungan as soon as possible is the best tactic. The adventurers and their allies can quickly escape into the jungle. They are pursued, but they have the chance to learn more from Lungan as they travel to the meeting of the Zopchik tribe.

Lungan first asks the situation, how the rest of the Zopchik tribe is faring, if Sissanna is still alive, etc. After the adventurers answer his questions and introduce themselves, Lungan relays to the group what he learned while in captivity.

Lungan's Story. Lungan is one of the traders and diplomats of the Zopchik tribe. He made contact with a small hamlet on the coast of the Shining Sea, just northeast of the Sky Lizard Mountains. This hamlet supports a large hunting lodge owned by Pasha Kosan of Calimshan. He uses it as a staging ground for safaris into the jungle with guests, as well as a base to grow exotic plants, harvest the eels that live there, and trade with the peaceful lizardfolk.

After establishing a cordial relationship, Lungan spent several months trading goods and services between the Zopchik tribe and the hamlet, known as Eelstead. Recently, however, the people at Eelstead wanted less from him, began acting strangely, and some of them looked like wilted plants rather than healthy living ones. On this last trip, the people of Eelstead traded nothing and wanted no guides. They rudely dismissed him, coming very close to attacking him and his assistants.

As Lungan and his tribe members were returning from Eelstead, a combined force of yuan-ti and Akabkan lizardfolk attacked them, killed two fellow tribe members, and took him prisoner. He was going to be brought before Kes'thak for something the Akabkan tribe lizardfolk called "the Coming," but that's all he heard about that. He's worried Kes'thak or the yuan-ti have done something to the people of Eelstead. Lungan is especially concerned for his main contact in Eelstead, a woman name Lily Cambridge.

Lungan, a chameleon lizardfolk, is not a combatant, and rather than fight he uses his actions in combat, if necessary, to either flee or dodge. He tries to stay safe for the remainder of Part 2.

The Chase

After the members of the yuan-ti caravan realize that their prisoner has been rescued, they send hunting parties after the adventurers. Lungan and Gaavoc urge the group to meet as soon as possible with the rest of the Zopchik tribe, which is also in the same direction as Eelstead.

Avoiding Detection. With the understanding they are being followed, the adventurers might come up with plans to avoid detection. They could use Survival checks to cover their tracks, rogues or rangers may try to set snares or create deadfalls to dissuade tracking, or they might come up with other methods of escape.

Rather than reward ingenuity and good planning by cutting out combats, instead provide other benefits that maintain the tension of the chase by make the combats easier. For example, allow the group the benefit of a short rest to heal and regain resources, even if they don't hold still for an entire hour. Give the adventurers advantage on initiative checks when combat starts because they are more prepared. Allow them to easily surprise their trackers at the start of combat.

After a while, though, a hunting party inevitably happens upon the adventurers.

Combat. One **gila lizardfolk brute** and three **chameleon lizardfolk snoops** (see Chapter 3) manage to catch up to the adventurers' group, either while they are resting or while they are traveling. These members of the Akabkan tribe know that returning to the tribal leaders empty handed means death, so they do not relent and never run away.

Treasure. The gila lizardfolk brute wears a set of platinum bracers etched with the logo of the Zhentarim, taken from a defeated Zhent mercenary who got lost in the jungle and killed. The bracers are worth 250 gp but may fetch more if returned to the Zhentarim. He also carries a *+1 silver dagger* that he does not use, since weapons are for the weak.

Aftermath. If any of the hunting party is captured and interrogated, they happily tell the adventurers that Kes'thak the Lizard King is a chosen of Sess'innek, the Destroyer of All. The adventurers might scurry about and try to survive, but in the end Kes'thak will eat their flesh and take their strength as his own.

The Beast

When the adventurers are close to the area where they can reunite with the rest of the Zopchik tribe, one last threat presents itself. Read:

> *Ahead of you, a rustling in a vine-choked space between two trees interrupts your journey. After a moment, a giant lizard emerges from the vines. She does not look hostile, and she stares placidly in your direction, her pink tongue flicking toward you. Thick, corded muscles ripple beneath her green scales.*

Ambush. While the lizard distracts the party, an enemy lizardfolk is approaching from the opposite direction, hoping to get the drop on the adventurers. They must succeed on a DC 11 Wisdom (Perception) check to hear the enemy approaching. Those who fail their check are surprised.

When the lizardfolk attacks, he gives a shrill call that triggers the giant lizard to attack the adventurers.

Combat. One **gila lizardfolk savage** (see Chapter 3) called "The Beast" and one **giant lizard** (see *Monster Manual* pg. 326) have found the adventurers and their allies. The Beast has quaffed a *potion of invulnerability* (in the form of a magical mushroom) before he attacks, making him resistant to all damage for 1 minute. As he attacks, he howls the praises of the Lizard King and promises to feed the bodies of the adventurers to his leader. He urges his pet, which he calls "Larth," to attack the same foe that he attacks.

Tactics. Larth the lizard fights until The Beast is dead, and then she stops. The Beast attacks until killed, although he does take prisoners if possible. Larth remains docile unless she is attacked or otherwise goaded into defending herself.

Treasure. The Beast carries one mushroom that is treated to act as a *potion of invulnerability*. Anyone who eats it, however, must also make a DC 10 Constitution saving throw or be poisoned for 1 hour.

Larth, if she is captured and fed instead of being killed, could become treasure. To initially get her to remain with the group, she must be enticed with food and a DC 10 Wisdom (Handle Animal) check. If this succeeds, she remains with the party but does not cooperate with them. After that, she can be trained using downtime days. For seven downtime days, she can be trained to carry equipment and follow the new owner closely. For seven more, she can be trained to accept a rider, but not to attack. For seven more, she can be trained to attack on command, but not while being ridden.



Meeting the Zopchik Again

After dealing with The Beast and Larth, the adventurers and their companions can easily get to the meeting place of the Zopchik tribe. When they arrive, read:

> *In a jungle clearing, with the Sky Lizard Mountains looming to the north, more than 200 lizardfolk rest in a clearing. Creatures of all sizes and colors eye you warily as you enter the clearing. The gecko lizardfolk twitch, preparing to flee if you are hostile. The chameleon lizardfolk change color to blend into the*

background. Komodo lizardfolk glance languidly in your direction, pacified by the heat of the sun. Even a few gila lizardfolk hiss in your direction.

Sissanna approaches quickly, checking to see how you fared in your rescue attempt. When she sees Lungan, she closes her eyes. "All surviving Zopchik here. All tell stories about valley happenings. Not good. Much danger."

Use the bullet points below to direct the conversation:

- *There are nine groups here that make up the entire Zopchik tribe. Four smaller groups seem to have been destroyed by the joint forces of the yuan-ti and the Akabkan tribe.*
- *Confusion and anger about what to do next are causing problems. Some groups have lost their leaders, others are unhappy with their leaders, and there seems to be a general consensus that one new leader should be chosen for the entire tribe.*
- *Once that leader is selected, the tribe needs to decide how to proceed. Some want to take the battle to the enemies, even if it means death. Others want to flee to caves in the Sky Lizard Mountains, where living is hard but it is also more defensible.*

Three lizardfolk emerge from the chaos to be the main candidates who are willing enough, and capable enough, to assume leadership of the Zopchik tribe:

- *Sissanna, a chameleon lizardfolk, whom the adventurers already know. She is definitely thoughtful and respected among the tribe, but she lacks a general knowledge of military tactics. She fears losing more lives in the fighting.*
- *Grugg, a komodo lizardfolk. He is strongly in favor of taking the fight to their enemies, arming every last lizardfolk, regardless of age or skill at arms, to fight to the death. He is a battle-tested hero of the tribe.*
- *Lssah, a gecko lizardfolk. She is the leader of the largest sub-group within the tribe, and her wits have saved her group from much damage at the hands of their enemies. She is a bit of a xenophobe and does not trust the adventurers, but there is no doubt she has the best interests of the tribe in mind.*

WHO'S GOING TO EELSTEAD?

At this point, the choice of who goes to Eelstead must be made. Lungan is adamant that he must lead the party there. Byre, if still with the group, wants to accompany them. Gaavoc is another option to accompany the group. If the adventurers have taken any prisoners, especially Startik, they must decide what to do with her. Lyrandiss does not rest until he finds his love, so leaving her with the Zopchik tribe invites trouble, but so does taking her with them.

Roleplaying. How this scene, or series of scenes, plays out is entirely dependent on the wishes of you and your group. If you have avid roleplayers, you could allow them to interview each of the potential leaders, ask them questions, test them, and come to their own conclusions. Then there could be scenes where the adventurers attempt to convince the rest of the lizardfolk about the best course of action. This could involve smaller scenes where individuals are convinced, or one large scene where one or more adventurers addresses the entire tribe with a rousing speech.

At some point, however, you as the DM should decide what the situation becomes and how the Zopchik tribe, as a whole, responds to their situation. This affects where the tribe goes, but the adventurers should have a different path before them.

Lungan's Wish. While this scene plays out, Lungan is adamant that the adventurers need to get to Eelstead as soon as possible. He is almost frantic that they see what is happening in the town and how it connects to the rise of the Akabkan tribe. If the adventurers refuse to go, he begs them, and soon Byre joins into the convincing. Sissanna also joins in, asking them to help her again as a personal favor.

Advancement. After the adventurers reunite with the rest of the Zopchik tribe, they can take a long rest and prepare for their excursion to Eelstead. The characters have now reached level 3. Proceed to Part 3.

PART III: EELSTEAD

Situated northeast of the Sky Lizard Mountains, the small "village" of Eelstead was set up by Pasha Kosan of Calimshan. At first it held a hunting lodge and retreat where Kosan hosted the other Pashas and their retinues on hunting expeditions and jungle safaris. Then he found that the eels that inhabited the area could be pickled, making them a great delicacy and source of profit back in Calimport. Finally, he set up trade relations with members of the Zopchik tribe, making more money on exotic goods from the Valley of Dread.

He's already used this place to great effect for making illicit deals and schmoozing important and powerful people. It became a valuable tool in his arsenal of accumulating wealth while making it look like recreation. Then came Kes'thak and the bubbling blood.

Ossil, a shaman of the Akabkan tribe and one of the first lizardfolk to understand Kes'thak's power, realized Kes'thak had become one of the Lizard Kings of old, gaining demonic favor as the old stories spoke of. He knew of Eelstead and the foreigners who came looking for plants, herbs, and other ingredients to use in their salves—and what he believed were their strange shamanic rituals.

The Alchemists. The people Ossil heard of were actually alchemists from Amn, undertaking an extended trip to Chult to gather the exotic herbs and reagents for their work. The alchemists, under the leadership of Asric Rill, had made a deal with Pasha Kosan to supply his workers with the pickling agent for the eels. When Ossil showed up and met with Asric, the alchemist took an interest in the bubbling black blood that Ossil offered. After a few tests, Asric realized it was demonic blood: very rare and incredibly valuable. She made a deal with Ossil, and one of the stipulations Ossil insisted on was that Eelstead stop trading with Lungan and the Zopchik tribe.

Asric knew Lily Cambridge, the Pasha's primary contact with the Zopchik tribe, wouldn't accept that. To counter Lily's position he used his reagents to contaminate the food and drink of Eelstead, making the people of Eelstead suggestible and turning them all against the Zopchik tribe. Asric has also started experimenting with the demon blood on some of the animals of the camp, and even a few people, to horrific effect.

Traveling to Eelstead

Lungan insists on guiding the adventurers to Eelstead even though he's still hurt. Sissanna begins to argue, but it soon becomes clear that Lungan will not be denied. A DC 15 Wisdom (Insight) check reveals that there is someone or something in Eelstead that Lungan is very worried about. Lungan's cold reptilian heart was melted by Lily Cambridge, and he can't stand the thought of losing her.

Lungan takes them northeast around the Sky Lizard Mountains, then heads for the coast of the Shining Sea.

The Journey. The trip to Eelstead from the Zopchik tribal meeting is about 50 miles. Lungan is a capable guide, but any trip in Chult is dangerous. Use the information in Chapter 2 of *Tomb of Annihilation* to determine how much distance can be covered, what the effects of the weather are, and any random encounters along the way.

The Lungan Problem. As the group nears Eelstead, Lungan starts showing signs of illness. His shoulders droop, his eyes are flecked with red spots, and his bandaged wound looks like it's oozing a black puss. A DC 10 Wisdom (Medicine) check reveals he's exhausted, and his condition is not caused by a natural disease or infection. As they arrive at Eelstead, Lungan falls unconscious.

A DC 15 Intelligence (Arcana or Religion) check reveals that what is affecting Lungan is more like a curse than a disease, and it is impossible to know if it will kill him or what other effects there might be. Lungan was given a dose of the bubbling black blood by Asric, as she hoped to either kill him or turn him into a monster.

RUNNING THIS SECTION

This section of The Return of the Lizard King *is part investigation, part intrigue, and part nightmare. The people in the hamlet of Eelstead are suffering from the debilitating effects of Asric's toxins, make them confused and susceptible to suggestion—a condition referred to as the Malaise. Some of the inhabitants, as well as certain beasts, are turning into monstrosities as Asric's bubbling black blood experiments go terribly awry. A group of yuan-ti and Akabkan lizardfolk lurk in the area, waiting for their chance strike. Meanwhile, the alchemists prepare their mixtures, intent on partnering with the evil groups to gain more black blood in return for providing alchemical assistance.*

The inciting incident of the horses suffering from the bubbling black blood curse is the first interaction in Eelstead, showing the characters that something is amiss in the town. As the characters start looking into what's going on in Eelstead, it needs to become obvious that something is wrong with the people as well. This should point the adventurers to the alchemists (and Asric Rill specifically). Once the adventurers confront Asric, the adventurers learn she and the alchemists are working with the Akabkan tribe to complete a horrible ritual. That points them to the Pyramid of Sess'innek and the final part of the adventure.

Eelstead

The Malaise. Most of the villagers have succumbed to the toxin put into their food and drink by Asric and the alchemists. This puts them in a stupor, leaving them unable to do anything unless they are instructed by one of the alchemists. They respond to questions with monosyllabic grunts. They continue to care for themselves by eating, drinking, and sleeping—but they go no further.

The Bubbling Black Blood. The mixture that Asric made from the demonic blood supplied by Ossil, when ingested or injected, has a variety of effects. After a few hours, the creature infected by the poison begins to act violently and irrationally. Only an hour or two later, the victim loses its mind completely, becoming a raging monster bent on homicide and a need for blood. Finally, the victim begins to mutate, growing tentacles in the form of writhing lamprey eels.

Arrival at Eelstead

When the adventurers arrive in Eelstead, Lungan has just fallen unconscious. Read:

To your north rests a tiny village on the shores of the Shining Sea. It is the first taste of civilization you have had since your arrival in the jungle.

A dock with a small boat tied to it rests on the shore, jutting into the water. A few buildings make up the village, with a large and finely built structure at the center of it all.

A rapid river pours into the sea, filling the air with the steady sound of rushing water. The only figure visible in the tiny village slowly meanders across a small wooden bridge, entering a building that looks like it might be a tavern.

Roleplaying in the Town. When the adventurers talk to villagers, they seem placid and barely awake. Any questions about the Zopchik tribe are met with anger and aggression against it, but if they are questioned further, the villagers offer only vague and confused answers about what the Zopchik tribe did wrong or why they're less desirable to trade with than the Akabkan tribe.

Even when the strange mutated and crazed creatures attack, the stupefied villagers barely acknowledge the problems. A DC 10 Wisdom (Insight) check shows that the villagers are under a strange compulsion that is much stronger than normal magic.

The Ticking Clock. Part 3 of this adventure is made more exciting when you run it on a ticking clock, because the bubbling black blood curse that is infecting Lungan and



some of the other residents of the village continues unless cured. Use Lungan's condition, or those of the other infected people, to keep the adventurers from getting a chance to take a long rest, and to limit their number of short rests. For every hour that passes, use a d12 to keep count. This should add a sense of urgency to the adventure, even if you place no hard deadline on when the curse alters its victims.

Eelstead Locations

AREA 1: WAREHOUSE

As the adventurers approach this warehouse, the first building they encounter on their way into the village, horses infected by the bubbling black blood curse stampede and attack.

Have the adventurers make a DC 13 Wisdom (Perception) check. Anyone who succeeds hears the sickly, rasping whinny of the horses drifting from the warehouse. Anyone failing the Perception check is surprised when the horses emerge. Read the following:

> *The main path into the center of the village runs past a large building built like a warehouse. A stable is attached to the warehouse, and one of its large doors lies asunder. Dark shadows hide whatever might be inside.*
>
> *A sound somewhere between a scream and a whinny erupts from the darkness, and five horses burst from the warehouse. Their coats seem patchy, and a black ooze flows from open sores in their flesh. The closest carries in its mouth a human arm.*

Combat. The five **warhorses** (see *Monster Manual* pg.340) were infused with the bubbling black blood by Asric as a test to see its effects on animals. As a result, they are little more than killing machines. They take turns trampling the adventurers, stomping on them while the characters are prone.

Treasure. The remains of a human, bitten and kicked to death by the horses and missing an arm, rests inside the warehouse. He was one of the alchemists from Amn named Drass. Asric sent him to check on the status of the horses, and the beasts went wild and killed him. A belt pouch on Drass' corpse holds 50 gp, and in a sack next to him are two *potions of greater healing*.

The Warehouse. The interior of the warehouse is clean and tidy, save for the mauled corpse. The place is built to hold boxes, crates, and sacks used for storing trade goods sent from or heading toward Pasha Kosan's business in Calimport.

In one corner of the warehouse is a kettle resting over a now-cold fire pit. The kettle contains a noxious black liquid, which can be examined, although it requires at least an hour of study to get answers. With careful study and a DC 12 Intelligence (Arcana) check, the characters learn the mixture of many chemicals and components includes deadly nightshade, cumin, toadstool, and eye of newt; all reagents an alchemist might use in creating magical concoctions. There is also a strange component harder to determine. A DC 20 Intelligence (Arcana) check recognizes that component as demonic blood. If ingested, this mixture could easily kill a creature, or mutate them in some way. This is causing Lungan's malady.

AREA 2: THE EMPTY SMITHY

The building is used by the blacksmith, a dwarf woman called Ilsadun, whom the Pasha hired to keep everything in the village working properly. A victim of the Malaise and the bubbling black blood curse, she is now in the Rapids Tavern (Area 11) with several others.

> *This abandoned smithy contains a now-cold forge, half-completed cutting tools, and three anvils for working iron.*

Secret Compartment. Beneath one of the anvils is a secret compartment that can be found with a DC 12 Wisdom (Perception) or Intelligence (Investigation) check. The trap that protects it, however, can only be found with a DC 13 Intelligence (Investigation) check. If the secret compartment is opened without disabling the trap first, the alchemist's fire trap within explodes. This only happens once and then the trap is spent.

Treasure. Within the secret compartment beneath the anvil is a leather satchel containing a packet of documents and 200 gp. The packet of documents contains instructions to Ilsadun from the Zhentarim to find a way to undercut the Pasha's business and start making deals with the locals on behalf of the Zhentarim. While this revelation might cast suspicion on the blacksmith, she has not yet started her plot.

Alchemist's Fire Trap

Simple trap (Levels 1-4, moderate threat)

The blacksmith protects her treasure with this trap.

Trigger: Someone moves aside the anvil to expose the secret compartment without disabling the trap.

Effect: If the trap is sprung, all creatures within 15 feet of the anvil must make a DC 13 Dexterity saving throw. On a failed saving throw, a creature takes 17 (5d6) points of fire damage.

Countermeasures: A DC 13 Intelligence (Investigation) check finds the trap, and it can be disabled with a DC 13 Dexterity (Thieves' Tools) check. The trap is sprung if the check to disable the trap fails. If the check succeeds, the adventurers can take the 4 vials of alchemist's fire that fuel the trap.

Wrapped in a leather sheet in the compartment is also a *+1 greataxe* called *Whisper*. If the wielder attunes to *Whisper*, it becomes a *+2 greataxe*, the wielder gains darkvision to 120 feet, and the wielder gains advantage on Stealth checks. However, while attuned the wielder can only speak in whispers.

Combat. If the trap goes off, or as the adventurers investigate the secret compartment, 2 **mutated crocodiles** (see Chapter 3) enter through the left and right door,

breaking them down if necessary. They are victims of the bubbling black blood curse, and they seek fresh meat.

A strangled roar interrupts you, as two crocodiles burst in upon you. Two ugly tentacles grow from their faces, and in the shock of their sudden and ferocious attack you realize these tentacles have the heads of eels.

AREA 3: THE BARRACKS

The door to this plain building has been smashed. Inside, several cots and footlockers are spread throughout the room. Two tables and several chairs are arranged in the center of the room. Some bunks are also arranged in a loft that circles the building's interior. The lone inhabitant of the building is a man resting on a cot. Although his eyes are open, he does not move.

This man is Tarako, a laborer in the employ of the Pasha. Tarako is in a catatonic state due to the influence of the Malaise. A DC 10 Wisdom (Medicine) check reveals that while he is physically healthy, some sort of toxin has caused his mind to shut down. Even if he can be restored to consciousness with a DC 15 Wisdom (Medicine) check, he is still under the effects of the Malaise and responds in grunting monosyllables.

Investigation. On the table are plates still containing food. It is simple fare that is easy to grow or transport: potatoes, salted meat, carrots, etc. The one odd delicacy are eels in a pickled brine. A DC 15 Intelligence (Arcana) check shows that the brine of the eels contains magical compounds that may be the cause of the Malaise or the bubbling black blood curse.

The footlockers contain clothes and assorted possessions, but nothing of great value.

AREA 4: THE KENNELS

The door to this small, windowless building is locked from the outside. From within, you can easily hear the barking and baying of dogs.

The lock can be picked with a DC 10 Dexterity (Thieves' Tools) check. As soon as the lock is picked, the door bursts open and the mutated canine occupants emerge and attack.



Combat. The six **mutated hunting dogs** (see Chapter 3) pour out of the kennel as soon as the door is unlocked. Even if the door is not unlocked, the animals can break down the door in one round after they sense someone outside. Like the crocodiles at the smithy, these hunting dogs look like feral dogs with tentacles growing out of their faces, and at the end of the tentacles are eel heads.

Treasure. After dealing with the mad, mutated dogs, the adventurers can search the kennel. Each of the six dogs wears a gold-studded collar worth 50 gp each. Nothing else of value is inside the kennel, although the food bowls used by the dogs hold the same briny eels found in the bowls of Area 3, except this contains an extra magical compound, noticeable with a DC 15 Intelligence (Arcana) check. This is the demonic blood that causes the bubbling black blood curse.

AREA 5: THE PASHA'S LODGE

The two-story building in the center of the village is the nicest by far—it is easy to see the builder took great pains with the construction. Flourishes and flairs in the decoration of the building show a mix of rustic simplicity and Calishite exoticism. A deck made of native Chultan teak wood gleams in the sunlight. There is also a front and back door, and several windows.

Setting. The interior of the place is finely decorated, including a sitting room, a dining room, a kitchen, a washroom, plus several bedrooms upstairs. The sitting room has a fireplace, but a magical cold fire roils within it, bringing the temperature of the room down to bearable levels from the hot jungle air. It's a huge room with several couches, chairs, floor pillows for sitting on and two huge tables on the left and the right side of the room with chairs surrounding them. The dining room and kitchen are smaller. Stairs lead up to the Pasha's large bedroom and several smaller but nicely furnished bedrooms for important staff and honored guests.

Interaction. All of the lodge's inhabitants are currently seated in the sitting room, staring blankly into the fire, except for the captain of the Pasha' personal guard, who has gone mad and waits upstairs (see **Combat** below). When the adventurers talk to the inhabitants, they respond as other sufferers of the Malaise: short distracted answers that often make little sense.

The sitting room contains the following people:

- *Pasha Kosan: a short, thin, hooked-nosed Calishite. When in his right mind, he is witty, ruthless, and ingratiating.*
- *Lily Cambridge: a half-elven woman wearing a blue dress. Fluent in Draconic and many other languages, she acts as the Pasha's translator and negotiator in business matters.*
- *Dorm Castlerock: a stout halfling man dressed in brown leathers. He is the Pasha's business adviser and merchant-for-hire.*
- *Zernor Jasmit, a human man dressed in silks. He is a Cormyrian merchant who is the guest of the Pasha.*
- *Six human guards dressed in the uniform of the Pasha's personal guard.*

Only if the unconscious Lungan is brought in do they react strongly: they get angry and shout about the filthy Zopchik tribe, demanding the adventurers immediately remove him from the lodge and from the village. Lily, however, does not get agitated like the others. Instead, she silently weeps.

Combat. Verge Semblem is the captain of the Pasha's personal guard, but the bubbling black blood curse has turned him into a **berserker** (see *Monster Manual* pg. 344), although he has not yet mutated. He charges down the stairs from the second floor as the adventurers interact with the people in the sitting room.

After the first round of combat, 4 **gila lizardfolk brutes** (see Chapter 3) burst into the house. They understand that Verge is mad because of the black blood, so they do not target him. Verge, however, does not discriminate between the adventurers and the lizardfolk brutes.

Treasure. One of the gila lizardfolk brutes wears a leather headband set with a large topaz worth 200 gp. Another carries two large mushrooms suffused with magic: one acts as a *potion of animal friendship*, and the other acts as a *potion of heroism*.

Aftermath. A DC 10 Wisdom (Survival) check allows the adventurers to track the gila brutes back to their place of origination: one of the small buildings in Area 7. Attempts to question captive lizardfolk only result in grunts and half-answers about waiting for the alchemist to finish the Lizards King's draught.

AREA 6: GUEST RESIDENCES

A pair of single-story buildings overlook the rapidly flowing river. While not as well-appointed as the main building, these two are obviously meant to be a complement to the lodge. The only doors on the buildings face the center of the village.

Setting. While these buildings are obviously residences, no occupants inhabit them presently. The northernmost building, however, contains boxes of spices, cloth, pickled foods, and a few boxes of cheaper goods from Calimshan.

Treasure. Two curiosities of note rest among the trinkets:

- *A skull with an inlay of silver and gold. It's magical, acting as a bullseye lantern without the need for oil, casting light from the eye sockets for up to one hour per day when someone holding the skull wills it to do so. It can be sold for 300 gp.*
- *A pair of wooden gecko earrings. After being worn for at least 1 day, the wearer becomes proficient in Strength (Athletics) checks to climb, as long as their hands and feet are bare and touching the surface. The earrings can be sold for 400 gp. The wearer, however, has an insatiable urge to eat insects.*

Combat. As the adventurers leave the buildings, they are set upon by three **mutated giant vultures** (see Chapter 3) that became infected after eating the carcasses of victims of the bubbling black blood curse. Like the hunting dogs and the crocodiles, they have eel-like tentacles growing from their faces.

AREA 7: SERVANT'S QUARTERS

These eight buildings are small and plain, with a single door in each and no windows. The interiors of the buildings contain bunk beds and simple tables and chairs. No inhabitants dwell within at this time.

Setting. These buildings were meant to house the staff of visitors or temporary workers in Eelstead. All who were here before the spread of the Malaise are now in the Rapids Tavern (see Area 9 below). However, one of the buildings houses a group of lizardfolk from the Akabkan tribe. If the adventurers followed the tracks back from Area 5 above, they may be able to sneak up on the lizardfolk. (If the adventurers come here before going to Area 5, those lizardfolk are out on patrol and do not return until later, at your discretion.)

Combat. Four **chameleon lizardfolk snoops** and one **gila lizardfolk savage** (see Chapter 3), members of the Akabkan tribe, are hiding here, waiting to get the alchemical compound from Asric to take to Kes'thak to help with his demonic ritual. When attacked, the snoops throw live lamprey eels at the adventurers as a way to distract them, hoping it scares them into thinking something terrible might come of it.

Treasure. A small wooden box holds the payment for the alchemical compound Asric is creating for the Akabkan: 10 diamonds worth 50 gp each.

Aftermath. Bound beneath one of the bunks is **Salida**, a **yuan-ti pureblood** (see *Tomb of Annihilation*, page 35) who is a captive of the Akabkan tribe. She was a member of the yuan-ti tribe who left Omu and the worship of Dendar the Night Serpent to ally with the Akabkan tribe and follow the way of Sess'innek. The lizardfolk learned she was really a spy for her old tribe, investigating the power and reach of the Akabkan, and now she is meant to be taken to Kes'thak for sacrifice.

If rescued, she can provide the following information, and she promises to lead the adventurers to the Pyramid of Sess'innek to stop the ritual that would give Kes'thak even more power.

- *She was a member of a tribe of yuan-ti living in a lost city in Chult called Omu. (True)*
- *A group of her people were unhappy with the evil actions of the rest of the tribe in their worship of Dendar the Night Serpent, so they headed east looking for a new home. (True to a point. She is a spy for the original tribe, infiltrating the tribe members who left.)*
- *This new group fell in with the Akabkan tribe, started following their leader Kes'thak, and begin to venerate Sess'innek. (True)*
- *She did not believe what they were doing was right and*

spoke up, so she was captured. She was to be taken to the Pyramid of Sess'innek to be sacrificed to Sess'innek by Kes'thak. (True, except for her motivation. She was really caught reporting back to her old tribe, but she does disagree with what these yuan-ti are doing with the Akabkan.)

AREA 8: THE ALCHEMISTS' HOUSE

This building is plain but sturdy. A thin stream of black smoke pours from a chimney, strange in the heat of this jungle. Inside, there is a small area with cots and tables, but the rest of the place is a laboratory—full of alchemical equipment, vials, strange compounds and liquids, and a fireplace for heating solutions.

Combat. Two **alchemists** (see Chapter 3) and four **bandits** (see *Monster Manual* pg. 343) rest and work inside this building. The alchemists are attempting to find a cure for the bubbling black blood curse, as they fear they have unleashed something terrible that might spread and destroy the world. The bandits are guards and assistants that do the bidding of the alchemists.

The bandits fight until the alchemists are dead or surrender. As soon as one alchemist falls, the other attempts to flee and warn Asric in Area 10.

Aftermath. If captured, the bandits are not helpful. They know the general plan of the alchemists, but they know none of the details. The alchemists, on the other hand, can be convinced to spill the story of the entire plot. Asric, their leader, believes that the jungles of Chult hold the key to creating compounds that can be used to control the minds and actions of people, and she is using Eelstead as a base to conduct experiments.

She is making deals with a lizardfolk tribe called the Akabkan to get those components, including a compound that appears to be demonic blood. In return for that blood and some wealth, Asric is making a compound that the leader of the lizardfolk plans to use in some strange ritual. The alchemists are not involved in that, and they are beginning to think Asric has lost her mind.

Treasure. Three *potions of healing*, three *potions of greater healing*, a *potion of invisibility*, and an *elixir of health* rest on a shelf in the laboratory. The books on the desks in the laboratory include notes on failed attempts to reverse the effects of the bubbling black blood curse. Given the notes so far, an adventurer who can succeed on a DC 20 Intelligence (Nature) or Wisdom (Medicine) check can realize the formula for the proper antidote and create enough to save anyone in town who is suffering from the curse, including Lungan.

AREA 9: THE RAPIDS TAVERN

This building is marked with a sign above the door: The Rapids Tavern. Its doors and windows look out over the river and the sea.

Inside, rough-hewn tables and chairs dot the common room. A similarly rough bar lines the south wall. The place holds about twenty individuals who sit placidly, staring out the windows at the water.

Setting. This tavern is the place where the common folk who travel to or work at Eelstead go for food and drink while the Pasha entertains at his lodge. Employees of the Pasha eat and drink basic food and cheap ale for free as part of their compensation, but they must pay for anything more exotic.

Roleplaying. The individuals here are under the effects of the Malaise, except for one. A **wood elf scout** (see *Monster Manual* pg. 349) called **Splitoak** was out on a hunt in the jungle when the alchemists infected the food and drink of the village. He sits in the bar, pretending to be in the same state as the rest of the townsfolk but keeping an eye on the happenings carefully.

A DC 15 Wisdom (Insight) check reveals that his eyes are shifting more quickly than those of the other people. If confronted, he at first tries to maintain the ruse, but if pressed he gives up his deception and introduces himself. He cannot reveal much more than the adventurers probably already know. He is suspicious of the alchemists, who are in Areas 8 and 10, because they seem to be unaffected by the Malaise. He also knows that a few people reacted differently. They seemed to go crazy before sprouting tentacles from their face, and then they died. He dumped their bodies in the sea.

If the adventurers are kind to him and allow it, he joins them in any further investigations in the town. He can also be used as a surrogate character if any of the adventurers die in Eelstead.

Transformation. Ilsadun, the dwarven blacksmith, is also in the tavern and is under the effects of the bubbling black blood curse. As the characters move about and question the occupants, she snaps. Read:

A dwarf in the tavern, peaceful until a moment ago, suddenly stands up and shrieks at the sky, her whole body tensing and shaking. As you watch, two writhing tentacles sprout from her face, the ends of which are two lamprey eel heads. She picks up a large club on the ground near her and stalks toward you.

Combat. Ilsadun shows what happens if the adventurers do not move quickly. In her mutated form she is beyond reason. If the adventurers knock her unconscious rather than killing her, she can be tied up and later cured if they find the antidote.

Treasure. If Ilsadun is cured and the characters did not already find her treasure trove (see Area 2), Ilsadun gives that to the adventurers, and also offers her weapon-making or blacksmithing services for free (such as making weapons from the tree spirit wood they may have from Part 1).

AREA 10: ASRIC'S WORKSHOP

This small wooden building has no windows and only one door. A sign on the door in Common reads, "Danger! Do not enter!"

Inside the building, the place is a mess of pots, beakers, vials, and leather pouches. Potion ingredients are spread everywhere. A middle-aged human woman sweats profusely as she frantically adds powders to liquids in a bubbling pot. "Leave," she says curtly, "or you will blow us all into Avernus."

Combat. Asric is an **alchemist** (see Chapter 3), but she does not engage in combat with the adventurers. Instead, if she is threatened, she points out something very disturbing. She has rigged her small workshop with volatile chemical explosives throughout. The trigger is a magical runestone she holds in her hand. With an action and a magic word, she can set off an explosion of terrible proportions.

Any creature inside the workshop when the explosion occurs takes 21 (6d6) fire damage and 21 (6d6) acid damage. A successful DC 15 Dexterity saving throw halves the damage as the creatures throw themselves out of the building as it combusts. Asric dies instantly in the conflagration, so she only uses it as a last resort. She does not accept being captured.

If the workshop is detonated, flaming pieces of wood rain down all over the village, catching the entire place ablaze. It is too much, too quickly, for the adventurers to stop. The best they can hope to do is herd all of the Malaise-suffering people out of the buildings so they don't burn to death.

Diplomacy. If the adventurers can talk to her and persuade her that they are not going to hurt or capture her, and Asric is made to trust them—requiring a DC 20 Charisma (Deception) or DC 15 Charisma (Persuasion) check—she makes a deal. She tells them about her work here, and about the deal she made with the Akabkan tribe, if they agree to let her leave Eelstead alive and unharmed. She also agrees to provide an antidote to the Malaise, although she does not know of any cure for the bubbling black blood curse.



Treasure. If the building is not detonated, the adventurers find 250 gp worth of alchemical agents (5 sets of alchemist's supplies) plus 3 herbalist's kits worth 15 gp total. The also find a *potion of poison* and two *potions of fire breath*.

AREA 11: THE DOCKS

The shoreline slopes down steeply to a rock-and-sand beach. A long wooden dock allows access to the water. A large rowboat with the parts to assemble a mast and sail bobs placidly in the water.

Treasure. This boat is empty. It is made to be lowered from a larger ship to carry people or goods to shore without crashing on the rocks or sand. It is sturdy enough to hold at least 16 medium-sized creatures comfortably. It would be possible to sail the boat along the coast to reach Port Nyanzaru if the adventurers chose to do so.

Continuing

At the end of this section of the adventure, the adventurers can find the antidote to the Malaise, and maybe even the bubbling black blood curse. They should understand that Kes'thak, the demonic leader of the Akabkan tribe, is planning to perform a ritual to make himself even more powerful. Salida the yuan-ti offers to lead them to the Pyramid of Sess'innek, where the ritual is going to take place, so the adventurers might attempt to stop the ritual. The Pasha does not offer the adventurers a monetary reward, but he gives them any food, water, or supplies they need, and he promises to reward them handsomely if they come find him at his home in Calimport. (Whether he honors this promise, and what form that reward takes, is up to you.)

Advancement. The adventurers can take a long rest and are now level 4. If you choose, you could also let them use some downtime days to perform some tasks that can help them down the road. If you choose this course, Salida assures them that the ritual is not planned for several days, so resting here is a good option.

If any of the adventurers have died, they should still have the option of taking on Byre, Gaavoc, or Splitoak as full members of the party. Simply create them as 4th level characters and let the campaign continue!

When the adventurers are ready to continue, proceed with Part 4.

PART IV: THE PYRAMID OF SESS'INNEK

Situated at the very center of the Valley of Dread, the Pyramid of Sess'innek is an ancient building dedicated to the Demon Lord that bears its name. Built by the first Lizard King centuries ago, it stands as a reminder of the terrible power that the lower planes can bring to the mortal world if left unchecked.

The ziggurat's black stone gleams wickedly in the sunlight or moonlight, as if not even the light of Lathander's or Selune's radiance can penetrate its evil. During times of peace in the valley it is abandoned, as creatures of good want nothing to do with it. At times when the demon-loving lizardfolk rule, however, it again becomes a focal point.

And that is what's happening now . . .

RUNNING THIS SECTION

In this part, the final section of Return of the Lizard King*, the adventurers finally face down the Lizard King Kes'thak as he attempts to take the ultimate step in his plan: perform the ritual to make himself a full aspect of Sess'innek. The adventurers must infiltrate the area, avoiding the hundreds of evil lizardfolk on hand for the festivities. Then they must enter the pyramid and defeat the Lizard King before he takes his new form—or worse yet—releases Sess'innek into the world. However, the endgame is complicated by other plans that the Akabkan shaman called Ossil hopes to carry out.*

Most of this section is a dungeon crawl, challenging the characters to delve into the center of the Pyramid of Sess'innek while defeating the guardians of the place and avoiding the traps and tests meant to keep out intruders. Taking a long rest while in the pyramid is likely unwise or impossible, but some long-forgotten magic, and the interference of a benevolent lizardfolk deity, might make this impossible task achievable.

Traveling to the Pyramid

The journey from Eelstead to the Pyramid of Sess'innek is roughly 100 miles. Having Salida as a guide, however, makes traveling quicker and less dangerous. She knows the areas to avoid, has an uncanny ability to find food and water, and knows shortcuts well. See Chapter 2 of *Tomb of Annihilation* for information on jungle travel in Chult. Using Salida as a guide ensures the adventurers have no random encounters or attacks along the way.

What About the Zopchik Tribe?

Players who are so inclined might think about what sort of forces they may face at the Pyramid of Sess'innek, and what help the Zopchik tribe might offer. If that thought comes into play, let the characters meet up with the Zopchik tribe and its new leader, whomever that is, on their way to the pyramid. Having a strike force from the tribe, or even having the whole tribe, attack the Akabkans at the pyramid could be the distraction needed to get into the pyramid unnoticed. Play out that meeting and discussion, letting the adventurers use Charisma (Persuasion) checks to direct the conversation and convince the leaders.

However that discussion turns out, or even if it never takes place, the adventurers can still get into the pyramid. It just might be a bit more difficult without a large distraction.

The Pyramid of Sess'innek

When the adventurers and their allies finally arrive at the Pyramid of Sess'innek, read:

> *Before you, in a low spot in the valley, stands a great pyramid made of jet-black stone. Atop the pyramid is the stone-carved representation of the head of a lizardfolk. As you watch, the head turns of its own accord, and the black opals that represent its eyes gleam with an inner light.*
>
> *Amassed around the pyramid are hundreds of lizardfolk of the Akabkan tribe. Lizardfolk of every species are represented, but the majority are gila lizardfolk. They mill about and chant and dance to some unheard rhythm.*
>
> *Soon a hush falls over the assembled lizards, and a tall lizardfolk adorned in ceremonial beads and a headdress emerges from a tunnel at the base of the pyramid. He raises his arms and speaks [in Draconic]. "Kes'thak the Lizard King, heir to Sess'innek and ruler of the jungle, now prepares to take his new form. When he emerges after the ceremony, not even the gods of the land or sea or air will be able to defeat him. We will conquer all we see and devote it to the Lizard King and to Sess'innek. Continue your celebration to give our King strength in his coming trial." With that, the lizardfolk shaman turns and moves back into the tunnel.*

The shaman who spoke is Ossil, the head shaman of the Akabkan tribe. He leaves the area to take his place next to his master during the ceremony.

Setting. The head atop the pyramid is a normal stone statue infused with enough magic to allow it to turn. It does not scan the area or provide any security, although the adventurers might get spooked by it. If the adventurers somehow manage to get to the opal eyes, they are worth 200 gp each.

The Ritual. Players might ask if the ritual can still take place without the draught that Asric was making for Ossil and the Lizard King. The answer is yes. Ossil is a careful planner and had others working on these elements as well.

Entering the Pyramid

With so many lizardfolk here, no one is expecting an attack or for anyone to attempt to sneak into the pyramid. Still, the adventurers cannot simply walk into the pyramid without some plan to get past the chanting lizardfolk. Below are some possibilities:

A MAJOR DISTRACTION

The best way to enter is to provide a major distraction that cannot be ignored. Having the Zopchik tribe carry out a frontal attack, even if they immediately retreat, would count as a major distraction. Going out into the jungle to lure a large dinosaur (or a large group of smaller dinosaurs) into the area would also suffice. Fires don't burn well in the humid, wet jungle, but finding a way to detonate a large explosion would likely work as well. Just remember: the distraction needs to be large and ongoing to draw the attention of so many away from the pyramid.

DISGUISES

If the adventurers have a way to disguise themselves as lizardfolk, they could walk right up to the opening without much problem, but getting inside might be another matter (see Adjudicating Success below).

STEALTH

If there is a small distraction, that might give the adventurers enough opportunity to at least attempt a Dexterity (Stealth) check—but again, that would only get them to the opening (see Adjudicating Success below).

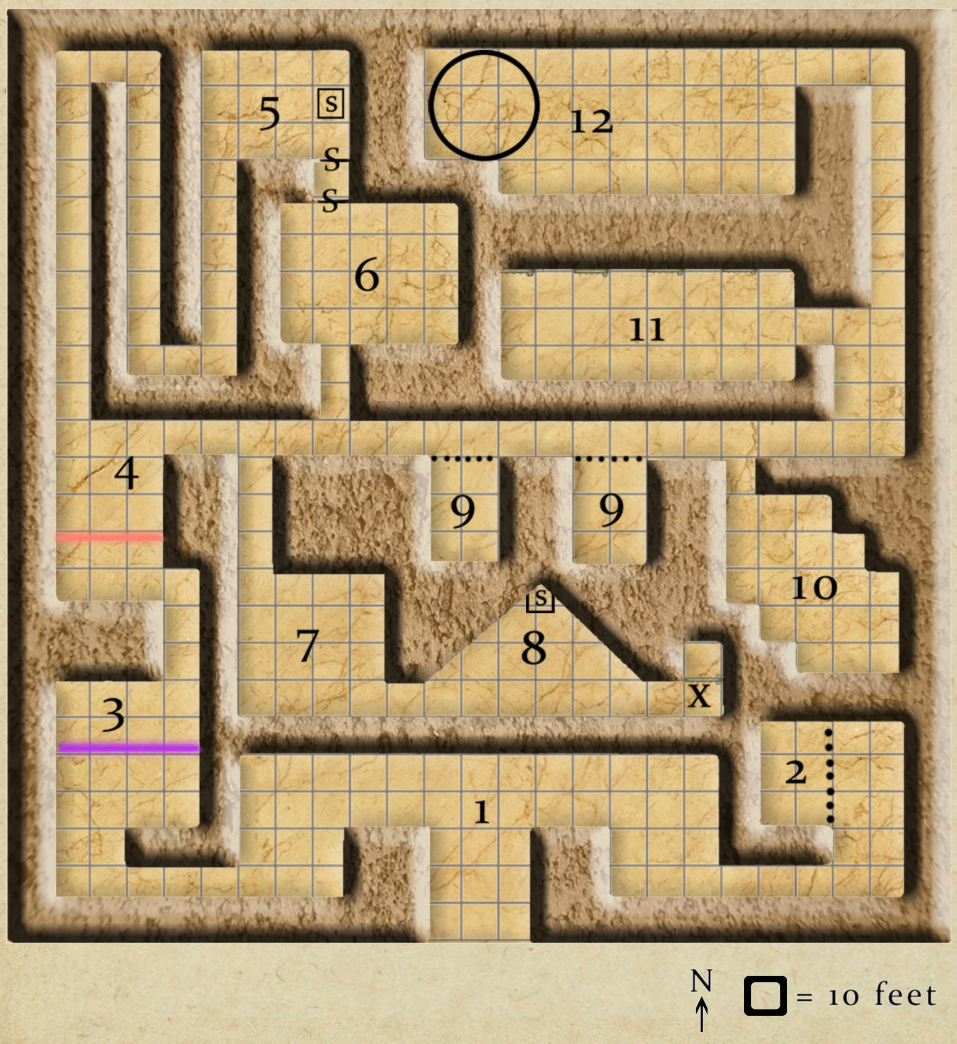
DECEPTION

One group of adventurers in disguise pretending to bring in others as sacrifices is the kind of distraction that might work. I mean, that trick always works, right?

ADJUDICATING SUCCESS

Regardless of the genius (or stupidity) of the adventurers' plans to enter the pyramid through the throngs of lizardfolk, allow a great or extremely lucky plan to work with no consequences.

If the plan is moderately well suited for the situation and the adventurers roll relatively well, let them get most of the way to the pyramid's opening before they are spotted. A quick combat with one **gila lizardfolk savage** and four **gila lizardfolk brutes** (see chapter 3) would give them a good challenge before they can access the pyramid.

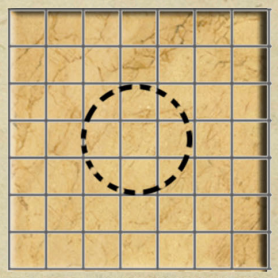


Pyramid of Sess'innek

S = Secret Door
S = Statue
X = Trap
⋮ = Bars

= Pit

= Bottom of Pit



Chamber of Transformation

If the plan is terrible and the adventurers are unlucky with rolls, force them to fight two or more groups of lizardfolk on the way in. This should still allow them to access the pyramid, but it also drains their resources and makes the rest of the adventure more challenging.v

If circumstances lead to a plan going totally sideways, another option is to have them knocked unconscious and brought into Room 2 as potential sacrifices. They wouldn't have their equipment, they would be tied up, and they would be starting at 1 hit point each, but they would at least be inside the pyramid.

Pursuit. Fortunately for the adventurers, the lizardfolk are terribly superstitious. They have been told by Ossil that if they enter the pyramid, they will die. Only a few are worthy to enter. That means once the adventurers enter the pyramid, they must only deal with the creatures already inside. Getting out? That's another story!

Pyramid of Sess'innek Locations

ROOM 1: ENTRANCE

To get to the tunnel leading into the pyramid, the adventurers must first climb a steep set of short stairs. This would be where a fight outside the pyramid would take place. Then the tunnel from the top of those stairs leads down a ramp. When they start down the ramp, read:

> *The 30-foot-wide tunnel leads down into the bowels of the pyramid. Torchlight ahead of you reveals the tunnel ending at an intersection. Standing with their backs to the wall are two lizardfolk guards. They bristle at your approach and shout a challenge in Draconic: "Only the chosen of Sess'innek may enter."*

Combat. The two **gila lizardfolk savages** (see Chapter 3) were instructed not to let anyone through. If the adventurers or their allies get within 15 feet of them, they attack immediately, fighting to the death. Three rounds after combat starts, a **gila lizardfolk brute** and another **gila lizardfolk savage** (see Chapter 3) arrive (one from each hallway) to support the savages.

Deception. The savages are very nervous about everything that is happening, and if the adventurers can tell a very good lie, and back it up with a DC 20 Charisma (Deception) check, the savages let them pass. This check is made at disadvantage if any of the party is not disguised as a lizardfolk. Furthermore, if any of the characters show even the slightest bit of confusion or hesitation in their actions, the savages attack as well.

If the adventurers do manage to get past the guards without a fight, the savages may still come to the rescue of their allies in Rooms 2 or 3 when fighting breaks out there.

Treasure. The savages are honored warriors of the Akabkan tribe, and they wear copper and turquoise necklaces worth 50 gp each.

ROOM 2: THE SACRIFICES

> *This chamber is split by a set of thick iron bars set with a door. Outside the barred area, two gila lizardfolk stand at attention, and each holds a leash connected to large lizards.*
>
> *Inside the barred cell, a mass of different creatures huddle and cower. Most are lizardfolk, but there are also two yuan-ti, a tabaxi, an elf, a halfling, and a grung. The few that are still conscious look starved, dehydrated, and severely beaten.*

Combat. Two **gila lizardfolk brutes** and two **giant spitting lizards** (see Chapter 3) guard the prisoners, who are kept here as potential sacrifices to Sess'innek. One brute may have rushed to Room 1 to assist the guards already.

Treasure. While none of the brutes has treasure, they each carry a key to the cell. The keys also open the cells in Room 9.

Aftermath. Although the adventurers can free the prisoners here after defeating the guards, there isn't much they can do to escape right now. If you wish to use any of the prisoners as important NPCs in your ongoing campaign, you can have them step forward first to speak to the adventurers and make themselves a focal point in the conversation. None of the prisoners are capable of fighting at this time. However, if a character dies, you could use one of these prisoners as a surrogate character.

ROOM 3: THE TEST OF STRENGTH

As the characters round the corner to see into the room, read:

> *A single gila lizardfolk stands guard here. Twenty feet into the room, a sheet of purple energy cuts through the room, floor to ceiling and wall to wall.*

Combat. If the **gila lizardfolk savage** ran to assist the guards in room 1, he is obviously not here.

Purple Veil. The purple veil acts as a test to make sure only the strongest can seek the assistance of Sess'innek. A DC 10 Intelligence (Religion) check reveals that the screen is a test of something, but it is impossible to know what until you step into it.

To pass through the veil a creature must make a DC 10 Strength saving throw. On a success, the creature passes through with no effects. On a failure, the creature can pass through but takes 11 (2d10) force damage. If the save is failed by 5 or more, the creature takes the damage but cannot pass through on that check, and must try again.

Non-good creatures have advantage on the saving throw, for Sess'innek does not favor weak creatures who have empathy or caring for others. The veil cannot be brought down with magic, nor can it be bypassed with teleportation magic.

ROOM 4: THE TEST OF RESOLVE

As the characters enter the room, read:

While no creatures are visible in this room, a sheet of red energy, similar to the one you just passed through in the previous room, blocks progress through the room.

Red Veil. The red veil acts as a test to ensure those seeking Sess'innek are fully dedicated to their task. A DC 10 Intelligence (Religion) check reveals that the screen is a test of something, but it is impossible to know what until you step into it.

To pass through the veil a creature must make a DC 13 Charisma saving throw. On a success, the creature passes through with no effects. On a failure, the creature can pass through, but immediately upon passing, a creature (see below) appears in the room and attacks. If the save is failed by 5 or more, two such creatures appear. As before, the veil cannot be brought down with magic, nor can it be bypassed with teleportation magic.

Combat. For each failed save, an **abyssal giant lizard** (see Chapter 3) appears, and two appear for each saving throw failed by 5 or more. These creatures are servants of Sess'innek in the Abyss, and they fight to the death—after which their corpses disappear.

Treasure. As each abyssal lizard body disappears, a black gem is left in its place. Each gem is worth 50 gp.

Aftermath. As the adventurers look at passages out of this room, they notice without the need for a check that the passage to the north (leading to Room 5) is dusty and untrodden, while the passage to the right contains countless footsteps.

ROOM 5: SEMUANYA'S HAVEN

This dusty chamber is empty except for a tall stone statue on the east wall. It represents a lizardfolk standing with arms outstretched, its hands open, palms upward, as if presenting or requesting something. The walls are adorned with colorful mosaics depicting everyday scenes in the life of a lizardfolk: gathering food, fishing, building shelters, protecting young from attack, and other innocuous activities.

Investigating. A DC 10 Intelligence (Religion) check reveals this is a representation of Semuanya, the lizardfolk deity of survival and harmony. It is worshipped by many of the non-evil lizardfolk tribes all over the world.

The Statue. If an adventurer places something of value to Semuanya in the statue's hands, that thing disappears and the mosaics glow brightly. The object should have something to do with survival: food, water, light sources, clothing, weapons, healing items, etc. When this is done, the magic of the room surrounds the characters, and they can act as if they have just taken a long rest. A character who is evil-aligned gets the benefits of a short rest instead.

Secret Door. A secret door on the south wall can be found with a DC 15 Wisdom (Perception) or Intelligence (Investigation) check. Those who use this door to access Room 6 can surprise the inhabitants there. This is a one-way door that allows people out of the room passing south.

ROOM 6: PREPARATION CHAMBER

Alter the read-aloud text below depending on whether or not the adventurers surprise the occupants by entering through the secret door.

Three smaller gecko lizardfolk occupy this room. They stand around a lizard that wears a mask over its eyes, although its toothy maw is still exposed. The room is decorated with a variety of beaded garments, necklaces, headdresses, shawls, and robes. Two expertly crafted statues of lizardfolk rest in the northeast corner of the room.



Combat. Three **gecko lizardfolk infiltrators** (see Chapter 3) tend to a **basilisk** (see Monster Manual pg. 24) here. The basilisk's gaze is another test that those wishing to commune with Sess'innek must pass. The infiltrators attack the adventurers with the thought of escaping to Room 12 if possible. One of them uses an action to remove the mask from the basilisk to target the adventurers; however, once the mask is off, the infiltrators are just as susceptible to the basilisk's gaze as the adventurers.

Treasure. The ceremonial beads, jewelry, and vestments can be taken and sold for a total of 200 gp to a collector of strange religious gear. One of the necklaces radiates magic, and is a *necklace of prayer beads* containing a bead of bless, a bead of curing, and a bead of favor.

Aftermath. If one or more of the adventurers or their allies become petrified, they might begin to lose hope. However, all is not lost. The bead of favor from the *necklace of prayer beads* can cast greater restoration. You can allow this without attunement, but that bead is lost forever. Also, the statue of Semuanya In Room 5 might remove the petrification if a permanent magical item is offered. Finally, the lizardfolk druid in Room 9 can help as well.

Any infiltrators who escape run immediately to Room 12 to warn Ossil and Kes'thak that enemies are closing in.

ROOM 7: THE SANCTUARY OF SESS'INNEK

The mosaics and decorations on the walls of this chamber show scenes of brutality and devastation, as demonic-looking lizards perform acts of savagery against humans, reptiles, and each other. The terrible nature of the depictions seems to pull at your soul.

Effects. Simply entering this room forces a creature to make a DC 15 Intelligence saving throw. Evil creatures have advantage on the save. On a failure, the creature gains 2 levels of exhaustion. (This can be removed in the next room.)

ROOM 8: ALTAR TO SESS'INNEK

In the northern point of this triangular room rests a statue and altar. It depicts a ferocious-looking lizardfolk with demonic features. Four komodo lizardfolk flank the altar, while a fifth gila lizardfolk hisses and clicks her devotional to the statue. A passage continues to the east and then turns a corner north.

Combat. Qamala, a **lizardfolk priestess** (see Chapter 3), pays homage to Sess'innek while four **komodo lizardfolk sentries** (see Chapter 3) stand guard.

Trap. The square in the southeast corner is trapped:

Sess'innek's Pain Trap

Simple trap (Levels 1-4, dangerous threat)

The treasure held in Sess'innek's vault is protected by his statue.

Trigger: Someone steps into any of the trapped squares without disarming the trap.

Effect: If the trap is sprung, a sonic blast emerges from the statue of Sess'innek, targeting all creatures in Room 8. Creatures must make a DC 12 Charisma saving throw. On a failed saving throw, a creature takes 10 (3d6) points of psychic damage, or half as much on a successful one. Creatures who fail are also stunned until the end of their next turn. Lizardfolk have advantage on this saving throw.

Countermeasures: A DC 12 Intelligence (Investigation) check finds the trap, and it can be disabled with a DC 12 Dexterity (Thieves' Tools) check.

Treasure. The treasure is found in a vault at the far eastern end of this room. The vault is closed but unlocked because the Akabkan tribe has been using some of it for the rituals, and only a few trinkets remain. There is a set of gold crocodile teeth worth 50 gp, a box of assorted gems worth 100 gp, 20 ceremonial ivory-tipped arrows worth 50 gp total (which are *+1 arrows* if used), and a *mithral breastplate*.

The Altar. The altar and statue are definitely magical if inspected. A DC 10 Intelligence (Arcana) check tells the characters that the exhaustion they are feeling (if they failed the saving throw in Room 7) is being augmented by this statue. A DC 10 Intelligence (Religion) or Dexterity (Thieves' Tools) check can either cut off the divine energy or deface the statue. Doing either of these successfully as an action removes the levels of exhaustion, and the character who succeeds on the check gains inspiration.

ROOM 9: THE SPECIAL SACRIFICES

Two barred cells line the south wall. In the first cell is a prone lizardfolk. She is terribly old and, although she is still, she seems to be breathing. In the second cell is a yuan-ti with a human head and body but snakes for arms. He paces frantically back and forth in his cell, his arms flailing and hissing.

Prisoners. In the first cell (the western one), a lizardfolk druid called Sylia lies at the back of the cell. She is old and feeble, and she knows her time is at hand. The Akabkan tribe was going to use her as a special sacrifice to their Demon Lord, but her life force is now so weak that they decided not to use her, worried that it would be seen as an insult to Sess'innek. (See below for more about interacting with Sylia.)

In the second cell is a **Type 2 yuan-ti malison** (see *Monster Manual* pg. 309) called Chiss. He was in the yuan-ti tribe allied with the Akabkan tribe, but he killed some lizardfolk in a fit of rage and was captured. If the adventurers present themselves, he uses *suggestion* to try to get them to let him out. If they do, he rushes away to escape the temple. With enough incentive, the adventurers might be able to convince him to attack the lizardfolk with them. He is unstable, though, and may attack the adventurers at a point convenient for him.

Opening the Cells. The guards in Room 2 have keys to these cells, or the locks can be picked with a DC 15 Dexterity (Thieves' Tools) check. The bars can be bent by someone succeeding on a DC 20 Strength (Athletics) check.

Sylia's Wish. Sylia acknowledges her imminent passing. Before she dies, she asks a favor of the adventurers. She wants them to take her holy symbol of Semuanya to Port Nyanzaru and give it to a friend of hers, another druid called Qawasha. They will know this human because of his vegepygmy companion called "Weed." They are all members of the Emerald Enclave.

Whoever agrees to do this receives a boon from the druid. This boon could be one of the following:

- *Removing the petrified condition from one creature*
- *Healing one creature to full hit points*
- *Giving one creature inspiration*

The creature who accepts this gift gains the personality trait "possessed by the kind druid's spirit." They retain this until they deliver the holy symbol as promised. The creature's alignment changes to neutral good, and they have the overwhelming urge to protect nature and help those who are in need or threatened by a great evil.

ROOM 10: HALL OF LIZARD KINGS

This oddly shaped chamber contains bas-relief sculptures on the walls showing the coronation or empowering of many Lizard Kings and Queens. Seven upright sarcophagi line the walls, and a larger sarcophagus rests on the floor in the southeast corner.

Investigation. A DC 15 Intelligence (History) check tells the adventurers that these are the resting places of many of the past Lizard Kings and Queens from the Valley of Dread. They are interred in this place as an offering to serve Sess'innek in the afterlife. And they do . . .

Combat. If the adventurers disturb any of the sarcophagi, the disturbed creatures rise as a **mummy** (see *Monster Manual* pg. 228) and three **ghouls** (see *Monster Manual* pg. 148), although they are lizardfolk versions of those creatures. They attack living creatures in this chamber but do not pursue them into the hallway or beyond.

Treasure. In the largest sarcophagus, beneath the cushion that holds the body, are this Lizard King's treasures: a gold crown worth 250 gp, a silver scepter worth 50 gp, a +1 *scimitar*, and a *potion of growth*.

ROOM 11: ROOM OF TRAVELING

This long room is decorated with magical runes throughout. A series of four identical stone doors, also etched with runes and sigils, are spaced along the northern wall. Two gila lizardfolk and two giant lizards stand guard.

Combat. Two **gila lizardfolk savages** controlling a pair of **abyssal giant lizards** (see Chapter 3) stand guard here, making sure nothing unwanted comes through the portals in this room (see Investigation below). Unlike the other abyssal lizards the adventurers might have faced, these are gifts from Sess'innek to the Akabkan tribe and therefore do not disappear when killed.

Investigation. A DC 10 Intelligence (Arcana) check reveals this room is decorated to handle very powerful teleportation magic. The stone doors do not open, but when the correct power and spells are used, they turn into gateways to other places. Right now none of the portals are active.

Further Campaign Use. As the DM, these portals can be used to give your campaign direction. You can allow these portals to be used, now or later, to get your characters to certain destinations quickly. They can return to their homes after the adventure, get to Port Nyanzaru quickly, or even connect to somewhere as exotic as Sess'innek's plane in the Abyss. Use them wisely!

ROOM 12: THE SUMMONING OF SESS'INNEK

When the adventurers reach the final chamber, read:

Seven lizardfolk and two infernal-looking lizards move about the room, chanting and touching sigils and runes covering the walls. There is no sign of a two-headed Lizard King, although there is a 30-foot-diameter hole in the floor at the far end of the room. One lizardfolk wearing a ceremonial headdress, which you recognize as the shaman who spoke to the crowd earlier, glances in your direction.

"Excellent! More sacrifices for Sess'innek!" As the gathered menagerie of enemies starts to move with hostility in your direction, the shaman stays them with a gesture. "Wait! I see what is happening. This is the final test of Sess'innek for our new king. He wants them to face him to ensure he is ready. Let them pass." He steps aside and motions toward the pit. "My Lord Sess'innek may not have brought the curse of death to Chult, but he is now paying close attention to what is happening here."

Interaction. Unlike other shamans of Sess'innek, who know only violence and brutality, Ossil is a master manipulator. A DC 20 Wisdom (Insight) check is needed to realize that Ossil really does want the adventurers to enter the pit and fight Kes'thak, but not because he believes it's a test. He really wants Kes'thak to die. Getting that information, though, must be done through roleplaying. In reality, Ossil is performing a ritual of his own—to free Sess'innek from his prison in the Abyss, which he believes will be enough to have the Demon Lord reward the shaman with even more power than Kes'thak is about to receive.

He even helps the adventurers by offering to lower them down the 30-foot-deep pit on ropes. He follows through on the promise without treachery if they allow him to help.

YOUR CHOICES MATTER!

The actions of your players and your choices as DM create a great story for your home game. However, for Return of the Lizard King*, those choices also affect a greater ongoing narrative. You can report the choices and escapades of your players on our website at* http://www.encodeddesigns.com/the-return-of-the-lizard-king-survey/*. After we have received a certain number of responses, we will begin writing the next part of the story:* Revenge of the Lizard Queen*. This high-level adventure will continue the story, taking into account the choices and actions of the D&D community as a whole. Did Kes'thak ascend, or did Ossil complete his ritual? Who is the leader of the Zopchik tribe now? Did Asric Rill survive? What does the Queen of Creeping Vines have in store for the adventurers she let escape? All of these questions and more will be answered!*

A Difficult Choice. The adventurers have a choice. If they stay here and fight Ossil, Kes'thak, down in the Chamber of Transformation beneath the pit, has enough time to complete his transformation. This leads to **Conclusion 1** below.

If the adventurers agree to Ossil's offer, they can stop the Lizard King from becoming an avatar of Sess'innek, but Ossil has the time to complete his ritual and release Sess'innek, which comes with its own complications leading to **Conclusion 2** below.

Combat with Ossil. Ossil is a chaotic evil **lizardfolk shaman** (see *Monster Manual* pg. 205) who has tricked Kes'thak. Ossil hopes to perform the ritual necessary to free Sess'innek completely, drawing his power into the mortal world. If Kes'thak has to die to make that happen, Ossil is fine with that. Ossil is surrounded by many helpers, including two **abyssal giant lizards**, two **gila lizardfolk brutes**, and four **gecko lizardfolk scouts** (see Chapter 3).

Combat with Kes'thak. Down in the pit, **Kes'thak the Lizard King** (see Chapter 3) is undergoing the transformation from Lizard King to avatar of Sess'innek. He is attended by four **dretches** (see *Monster Manual* pg. 57) sent by Sess'innek to help with the metamorphosis. At the start of each round, dretches appear in each corner of the room so that the number of them always equals four. This continues until Kes'thak is defeated. Only 1 dretch per round uses its *fetid cloud*.

Kes'thak's Lair Actions. While in the Chamber of Transformation, Kes'thak can take 1 lair action per round. On initiative count 20, Kes'thak can cause one of the following effects:

- *One of the dretches in the room explodes, dealing 7 (2d6) force damage to all adjacent creatures. A DC 13 Dexterity saving throw halves this damage.*
- *One of the dretches evaporates, allowing Kes'thak to remove one condition on himself, or succeed on one saving throw to remove a debilitating effect that a save can end.*

Now What?

The adventurers have defeated one evil, but at the cost of another. The Zopchik tribe urges the adventurers to hide and rest with them while they decide the next course of action. All of the advisors believe that all of this evil may be a result of the power released by the Death Curse, and the answer to that rests in the city of Omu. If the players need supplies, they can always travel to Port Nyanzaru first.

Advancement. After a long rest, the adventurers are now level 5, and the challenges of *Tomb of Annihilation* await. The ascended Kes'thak, or the mortal form of Sess'innek, are a threat that can be faced after the adventurers deal with the other threats of Chult.

Treasure. The Zopchik tribe can offer the adventurers payment for their work in the form of valuable trinkets, food, or even magic. Depending on the needs of your campaign, you can give some more magic, or you can let what the adventurers have already found suffice. Based on the needs of your campaign, you can make sure your players are ready to face the terrible challenges awaiting them.

Conclusion 1.

Ossil is Defeated

If Ossil is defeated, that means Kes'thak completed his time in the Chamber of Transformation and became an avatar of Sess'innek. Read the following after the adventurers defeat Ossil:

From the pit you hear a tremendous, high-pitched bellow, followed closely by a booming, deep-throated laugh. "I have arrived," says a voice like a thunderclap. "I will now go meet my servants." A loud sizzling sound explodes from below, shaking the entire pyramid.

From outside the pyramid you hear the slow-building roar of hundreds of lizardfolk cheering as one. Then, even if you don't speak Draconic, you understand the chant that starts low but rises to a fever pitch. "Kes'thak. Kes'thak. Kes'thak! Kes'thak! KES'THAK! KES'THAK!"

Tremors accompany the chanting, growing more violent as the chanting rises in fervor. A crack opens in the wall of the pyramid, revealing the jungle outside. No lizardfolk appear to block your path to the jungle, as they are all at the front to view the new form of their ascended leader. You may have stopped whatever the lizardfolk shaman was planning, but the Lizard King has definitely grown in power. You know it is no use to try to defeat him now.

Conclusion 2.

Kes'thak is Defeated

If the adventurers accept Ossil's offer, go down into the pit to fight Kes'thak, and they defeat the Lizard King, read:

After you defeat the Lizard King, you hear a sound like a thunderclap in the room above you. A voice like a rockslide echoes. "You have done well to bring me here, Ossil. You will serve me well. First I must feast."

A sizzling sound rips down the shaft of the pit, followed by silence. Finally, after a few moments of awed gasps audible from the lizardfolk outside the pyramid, you hear only screaming. And more screaming. And then roars booming over the screaming. The pyramid shakes, and dust begins to fall. A crack opens in the wall of the Chamber of Transformation, revealing a tunnel leading up to the surface. You emerge from the tunnel in the safety of the jungle, just on the edge of the clearing of the Pyramid of Sess'innek. The ground is littered with the bodies, or parts of the bodies, of dead Akabkan lizardfolk. It looks like dozens of them were crushed, sliced, eaten, and mauled. Those still alive run around screaming in terror or madness. Whatever they just saw, whatever just killed many of them in a matter of seconds, is gone. The safety of the jungle awaits you—if there is safety anywhere now.

LINKS TO TOMB OF ANNIHILATION

When the adventurers have completed *Return of the Lizard King*, there are a number of ways that they can go into the *Tomb of Annihilation* hardcover adventure, ready to pick up the main storyline:

SALIDA

Salida knows that the adventurers are growing in power and could be useful, or detrimental, to the cause of her master Ras Nsi. She can offer to take the adventurers to Port Nyanzaru, or even to Omu directly—telling them that something important regarding the Death Curse can be found there should get their attention.

SISSANNA

The lizardfolk, especially if she is the new leader of the Zopchik tribe, have a vested interest in what is happening in the rest of Chult, and how it relates to the growing power of the Akabkan tribe. She could beg the adventurers to go to Port Nyanzaru to learn more.

BYRE

If Byre is still with the adventurers, he might want to find a way to reunite with his tribe. Allies could tell him that the best place to look for answers might be Port Nyanzaru.

THE PROMISE TO SYLIA

If the adventurers promised to take Sylia's holy symbol to Qawasha, they can travel to Port Nyanzaru and find him. Once they do, he might offer to guide them into the parts of Chult that are tied directly to the Death Curse.

KRENSHAR

Krenshar are nightmare beasts native to the Feywild, but they have spread to countless other worlds and realms as well. They are a predatory cat-like creature, at least the size of a panther, who hunt and kill their prey through terror-inducing physical features.

Predator. The krenshar are hunters, generally traveling in packs and hunting together. Over four-feet long, the cat-like features of the krenshar include four pawed feet, a muscular frame, a long tail, and a loose, jowly face.

The Stuff of Nightmares. When it is about to attack, a krenshar pulls back the skin of its muzzle, revealing the skull-like bones of its face. At the same time, a krenshar lets out a terrifying roar that can scare its prey so badly it falls to the ground and cannot stand. This ability is thought to come from the krenshar absorbing all the nightmares that collect in the Feywild. Hags making concoctions to cause nightmares often use krenshar blood as a main ingredient.

Family Structure. Upon achieving maturity, a male or female krenshar leaves its pack to seek a mate and attempt to start a pack of its own. The creatures are most vulnerable during this period when they are alone, or when they are just starting a new pack.

Krenshar

Medium beast, unaligned

Armor Class 13

Hit Points 28 (8d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	4 (-3)

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 11

Languages ---

Challenge 2 (450 XP)

Actions

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

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

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

Frightening Roar. Creatures other than krenshar within 60 feet of a krenshar when it roars must succeed on a DC 11 Charisma saving throw or fall prone and become frightened for 1 minute. Creatures cannot stand from prone while frightened by the krenshar. At the end of their turns, affected creatures can attempt another DC 11 Charisma saving throw to end the frightened condition. When a creature makes the saving throw or the effect ends, the creature is immune to all krenshars' *Frightening Roar* for the next 24 hours.



KES'THAK THE LIZARD KING

Kes'thak was born to the Akabkan tribe of lizardfolk in the unspoiled jungles of the lost continent of Chult. Ancient civilizations have risen and fallen there over the centuries, but the jungle valley is now the home of divided tribes of lizardfolk.

Even before reaching ascendancy, Kes'thak killed his parents and assumed leadership of his tribe through brute force, bullying, and appealing to the worst qualities of the tribes most brutal members.

Demonic Influence. After having visions of gruesome rituals that would enhance his power, Kes'thak put those rituals into motion. He descended alone beneath the ruins of a lost pyramid nestled in the Valley of Dread, and a week later he emerged a changed lizard. Not only was he enhanced physically with greater size, strength, and intelligence, but he also gained a second demonic head and a third demonic arm.

Although no one witnessed the transformation, Kes'thak's change was orchestrated by Sess'innek, a demon prince trapped in the Abyss. Sess'innek transferred part of his terrible essence to Kes'thak, turning the Lizard King into an avatar of a terrible and corrupt power.

Pushed by Evil. Two motivations are at play: that of Kes'thak and that of Sess'innek. Kes'thak wants to spread his power around Chult, and then into the civilized lands, gaining more followers to hold onto the power he already has. Sess'innek influences Kes'thak's actions for a more devious and singular purpose: to release the demon prince from his Abyssal prison and into the mortal world.



Kes'thak the Lizard King

Large humanoid (lizardfolk), chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft. , swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Con +7, Wis +4, Cha +5

Skills Athletics +7, Deception +5, Perception +4

Senses darkvision 60 ft., truesight 30 ft., passive Perception 14

Languages Abyssal, Common, Draconic

Challenge 6 (2,300 XP)

Demonic Head. Kes'thak has advantage on Wisdom (Perception) checks and cannot be blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Hold Breath. Kes'thak can hold his breath for 15 minutes.

Legendary Resistance (3/Day). If Kes'thak fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Kes'thak makes three attacks: one with his claws and two with his bite.

Bite. *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack* +7 to hit, reach 10 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

Demonic Shout **(Recharge 6)**. Kes'thak unleashes a terrible shout. Each creature within 10 feet of Kes'thak must make a DC 14 Constitution saving throw, taking 45 (10d8) force damage on a failed saving throw, or half as much damage on a successful one.

Reactions

Demonic Claw. When an adjacent creature targets Kes'thak with a melee attack, he can use a reaction to make his *claws* attack against that creature.

WILDEN

Wilden are creatures that originated in the Feywild, the living and sentient embodiment of the spirit of trees. Their creation was in response to the corruption that encroached on the natural world by places like the Far Realm and the Shadowfell.

Physical Characteristics. Physically, the wilden are slightly taller but less stout than a typical dwarf, although their exact features differ based on the tree species that they call their ancestors. For example, a pine wilden would be thinner-limbed, covered with spiky needles over pinecone-like bulges for muscles. A willow wilden would be slightly taller with a bulkier frame and thick ropy hair hanging down almost to the ground.

Defenders of Nature. Spiritually, most wilden are fanatical about defending the natural order from anything unnatural. They detest undead, outsiders, and abominations that invade their territory and pervert the natural order. They have a close connection to the trees and plants, which they think of as their ancestors. A civilized society that sends loggers and hunters into the wilds to use nature recklessly can expect to run afoul of wilden.

Wilden Migration. While the wilden live mostly in the Feywild, they have spread to other worlds as well, particularly into the areas that have a particularly thin barrier with the Feywild. They find acceptance and purpose in places untouched by the spread of civilization, or those places that are fighting against the destruction of nature.

Arboreal Diversity. There are as many types of wilden as there are types of trees. Three of the most prolific are described here: oak wilden, pine wilden, and willow wilden.

Oak Wilden Clubber

Medium humanoid, neutral

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	9 (-1)

Skills Athletics +5, Intimidation +1

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elven, Sylvan

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of damage when the oak wilden clubber hits with it (included in the attacks).

Nature's Fortification. When an adjacent ally is reduced to 0 hit points, the oak wilden clubber gains 5 temporary hit points. This ability refreshes after a short or long rest.

Actions

Greatclub. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 12 (2d8 + 3) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 30/120, one target. *Hit*: 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Oak Wilden Punisher

Medium humanoid, neutral

Armor Class 13 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	9 (-1)

Skills Athletics +6, Intimidation +1

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elven, Sylvan

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of damage when the oak wilden punisher hits with it (included in the attacks).

Nature's Fortification. When an adjacent ally is reduced to 0 hit points, the oak wilden punisher gains 10 temporary hit points. This ability refreshes after a short or long rest.

Oak's Resolve. The oak wilden punisher has advantage on Wisdom, Intelligence, and Charisma saving throws.

Actions

Multiattack. The oak wilden punisher makes two melee attacks.

Greatclub. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 30/120, one target. *Hit*: 11 (2d6 + 4) piercing damage in melee or 7 (1d6 + 4) piercing damage at range.

Pine Wilden Warrior

Medium humanoid (fey), neutral

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	12 (+1)	15 (+2)	10 (+0)

Skills Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elven, Sylvan

Challenge 1/2 (100 XP)

Nature's Fortification. When an adjacent ally is reduced to 0 hit points, the pine wilden warrior gains 5 temporary hit points. This ability refreshes after a short or long rest.

Actions

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

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or 20/60 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Reactions

Wrathful Needles. When an adjacent enemy hits an ally of the pine wilden warrior with a melee attack, the warrior can use a reaction to deal 3 (1d6) points of piercing damage unless the enemy succeeds on a DC 11 Dexterity saving throw.

Pine Wilden Ranger

Medium humanoid (fey), neutral

Armor Class 14

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	17 (+3)	10 (+0)

Skills Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elven, Sylvan

Challenge 2 (450 XP)

Nature's Fortification. When an adjacent ally is reduced to 0 hit points, the pine wilden ranger gains 10 temporary hit points. This ability refreshes after a short or long rest.

Wrathful Mark. As a bonus action, a pine wilden ranger can chose one enemy as its mark. Once per turn, the pine wilden ranger does an extra 3 (1d6) damage to their marked enemy when they hit with a melee or ranged weapon attack.

Actions

Multiattack. The pine wilden ranger makes two attacks, either with its rapier or its daggers.

Rapier. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or 20/60 ft., one target. *Hit*: 6 (1d4 + 4) piercing damage.

Reactions

Wrathful Needles. When an adjacent enemy hits an ally of the pine wilden ranger with a melee attack, the ranger can use a reaction to deal 5 (2d4) points of piercing damage unless the enemy succeeds on a DC 12 Dexterity saving throw.

Willow Wilden Watcher

Medium humanoid (fey), neutral

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	12 (+1)	16 (+3)	12 (+1)

Skills Nature +3, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elven, Sylvan

Challenge 1/4 (50 XP)

Nature's Fortification. When an adjacent ally is reduced to 0 hit points, the willow wilden watcher gains 3 temporary hit points. This ability refreshes after a short or long rest.

Spellcasting. The willow wilden watcher is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The watcher has the following spells prepared:

- Cantrips (at will): *druidcraft, shillelagh, thorn whip*
- 1st level (3 slots): *cure wounds, faerie fire, longstrider*

Actions

Club. *Melee Weapon Attack*: +1 to hit, reach 5 ft., one target. *Hit*: 2 (1d6 - 1) bludgeoning damage.

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

Willow Wilden Sentinel

Medium humanoid (fey), neutral

Armor Class 12 (16 with barkskin)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	14 (+2)	18 (+4)	15 (+2)

Skills Arcana +4, Nature +4, Perception +6, Religion +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elven, Sylvan

Challenge 4 (1,100 XP)

Nature's Fortification. When an adjacent ally is reduced to 0 hit points, the willow wilden sentinel gains 15 temporary hit points. This ability refreshes after a short or long rest.

Nature's Watchfulness. A willow wilden sentinel cannot be surprised and gains advantage on its initiative rolls.

Spellcasting. The willow wilden sentinel is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The sentinel has the following spells prepared:

- Cantrips (at will): *druidcraft, shillelagh, thorn whip*
- 1st level (4 slots): *cure wounds, faerie fire, longstrider, thunderwave*
- 2nd level (3 slots): *barkskin, heat metal, hold person*
- 3rd level (3 slots): *call lightning, dispel magic, wind wall*
- 4th level (2 slots): *confusion, ice storm*

Actions

Club. *Melee Weapon Attack*: +1 to hit, reach 5 ft., one target. *Hit*: 2 (1d6 - 1) bludgeoning damage.

Shillelagh. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) bludgeoning damage.

CHULT LIZARDFOLK

Chult lizardfolk differ in many ways from their cousins in other parts of Faerun. Over the centuries, the rising and falling cycle of cultural and technological advancement within the lizardfolk tribes has continued. At times, the various tribes have reached cultural heights rivaled only by the current civilized places along the Sword Coast. During some of the darker times, the tribes have devolved into the most backward and brutal sentient creatures on the planet. Currently, the lizardfolk civilization is fragmented and at a low point.

Species Diversity. Four main subspecies of lizardfolk exist in Chult's Valley of Dread. The komodo lizardfolk are stout and sure warriors, placid and thoughtful until riled by their enemies into ferocity. The gecko lizardfolk are twitchy and high-strung, but display the agility and sure-footedness of their smaller cousins. The chameleon lizardfolk, as cunning and deceptive as any Waterdhavian agent, often act as the spies and leaders of their respective tribes. The gila lizardfolk are the bloodthirsty subrace that failed to embrace civilization at any point in their evolution.

Survival or Aggression. The tribes of Chult generally fall into one of two categories. The first are the tribes that focus their attention on ensuring their own survival. These lizardfolk are typically neutral, and as they gain power they focus on growing their civilization through learning, cultural and technological advancement, and trade. These lizardfolk generally worship Semuanya, the lizardfolk god of nature and survival.

The tribes with more violent and chaotic tendencies favor the demon prince Sess'innek, a deity of slaughter. These lizardfolk stake their survival not on learning and advancement, but on carnage and domination. They consider themselves superior to other creatures, erect totems to terrible dark powers, take slaves to do their work, and generally worship an autocratic leader within their ranks.

Chameleon Lizardfolk Snoop

Medium humanoid (lizardfolk), neutral

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	11 (+0)	15 (+2)

Skills Deception +4, Persuasion +4, Stealth +4

Senses passive Perception 10

Languages Common, Draconic

Challenge 1/2 (100 XP)

Camouflage. The chameleon lizardfolk snoop can use a bonus action to gain advantage on the next Stealth check it makes on that turn.

Hold Breath. The chameleon lizardfolk snoop can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 3 (1d6) slashing damage.

Short Sword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage. If the chameleon lizardfolk snoop has advantage on the attack roll, the attack deals an extra 3 (1d6) piercing damage.

Sling. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 4 (1d4 + 2) bludgeoning damage. If the chameleon lizardfolk snoop has advantage on the attack roll, the attack deals an extra 3 (1d6) bludgeoning damage.

Reactions

Sudden Blur. When the chameleon lizardfolk snoop is targeted by a ranged attack, it can use its reaction to change color. That ranged attack is made at disadvantage.

Chameleon Lizardfolk Spy

Medium humanoid (lizardfolk), neutral

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	11 (+0)	17 (+3)

Skills Deception +5, Persuasion +5, Stealth +6

Senses passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Distracting Tail. The chameleon lizardfolk spy can use a bonus action to distract one adjacent enemy with its tail. The next melee attack against that enemy on that turn is made with advantage.

Hold Breath. The chameleon lizardfolk spy can hold its breath for 15 minutes.

Uncanny Camouflage. The chameleon lizardfolk spy has advantage on Stealth checks.

Actions

Multiattack. The chameleon lizardfolk spy makes two melee attacks with its short sword or two ranged attacks with its sling.

Bite. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 3 (1d6) slashing damage.

Short Sword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage. If the chameleon lizardfolk spy has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

Sling. *Ranged Weapon Attack*: +6 to hit, range 30/120 ft., one target. *Hit*: 6 (1d4 + 4) bludgeoning damage. If the chameleon lizardfolk spy has advantage on the attack roll, the attack deals an extra 7 (2d6) bludgeoning damage.

Reactions

Expert Dodger. When the chameleon lizardfolk spy is targeted by a ranged attack, it can use its reaction to change color. All ranged attacks made against the chameleon lizardfolk spy until the start of its next turn are made at disadvantage.

Gecko Lizardfolk Scout

Medium humanoid (lizardfolk), neutral

Armor Class 14 (natural armor)

Hit Points 17 (3d8 + 3)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	15 (+2)	14 (+2)	11 (+0)

Skills Acrobatics +4, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Draconic

Challenge 1/4 (50 XP)

Hold Breath. The gecko lizardfolk scout can hold its breath for 15 minutes.

Quick Escape. The gecko lizardfolk scout can take the Disengage action as a bonus action in each of its turns.

Toe Pads. The gecko lizardfolk scout can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

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

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

Gecko Lizardfolk Infiltrator

Medium humanoid (lizardfolk), neutral

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	15 (+2)	14 (+2)	11 (+0)

Skills Acrobatics +5, Perception +4, Stealth +5, Survival +4

Senses passive Perception 14

Languages Common, Draconic

Challenge 1 (200 XP)

Hold Breath. The gecko lizardfolk infiltrator can hold its breath for 15 minutes.

Quick Escape. The gecko lizardfolk infiltrator can take the Disengage or Hide action as a bonus action in each of its turns.

Toe Pads. The gecko lizardfolk infiltrator can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The gecko lizardfolk infiltrator makes two attacks with its daggers.

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

Dagger. *Melee or Ranged Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Reactions

Lightning Retort. The gecko lizardfolk infiltrator can make a dagger attack against an adjacent enemy who hits it with a melee attack. If this dagger attack hits, it does an additional 3 (1d6) piercing damage.

Gila Lizardfolk Brute

Medium humanoid (lizardfolk), chaotic evil

Armor Class 16 (natural armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	7 (-2)	14 (+2)	7 (-2)

Skills Athletics +4, Perception +4, Survival +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Draconic

Challenge 1 (200 XP)

Hold Breath. The gila lizardfolk brute can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) slashing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points.

Gila Lizardfolk Savage

Medium humanoid (lizardfolk), chaotic evil

Armor Class 16 (natural armor, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	7 (-2)	14 (+2)	7 (-2)

Skills Athletics +6, Perception +4, Survival +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Bloodlust. The gila lizardfolk savage can use a bonus action to take the Dash action on its turn. If at the end of the Dash action the gila lizardfolk savage is adjacent to an enemy, it can take a bite attack at disadvantage.

Hold Breath. The gila lizardfolk savage can hold its breath for 15 minutes.

Actions

Multiattack. The gila lizardfolk savage makes two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) slashing damage, and the target must make a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

Komodo Lizardfolk Sentry

Medium humanoid (lizardfolk), neutral

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	7 (-2)	12 (+1)	11 (+0)

Skills Athletics +5, Intimidation +2, Perception +3

Senses passive Perception 13

Languages Common, Draconic

Challenge 1 (200 XP)

Hold Breath. The komodo lizardfolk sentry can hold its breath for 15 minutes.

Keen Senses. When the komodo lizardfolk sentry can rely on its sense of smell or taste, it has advantage on Perception checks.

Actions

Multiattack. The komodo lizardfolk sentry makes two melee attacks: one with its bite and one with its spear.

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

Spear. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

Komodo Lizardfolk Champion

Medium humanoid (lizardfolk), neutral

Armor Class 14 (natural armor, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	7 (-2)	14 (+2)	11 (+0)

Skills Athletics +6, Intimidation +2, Perception +4

Senses passive Perception 14

Languages Common, Draconic

Challenge 2 (450 XP)

Hold Breath. The komodo lizardfolk champion can hold its breath for 15 minutes.

Keen Senses. When the komodo lizardfolk champion can rely on its sense of smell or taste, it has advantage on Perception checks.

Actions

Multiattack. The komodo lizardfolk champion makes three melee attacks: one with its bite and two with its spear.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d6 + 4) piercing damage.

Deliberate Bite. The komodo lizardfolk champion makes one bite attack. This attack is made with advantage, and on a hit the target takes an additional 9 (2d8) bludgeoning damage and is restrained until the start of its next turn.

LIZARDS

Abyssal Giant Lizards

In the layer of the Abyss ruled by Sess'innek, the most prevalent of the demons is the giant abyssal lizard.

Shock Troops of Sess'innek. While other Demon Lords rely on manes or dretches to fill the bulk of their forces, Sess'innek is more comfortable with lizards. Therefore, the souls he steals or devours turn into giant abyssal lizards.

Physical Characteristics. Normal folk would often mistake an abyssal giant lizard with a normal beast of that variety. However, the abyssal variety is a demon rather than a natural beast, meaning their coloring and odor are often nastier and more revolting than a regular lizard. And the temperament of the abyssal giant lizard is certainly noticeable, especially as it charges at you to attack.

Gifts of Sess'innek. Sess'innek will sometimes grant his most deserving and brutal worshippers and adherents one or more abyssal giant lizards as a gift. These gifted creatures follow the commands of their new masters to the letter, only disobeying if the commands are vague and misinterpreting them would send more tasty souls to their master.

Abyssal Giant Lizard

Large fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	10 (+0)	15 (+2)	4 (-3)	10 (+0)	4 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal or Draconic but cannot speak

Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the abyssal giant lizard can take a bonus action to make a bite attack against a different creature in reach.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage, plus 5 (2d4) poison damage.

Giant Spitting Lizards

More ferocious and less trainable than their cousins, the giant spitting lizard is a menace up close and from a distance.

Evolutionary Marvels. In other locations around Faerun, giant lizards are near the top of the predator list. In Chult, with the countless dinosaurs and other threats, the lizards evolved a ranged defense that other creatures lack: a stream of poison. This, and an enhanced sense of aggression, have served the giant spitting lizard well.

Untrainable. While a normal giant lizard might be trainable to carry a rider or act as a pack animal, the giant spitting lizard is untrainable. Even if a person thinks they have one trained, the first loud noise, approaching danger, or physical damage suffered by the spitting lizard turns it into a threat to everyone around it.

Giant Spitting Lizard

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	2 (-4)	13 (+1)	4 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages ---

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage, plus 5 (2d4) poison damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until the grapple ends, the giant spitting lizard can only bite the grappled creature and has advantage on attack rolls to do so.

Poison Spit. *Ranged Weapon Attack*: +5 to hit, range 30 ft., two adjacent targets. *Hit*: 13 (3d6 + 3) poison damage. The giant spitting lizard cannot make this attack if it has a creature grappled.

Reactions

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. This attack is triggered when a creature attempts to move adjacent to the giant spitting lizard. *Hit*: The target is pushed 10 feet and knocked prone, ending that creature's movement.

MUTATED CREATURES

The experiments performed by the evil alchemists in the village of Eelstead saw the creation of a terrible curse. Creatures who were infected with the bubbling black blood curse first went mad, violently attacking everyone they saw. Then, if the curse did not kill them outright, it mutated them.

The Bubbling Black Blood. The evil lizardfolk of the Akabkan tribe saw that the blood of some of their demonic kin, especially that of the Lizard King Kes'thak, had magical properties. They took some of that blood and traded it to the immoral alchemists. The alchemists studied the compound and decided it might work in a mind-control potion. They created it as part of a brine to pickle eels, then fed it to people and animals.

The Mutation. Something about the interaction with the brine caused the concoction to have unexpected side effects. In addition to the rage and homicidal acts, the victims of the compound also grow eel-like tentacles. These tentacles act of their own accord, desiring to feast on blood. The mutated creatures also gain a resistance to cold, but a vulnerability to fire.

Mutated Crocodile

Large beast, chaotic evil

Armor Class 12 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	2 (-4)	13 (+1)	4 (-3)

Damage Immunities cold

Damage Vulnerabilities fire

Condition Immunities charmed

Senses darkvision 30 ft., passive Perception 11

Languages ---

Challenge 3 (700 XP)

Drink Blood. If a mutated crocodile has a living creature grappled, it can use a bonus action to have the eel tentacles on its face drain the grappled creature's blood. This reduces the maximum hits points of the creature by 3. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 11 (2d8 + 2) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Mutated Hunting Dogs

Medium beast, chaotic evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	2 (-4)	13 (+1)	4 (-3)

Damage Immunities cold

Damage Vulnerabilities fire

Condition Immunities charmed

Skills Perception +3

Senses darkvision 30 ft., passive Perception 13

Languages ---

Challenge 1 (200 XP)

Drink Blood. If a mutated hunting dog hits a creature with a bite attack while it has advantage on that attack, it can use a bonus action to have the eel tentacles on its face drain the target's blood. This reduces the maximum hits points of the creature by 1. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Keen Hearing and Smell. The mutated hunting dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The mutated hunting dog has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Mutated Giant Vultures

Large beast, chaotic evil

Armor Class 10

Hit Points 37 (5d10 + 10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Damage Immunities cold

Damage Vulnerabilities fire

Condition Immunities charmed

Skills Perception +3

Senses darkvision 30 ft., passive Perception 13

Languages understands Common but can't speak it

Challenge 2 (450 XP)

Drink Blood. If a mutated giant vulture hits a creature with a beak attack, it can use a bonus action to have the eel tentacles on its face drain the target's blood. This reduces the maximum hits points of the creature by 2. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Keen Sight and Smell. The mutated giant vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The mutated giant vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 9 (2d6 + 2) slashing damage.

Ilsadun, Mutated Dwarf

Medium humanoid (dwarf), chaotic evil

Armor Class 16 (chainmail)

Hit Points 85 (10d8 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Str +6, Con +6

Damage Immunities cold

Damage Vulnerabilities fire

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarf

Challenge 4 (1,100 XP)

Drink Blood. If Ilsadun hits the same creature with two greatclub attacks on the same turn, she can use a bonus action to have the eel tentacles on her face drain the target's blood. This reduces the maximum hits points of the creature by 4. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Actions

Multiattack. Ilsadun makes two greatclub attacks.

Greatclub. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) bludgeoning damage.

Frantic Surge (1/Day). Ilsadun makes two greatclub attacks against each adjacent creature. Until the start of her next turn, all melee attacks against Ilsadun are made with advantage.

OTHER CREATURES

Qamala, Lizardfolk Priestess

Medium humanoid (lizardfolk), chaotic evil

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft. , swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	11 (+0)	17 (+3)	14 (+2)

Skills Perception+5, Religion +2, Survival +5

Senses passive Perception 15

Languages Common, Draconic

Challenge 2 (450 XP)

Hold Breath. Qamala can hold her breath for 15 minutes.

Spellcasting. Qamala is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots)*: cure wounds, guiding bolt, inflict wounds*
- 2nd level (3 slots): *lesser restoration, spiritual weapon*
- 3rd level (2 slots): *dispel magic, spirit guardians*

Actions

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

Reactions

Divine Guidance. Qamala can use her reaction each round to guide the weapon attacks of her allies. When an ally is about to attack, Qamala spends a level 1 spell slot to grant that ally an extra 5 (2d4) damage of the type done. If she expends a spell slot of level 2 or higher, the extra damage increases by 1d4 for each level about 1st.

Alchemist

Medium humanoid, any alignment

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	17 (+3)	13 (+1)	10 (+0)

Skills Arcana +5, Medicine +3, Nature +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 3 (700 XP)

Poisoned Dagger (3/Day). As a bonus action, the alchemist can add 1d10 poison damage to its next damage roll with a dagger.

Actions

Multiattack. The alchemist makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Caustic Spray (Recharge 5-6). The alchemist mixes chemicals to cause a 15-foot cone of acid to shoot forth. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one.

NEW MAGIC ITEMS

DARKLING NECKLACE

Wondrous item, rare (requires attunement)

This necklace includes a black pearl that contains a part of a darkling's soul. Once attuned, the wearer gains advantage on Stealth checks made in dim light or total darkness. Also, once per day as an action the wearer can cast darkness as per the 2nd-level evocation spell. However, the user must succeed on a DC 10 Intelligence saving throw or be blinded for as long as the spell lasts. Once it is donned, it can only be removed with a remove curse spell.

TREE SPIRIT WEAPON

Weapon (any wooden bludgeoning or piercing), rare (requires attunement)

A tree spirit weapon is one crafted from the wood of a sentient tree. The spirit of the tree remains in the wood, and therefore the weapon contains a sentience.

The bonuses provided by a tree spirit weapon are dependent on the level of the person to whom it is attuned. In this way, the tree spirit weapon is progressive: it gets more powerful—and more dangerous to wield—as the attuned wielder becomes more powerful as well.

Use the chart below to determine the powers and strength of the tree spirit weapon. The attack and damage bonuses are not cumulative, but the other traits are:

Level	*Traits*
1-4	+1 bonus to attack and damage rolls, wielder feels the desires of the tree spirit
5-10	+2 bonus to attack and damage rolls, wielder gains flaw "constantly hears the voice of the tree spirit"
11-16	+3 bonus to attack and damage rolls, wielder makes Constitution saving throws at advantage, wielder's movement is reduced by 10 feet
17-20	+4 bonus to attack and damage rolls, wielder gains resistance to bludgeoning damage, wielder gains vulnerability to fire damage that cannot be removed

CHAPTER IV: NEW PLAYABLE RACES

Chult Lizardfolk

While lizardfolk dwell in every part of Faerun, there are as many types of lizardfolk as there are different types of lizards. From swamps to jungles to deserts to temperate forests, the lizardfolk form a diverse population with their own physiologies, ecologies, and cultures. While some lizardfolk share more traits with reptiles or feral dragons than they do with the land-dwelling humanoid species, some lizardfolk have undergone enough cultural diffusion to rival the "civilized" species in their societal progress. There is, however, some part of their brains that harkens back to the unyielding instinct to survive.



The Lizardfolk of Chult

The lizardfolk of Chult share common traits and characteristics with each other. They have adapted to the warm, humid climate, making them slightly different than their swamp- or forest- or desert-dwelling cousins. Most of the lizardfolk population of Chult resides in the Valley of Dread, where individual tribes form and dissolve based on factors as diverse as weather patterns, ecological shifts, leadership squabbles, or outside interference.

The tribes of Chult have evolved along two parallel but highly distinct tracks. The tribes that became accepting of the civilization that grew up around them slowly learned the lessons of trade, science, law, and technology. Rather than fear the unknown, they accepted the unknown and grew because of it. Even as civilizations thrived and then receded in their territory, as is the natural flow of history, these tribes still maintained their more accepting and peaceful demeanors. Many of these tribes worship the peaceful lizardfolk deity Semuanya.

The tribes that feared and hated the strange civilizations around them devolved into more brutal and chaotic versions of themselves. They rejected (and often killed and devoured) those who entered their territory looking to make peace and establish mutually beneficial pacts. These brutish lizardfolk turned toward the veneration of the dark and terrible powers of the Demon Lord Sess'innek.

Over the centuries, the levels of advancement the civilized lizardfolk achieved in Chult rose and fell depending on those aforementioned factors. At times the tribes were disjointed and warring with each other, forcing them to only think about survival. At other points, such as when a strong leader united many of the peaceful tribes, the lizardfolk made strides in developing concepts like trade, agriculture, animal husbandry, and even scientific advances.

The Chult Tribes Now

Currently in Chult, the tribes are in a state of equilibrium. No single tribe is strong enough to dominate another, so each fends for itself and goes about the tasks of merely surviving. That is about to change, however, as a self-proclaimed Lizard King brings more and more tribes under his sway. His brutal nature is a threat not just to his own people, but to the more civilized races of Chult.

Four main subspecies of lizardfolk exist in Chult's Valley of Dread. The komodo lizardfolk are stout and sure warriors, placid and thoughtful until riled by their enemies into ferocity. The gecko lizardfolk are twitchy and high-strung, but display the agility and sure-footedness of their tiny lizard cousins. The chameleon lizardfolk, as cunning and deceptive as any Waterdhavian spy, often act as the agents and leaders of their respective tribes. The gila lizardfolk are the bloodthirsty subrace that failed to embrace civilization.

CHULT LIZARDFOLK TRAITS

Your Chult lizardfolk character has a number of traits in common with all other lizardfolk from the wilds of Chult's Valley of Dread.

Ability Score Increase. Your Constitution score increases by 2.

Age. Chult lizardfolk are longer lived than those from other parts of Faerun. They mature quickly, reaching full

maturity around age 12. Those who survive the wilds and die of old age can live a full century.

Alignment. Most Chult lizardfolk are neutral. They have lizard instincts that color their behaviors, often making the world seem to them a place of predators and prey. They wish to survive with their tribes in the harsh jungles of Chult, and they often have a survival-of-the-fittest mentality towards life. Some tribes tend more toward goodness and nurturing, while others embrace the chaos and evil of the brutal wilderness.

Size. Lizardfolk are Medium creatures who tend to be slightly bulkier and taller than a typical human. Their builds, however, depend primarily on their subraces.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Bite. Your toothy mouth is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Languages. You speak Common and Draconic. You can also write and read Draconic.

Subrace. The lizardfolk of the Valley of Dread come in four main varieties in the jungles of Chult: chameleon, gecko, gila, and komodo. Choose one of the subraces.

Subrace: Chameleon Lizardfolk

As a chameleon lizardfolk, you and your kin have excelled at being the spies and voices of your tribes. Your craftiness and quick-thinking allow you to stay one step ahead of your prey, or your predators.

Ability Score Increase. Your Charisma score increases by 1.

Camouflage. You can use a bonus action to change the color of your skin. This gives you advantage on the next Stealth check you make on that turn.

Lizard Cunning. You gain proficiency in two of the following skills: Deception, Insight, Investigation, or Persuasion.

Prehensile Tail. You can hold—but not wield, use, or otherwise benefit from—one object in your tail that you could normally hold in one hand. This does not allow you to take any extra actions or use the tail-held item in any way. Instead, it lets you interact with one more object on your turn than normal (see page 190 of the *Player's Handbook*.) The DM has the final say on what objects can be held.

Subrace: Gecko Lizardfolk

As a gecko lizardfolk, you are used to relying on your quickness and speed to avoid danger, and your sticky hands and feet to get yourself out of dangerous situations. Your instincts for survival and questionable bravery make you the most likely of the lizardfolk to live to fight another day.

Ability Score Increase. Your Dexterity score increases by 1.

Quick as Lightning. Your base walking speed increases to 35 feet.

Speak with Reptiles. Through chirps and clicks and subtle movements, you can communicate simple ideas with Large or smaller reptilian beasts.

Toe Pads. You have advantage on Athletics checks, Acrobatics checks, and Dexterity saving throws that are associated with climbing, holding your footing, and not falling.

Subrace: Gila Lizardfolk

As a gila lizardfolk, you have descended from a tribe of ferocious and calculating creatures who believe that the best way to achieve safety is to conquer everyone around you. Bullying and tormenting those weaker than you is a hallmark of your subrace, although not all gila lizardfolk fit that mold.

Ability Score Increase. Your Wisdom score increases by 1.

Poison Bite. When you hit with your bite attack, you can use a bonus action to release a deadly toxin into your enemy. The target takes 2d10 poison damage on a failed Constitution saving throw, or half as much on a successful one. The damage increases to 3d10 at 6th level, 4d10 at 11th level, and 5d10 at 16th level. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

After you use your poison bite, you cannot use this trait again until you complete a short or long rest.

Poison Resistance. You have resistance to poison damage.

Subrace: Komodo Lizardfolk

As a komodo lizardfolk, you are larger and stronger than your kin. Although your demeanor is often slower and more placid than other lizardfolk, you can work into a great anger if you are pushed too far. You have a natural tendency to want to be at the front of the battle, either protecting those weaker than you or showing off your power.

Ability Score Increase. Your Strength score increases by 1.

Intimidating Presence. You gain proficiency with the Intimidation skill.

Keen Senses. When you can rely on your sense of smell or taste, you have advantage on Investigation and Perception checks.

Powerful Bite. Your bite attack uses a d8 instead of a d6. In addition, when you take the Dash action and move at least 10 feet in a straight line, you can make a bite attack at the end of the movement as a bonus action.

Wilden

Born in the Feywild, wilden took form as the powers of the Plane of Faerie pulled the spirits from the very trees of the forests. The powers of fey needed guardians against the corrupting powers that occasionally disturbed the natural order, and the wilden became those guardians.

The wilden proved to be everything their creator had hoped: stalwart, fearless, tireless, capable guardians of the natural order. Their inseparable link to their tree-ancestors fueled a deep devotion, regardless of the threats faced. As the new race of wood-creatures proliferated, they even moved past the veil of the Feywild and into the mortal realms.

In these more mundane planes of existence, the wilden found that in many cases the corruption of the natural world was even worse than in the Feywild. Rather than dimming their resolve, this discovery emboldened the creatures. They took to rooting out rot and driving away those that would despoil the natural world.

Wilden are made of the same stuff as trees. They have bark-like skin that covers wooden flesh. Their physical appearances are largely determined by the type of tree they can claim as their ancestor. As the seasons change, their physical appearances may change as well: changing colors in the autumn, losing some of their leaves in the winter, sprouting new growths in spring, and growing full and flush in the summer.

Wilden names tend to be long and winding, but they go by shorter versions for expediency. For example, "Byrintothsymac" would be shortened to "Byre." Since they are a race that relies on teamwork and a deep bond with their kin and kith, they use the pronoun "we" instead of "I."

WILDEN TRAITS

Your wilden character has a number of traits in common with all other wilden.

Ability Score Increase. Your Wisdom score increases by 1.

Age. Wilden who remain in the Feywild can live for many centuries, but those who move into the mortal realms generally mature at the age of 10, living to 150 years on average.

Alignment. Wilden are generally neutral, although their guardianship of nature and their opposition to corruption has them tending toward good alignments. However, they do not hesitate to fight and kill those who damage nature indiscriminately, which can put them at odds with loggers, hunters, or miners who are not necessarily evil.

Size. Wilden are Medium creatures, taller than dwarves but shorter than humans. Their builds depend on the type of tree they call their ancestor. Oaks and redwoods might be burly and thick, while willows and pines are generally more slender.

Speed. Your base walking speed is 30 feet.

Languages. You speak, read, and write Common, Elven, and Sylvan.

Nature's Fortification. When an adjacent ally is reduced to 0 hit points, you gain temporary hit points equal to 5 + your character level. This trait refreshes after you complete a short or long rest.

Tough as Wood. You have advantage on Constitution saving throws.

Wilderness Adept. You gain proficiency with two of the following skills of your choice: Animal Handling, Athletics, Medicine, Nature, Perception, Stealth, or Survival.

Subrace. The wilden have three subraces covered here: oak, pine, and willow. Choose one of the subraces.

Subrace: Oak Wilden

As an oak wilden, your ancestors were the great tall oaks that ruled and protected the Feywild.

Ability Score Increase. Your Strength score increases by 2.

Natural Armor. You have tough bark for skin and hardened wood for flesh. When you are not wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Subrace: Pine Wilden

As a pine wilden, your ancestors were the great settlers of the Feywild, marching on the front lines against enemy intrusion into your realm.

Ability Score Increase. Your Dexterity score increases by 2.

Protective Needles. When you are struck with a melee weapon attack by an adjacent enemy, you can use a reaction to do piercing damage to that enemy. The damage is 2d10 on a failed Dexterity saving throw, or half as much on a successful one. The damage increases to 3d10 at 6th level, 4d10 at 11th level, and 5d10 at 16th level. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

After you use your protective needles, you cannot use this trait again until you complete a short or long rest.

Subrace: Willow Wilden

As a willow wilden, your ancestors were the expansive willow trees and sheltered life in their long, protective branches.

Ability Score Increase. Your Constitution score increases by 2.

Leafy Concealment. As a bonus action, you can conceal yourself within your long, leafy hair. Until the start of your next turn, all attacks against you are made at disadvantage. Once you use this trait, you can't use it again until you finish a short or long rest.

CHAPTER V: NEW CLASS FEATURES

DRUID CIRCLE: CIRCLE OF REAPING

Druids of any circle tell their followers that death is an integral part of the cycle of life. When the sad and ugly side of death must be dealt with, however, the druids of the Circle of Reaping are called. Their order works on the fringes of society, tending their duties in the dark, usually as others avert their eyes and make signs against evil omens.

The often terrible duties the druids of the Circle of Reaping must perform make dealing with others a burden. To lessen the stigma, the Reaping druids have learned to wear the facade and trappings of Death as they do their duties, thereby obscuring their features and putting a blessed veil between themselves and the world of death they trod in from time to time.

While the work they do sometimes darkens the souls of Reaping druids, they are equally likely to be cheery and life-affirming while not wearing the Aspects of Death. They tend to eschew the use of their Wild Shape abilities, as changing into Death itself is enough of a drain on their systems.

Visage of Death

Starting at 2nd level, you can summon and wear the Visage of Death itself. You use a bonus action and spend a spell slot to invoke the Visage, which lasts for 3 rounds per level of the spent spell slot. The Visage of Death remains active until you are incapacitated, until the duration ends, or until it is dismissed or replaced with a bonus action. The Visage of Death is a translucent magical force, in the form of a gleaming white skull, which covers your face. Your face is still visible beneath the skull, and the mask does not hinder vision.

While you wear the Visage of Death, you gain the following benefits:

- *You gain a bonus to your AC equal to your Wisdom modifier (minimum of +1).*
- *You gain a bite attack. As an action, make a melee spell attack against one adjacent target. On a hit, the target takes 1d8 + Wisdom modifier piercing damage. This attack counts as magical for purposes of overcoming a target's immunity or resistance to nonmagical weapon damage.*
- *You gain advantage on Wisdom (Perception) checks, as well as on Charisma (Intimidation) checks.*
- *As a bonus action, you can spend an additional spell slot to augment your Visage of Death. Your next Visage of Death's bite attack that round is made with advantage, and the damage increases by +1d8 per level of the spell slot spent.*

The Mechanics of the Reaping Druid: Aspects of Death

The Circle of Reaping uses the spell slot system as a basis for powering different magical abilities. The mechanics of this druid circle sacrifices some of the flexibility of the druid class for a more clearly defined set of powers and abilities, useful in both close-quarters combat and at range. The Reaping druids cannot use any of these Aspects of Death while in any Wild Shape form (unless they take the Beastly Visage feat).

As they increase in level, druids who focus on mastering Aspects of Death learn to don different magical aspects of the power of Death itself. At lower levels, Reaping druids can create only one aspect: the Visage of Death. As they increase in power and experience, they learn to summon up to four different Death aspects. These aspects manifest visually as a translucent feature. For example, the Visage of Death appears as a gleaming white skull. Observers see the skull as a wavering field of energy, but if they look closely and carefully they can also see the Reaping druid's face beneath it. Similarly, the Pale Horse aspect appears as a semi-solid steed that the Reaping druid appears to be riding.

Each Aspect of Death is manifested by using a spell slot. Once manifested, the aspect provides a set of benefits. Furthermore, spell slots can be used to provide additional benefits via the aspect. Aspects of Death require no concentration to maintain. The druid can dispel an Aspect of Death with a bonus action, and a druid who has access to more than one aspect can switch from one aspect to another as a bonus action; however, a spell slot must be spent to power the new aspect, even if there is time remaining on the old one. Two aspects cannot be worn simultaneously (unless they take the Dual Death Aspects feat).

Cloak of the Reaper

Starting at 6th level, you can invoke a magical translucent cloak. You use a bonus action and spend a spell slot to invoke the Cloak of the Reaper, which lasts for 3 rounds per level of the spent spell slot. The Cloak of the Reaper remains active until you become incapacitated, until the duration ends, or until it is dismissed or replaced with a bonus action. The Cloak of the Reaper is a translucent magical force, in the form of a flowing black cloak, which covers your body.

While you wear your Cloak of the Reaper, you gain the following benefits:

- *You gain a bonus to Constitution, Dexterity, and Charisma saving throws equal to your Wisdom modifier (minimum of +1).*
- *You immediately gain temporary hit points equal to twice your druid level. These temporary hit points are lost when your Cloak of the Reaper is removed or lost for any reason.*
- *You gain a magical aura attack. As an action, you can wrack all creatures you choose within 5 feet of you with the power of Death. Each chosen creature in the aura must make a Constitution saving throw. A creature takes 4d6 necrotic damage on a failed save, and no damage on a successful one.*
- *As a bonus action, you can spend an additional spell slot to augment your Cloak of the Reaper. Your next aura attack damage increases by +2d6 per level of the spell slot spent, and your aura's range increases to 10 feet if the spell spent is 3rd level or higher, or 15 feet if the spell spent is 6th level or higher.*

The Pale Horse

Starting at 10th level, you can invoke an insubstantial pale-skinned steed. You use a bonus action and spend a spell slot to invoke the Pale Horse, which lasts for 2 rounds per level of the spent spell slot. The Pale Horse remains active until you are incapacitated, until the duration ends, or until it is dismissed or replaced with a bonus action.

Note: *You are not actually riding the Pale Horse. It is simply a magical figment that makes it look like you are riding.*

While you ride your Pale Horse, you gain the following benefits:

- *Your speed increases by 10 feet, and you gain a fly speed equal to your walking speed.*
- *You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.*
- *You gain advantage on any melee or ranged spell attack rolls.*
- *As a bonus action, you can spend an additional spell slot to augment your Pale Horse. Until the start of your next turn, you can add 5 feet of additional speed per level of the spell slot spent. Additionally, you can choose one creature per level of the spell slot spent within 10 feet of you. Any ranged attacks against those creatures are made at disadvantage.*

Reaper's Scythe

Starting at 14th level, you can invoke a magical Reaper's Scythe. You use a bonus action and spend a spell slot to invoke the Reaper's Scythe, which lasts for 1 round per level of the spent spell slot. The Reaper's Scythe remains active until you are incapacitated, until the duration ends, or until it is dismissed or replaced with a bonus action. The Reaper's Scythe is a translucent magical force in the form of a 10-foot-long scythe capable of striking with incredible force.

While you wield the Reaper's Scythe, you gain the following benefits:

- *You are proficient with Strength and Constitution saving throws, as well as any skill checks using Strength. In addition, you can use your Wisdom modifier instead of the regular modifier for those saving throws and skill checks.*
- *You gain a scythe attack. As an action, make a separate melee spell attack against all targets within 10 feet of you. On a hit, the target takes 3d10 + Wisdom modifier slashing damage. Targets hit by this attack are pushed up to 10 feet away from you and knocked prone unless they succeed on a Strength saving throw against your spell DC. This attack counts as magical for purposes of overcoming a target's immunity or resistance to nonmagical weapon damage.*
- *As a reaction, you can make a scythe melee spell attack against a creature that moves adjacent to you.*
- *As a bonus action, you can spend an additional spell slot to augment your Reaper's Scythe. Until the start of your next turn, your Reaper's Scythe attack damage increases by +1d10 per level of the spell slot spent. In addition, you heal yourself for 3 hit points per level of the spell slot spent.*



DIVINE DOMAIN: SURVIVAL DOMAIN

Clerics and shamans of primitive tribes living in harsh environments have no greater mission than ensuring the survival of their tribes. The gods of survival often have other domains in similar realms, such as life or nature. The worshippers who work within the Survival domain, however, are much more primal and brutal than their counterparts.

The gods of primitive and uncivilized races are most likely to hold this domain: lizardfolk god Semuanya and orc goddess Luthic are prime examples of deities whose clerics embrace the Survival domain. They are more likely to remain in their territories, nurturing and protecting their flocks, but fighting fiercely when a threat invades their lairs.

Survival Domain Spells

Cleric Level	Spells
1st	*create or destroy water, false life*
3rd	*locate animals or plants, prayer of healing*
5th	*fear, protection from energy*
7th	*death ward, dominate beast*
9th	*antilife shell, greater restoration*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency in the Survival and Nature skills. Your proficiency bonus is doubled for any ability checks you make that use those skills.

Stand the Fallen

Also starting at 1st level, when you cast the *spare the dying* cantrip, you can make the following changes to the spell: change the range from touch to 30 feet, and the creature gains 1 hit point instead of becoming stable.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long or short rest.

Channel Divinity: Encourage the Troops

Starting at 2nd level, you can use your Channel Divinity to bolster the fighting abilities of your allies.

As an action, you present your holy symbol and invoke the survival instincts of your deity. Each allied creature that can see you gains advantage on their next melee or ranged weapon attack before the start of your next turn. If their attack hits, the allied creature also regains hit points equal to your cleric level.

Channel Divinity: Push the Limits

At 6th level, you can use your Channel Divinity to strengthen the resolve your allies. All allied creatures within 30 feet of you gain temporary hit points equal to your cleric level.

Potent Spellcasting

At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Protection of the Tribe

Starting at 17th level, you can use a bonus action to make one allied creature who you can see immune to damage for a short time. The chosen creature is immune to all damage until the start of your next turn. You regain the use of this ability when you finish a long rest.

CHAPTER VI: NEW BACKGROUNDS, FEATS, AND SPELLS

REAPER CIRCLE FEATS

Through training and careful meditation while wearing the Aspects of Death, practitioner members of the Circle of Reaping can plunge deeply into the well of Death and come up stronger.

BEASTLY VISAGE

Prerequisite: *The ability to invoke the Visage of Death*

You have mastered the ability to use Wild Shape while wearing your Visage of Death. When you take this feat, you can wear the Visage of Death while in a Wild Shape form. You cannot use any of the other Aspects of Death while Wild Shaped, however. If your Wild Shape form has a bite attack, you can use the bite attack granted by your Visage of Death instead.

DUAL DEATH ASPECTS

Prerequisite: *The ability to invoke the Cloak of the Reaper*

Careful practice manifesting your Aspects of Death has given you the rare ability to wear two different Aspects of Death at once. When you switch from wearing one Aspect of Death to another, the aspect you are removing lingers for one round if there is still time remaining on the aspect, thus allowing you to reap the benefits and drawbacks of both aspects simultaneously for that round.

FEARSOME SKULL

Prerequisite: *The ability to invoke the Visage of Death*

You have carefully crafted your personal Visage of Death to be a terrifying sight to your foes. Any target struck by your Visage of Death's bite attack must make a Wisdom saving throw against your spell DC or be frightened until the end of your next turn. If you augment the attack with a spell slot, the frightened condition lasts an additional number of rounds equal to the level of the spent spell slot, although the target can attempt a Wisdom saving throw at the end of each turn to remove the frightened condition. A creature succeeding on a Wisdom saving throw is immune to this effect for 24 hours.

BLINDING CLOAK

Prerequisite: *The ability to invoke the Cloak of the Reaper*

Practice with your Cloak of the Reaper has opened a link between you and the forces of darkness. In addition to the damage done from your Cloak of the Reaper's aura, a creature who fails the saving throw against the aura is also blinded until the end of your next turn.

SURVIVOR FEATS

Surviving in the jungle or other harsh environments can rely on careful training or innate skills, but it doesn't hurt to have both.

FAST HEALER

Prerequisite: *Constitution 15 or higher*

Your training, mixed with your natural healing abilities, allows you to heal at a faster rate than normal creatures. You gain the following benefits:

- *By resting for one minute, you can use one hit die to heal damage without the need to take a short or long rest. You must finish a long rest to use this ability again.*
- *When you take a long rest, you regain two more hit dice than you normally would, up to your maximum.*
- *You can add your Constitution modifier twice instead of once when you use a hit die to heal damage after a short rest.*

JUNGLE SURVIVOR

You have trained to survive in the jungle under the most extreme conditions. You gain the following benefits:

- *Increase your Constitution score by 1, to a maximum of 20.*
- *You can wear medium or heavy armor in hot and humid conditions with no penalty.*
- *You have advantage on Constitution saving throws to avoid suffering exhaustion from heat, thirst, or hunger.*

NEW SPELLS

Consult Healing Spirit

3rd-level divination (cleric, druid)

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (*potion of healing*, which the spell consumes but which does not restore hit points)
Duration: Concentration, up to 1 minute

You tap into the spirits of the shamans, medicine men, and wise women of the past, begging their assistance in helping an ailing ally. All Medicine checks you make for the duration of the spell are made at advantage, and on a successful DC 15 Wisdom (Medicine) check made as an action during the spell's duration, the caster can remove one level of exhaustion from an ailing creature.

Mask Scent

1st-level abjuration (cleric, druid, ranger)

Casting Time: 1 action
Range: Touch
Components: V, S, M (bit of soap)
Duration: 1 hour

You surround the spell's target in a magical field that masks that creature's scent. While the spell is in effect, creatures that rely solely on their sense of smell for tracking or locating creatures cannot track the target with that sense. Creatures that rely on smell partially, such as wolves, have disadvantage on checks to track or locate the spell's target.

At Higher Levels. *When you cast this spell using a spell slot of 2nd level or higher, you can affect 2 additional targets per level of the spell slot used above 1st.*

Survivor's Call

3rd-level evocation (cleric, druid)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (piece of bone)
Duration: Instantaneous

You call out to allied creatures within range, exhorting them to survive their current predicament and fight again another day. The allied creatures in range can immediately use a reaction to spend a hit die from their normal hit dice pool, gaining hit points as if they used the hit die at the end of a short rest. No other benefits of a short rest are conveyed.

Alternatively, an allied creature can chose not to use the hit die and instead use a reaction to make a saving throw against any of the following ongoing conditions that can normally be removed by a saving throw: blinded, deafened, frightened, or poisoned.

Zombie Weakness

1st-level necromancy (cleric)

Casting Time: 1 action
Range: Self
Components: V, S, M (holy symbol)
Duration: Concentration, up to 1 minute

A field of magical positive energy emanates from you in a 5-foot-radius. All zombies within this field that have the undead fortitude *trait lose that trait while in the field.*

At Higher Levels. *When you cast this spell using a spell slot of 2nd level or higher, the radius of the positive energy field increases by 5 feet per level of the spell slot used above 1st.*

NEW BACKGROUNDS

Touched by the Fey

You had an encounter with one of the fey in your past. Maybe you wandered into the Feywild and were lost for 100 years without aging a day. Maybe you spoke with a fey and beat them in a game of riddles, gaining their appreciation and saving your life. No matter the story, it left you marked—and since then you see the world a little differently than everyone around you. You have a more fey perspective that has given you a number of advantages and shaped your life since that moment.

Skill Proficiency. Investigation, Perception

Tool Proficiency. Any one set of artisan's tools or a musical instrument

Languages. Any one of your choice

Equipment. Any one set of artisan's tools or a musical instrument, a magical mark somewhere on your body that gets mistaken for a tattoo, common clothes, 10 gp

A FEY ENCOUNTER

You encountered the fey at some time in your past, and it changed you. This is where we find out your story. Roll on the table below to find out what happened to you, or choose from the options provided.

1. *You revelled with the fey for 100 years but you didn't age, and when you came back no time had passed. (Seelie)*
2. *You bested a fey in a riddle contest and saved your life,*

gaining the fey's respect. (Seelie or Unseelie)

3. *You stumbled into the Feywild, found the home of a fey, stole something from them, and escaped. (Seelie or Unseelie)*
4. *You helped a fey survive a perilous situation and gained their friendship. (Seelie or Unseelie)*
5. *You made a deal with a fey and managed to get out of it. That fey doesn't like you very much anymore. (Seelie or Unseelie)*
6. *You were trapped by a fey who was planning on having you for dinner, but you escaped. (Unseelie)*

FEATURE: FEYTOUCHED

You're known to the seelie and unseelie fey when they encounter you because of the mark you have. Depending on which side you encountered and how that played out, you are welcomed as a friend to one court and are seen as an enemy by the other.

SUGGESTED CHARACTERISTICS

d4 Personality Trait

1. I get a far off look in my eyes sometimes. I know the world is so much more than what most of us see, so I seem aloof when I'm just distracted.
2. I'm more comfortable with those who are fey.
3. I tell children fairy tales because fey truth is humanoid fiction.
4. I may be touched by the fey, but I'm not fey and I get angry when people mistake me as such.

d4 Ideal

1. Hope. I'll use my fey insight to make the world a better place. (Good)
2. Aspiration. The fey have given me a different way to see the world and I'll use that to make something of myself. (Neutral)
3. Greed. Now that my eyes have been opened I will use my sight to take what I want. (evil)
4. Creativity. My art is the truest form of expression and freedom. (Chaotic)

d4 Bond

1. My friends are what keep me grounded in this world. I don't know what I'd do without them.
2. My family has accepted my different perspective on the world and still loves me. I don't know what I'd become without them.
3. I saw a way to hurt a person and did. I need to make up for that injury.
4. I fell in love with one of the fey and I will be with them.

d4 Flaw

1. I see people's problems and can't help but interfere.
2. I've embraced my feyness and it annoys those who are fey and not fey equally.
3. I tell people I'm friends with the fey and it's gotten me in trouble more than once.
4. I take life a little slower than I should and don't always act decisively.

Member of the Tribe

You're a member of a lizardfolk tribe, although you're not necessarily a lizardfolk. You live in the jungles or swamps—or wherever your tribe lives—and you're a survivor. You've managed to make the environment your home, you understand the dangers and the pleasures of that place, you understand your role in the tribe, and you know there's always someone out there to help you: your tribe is your family.

Skill Proficiency. Nature, Survival

Tool Proficiency. Herbalism kit or poisoner's kit

Languages. Pick one. The tribe speaks it.

Equipment. All of this should be re-skinned to fit the terrain the tribe lives in, but it functions the same way. An herbalism kit or poisoner's kit, hempen rope (50 feet), tribal totem symbol, stone or bone hatchet (handaxe) or knife (dagger), and a gem worth 10 gp.

ROLE IN THE TRIBE

The tribe has roles for its people. In order for the tribe to survive, you must know and accept your role. To shirk your duties would be to put the lives of your tribe at risk. Choose the role you played in the tribe, or roll on the table below.

d6 *Roll*	*Tribe Role*
1-3	Hunter/Gatherer
4-5	Crafter, Cook or Caretaker
6	Leader

FEATURE: THE TRIBE

Your tribe is your family. If one of you is in trouble, the whole tribe rises to the challenge. You can go to them when threatened, and they offer shelter and food to you and anyone you vouch for. They help in other ways if possible. Likewise, if they ask for your help, you are bound by the same tribal bonds. To shirk this responsibility is to risk being made an outcast.

SUGGESTED CHARACTERISTICS

d4 Personality Trait

1. The leader of my tribe shares great wisdom that I wish to share with everyone I meet.
2. I am fascinated by the culture and languages of outsiders.
3. I believe the gods will show me my path. I invoke their name when I need them, thank them when things are good, and appreciate the challenges they set before me when things are bad.
4. The beasts of the lands inspire my actions and wisdom.

d4 Ideal

1. **Independence.** I love the tribe but feel stifled by the tribal laws. I wish to be more than my role. (Chaotic)
2. **Creativity.** The world we live in can and should be turned into useful things that are also beautiful. (Neutral)
3. **Order.** Every member of the tribe has their role to play, including me. (Lawful)
4. **Might.** If I become the strongest member of the tribe, I can become the leader. (Neutral)

d4 Bond

1. The shaman has mentored me throughout my young life. I owe them a debt I may never be able to repay.
2. I protect the tribe because it is my role and my pleasure.
3. I am one with the spirits of my lands and always seek to protect them.
4. I crafted the symbol of my heart for my love and they rejected it. I will prove to them I am worthy of their love.

d4 Flaw

1. I am marked by the other tribes of the region as a problem and they seek to kill me.
2. While I trust the tribe implicitly, it takes a lot for me to trust an outsider.
3. I believe people think I'm stupid, especially outsiders, and it infuriates me.
4. I've never been satisfied with my role—I always want to have a different one.


Refuge Bay
Ishau
Hisari
Eeltstead
Sky Lizard Mountains
Zopchik
Tribe Meeting
Valley of Dread
Pyramid of
Sess'innek
Sanrach Mountains