RUINS OF MEZRO

A Complete Adventure Site for Characters of Level 1-16

By Will Doyle



GUILD

Unravel the mysteries of Chult's holy city in this supplement for *Tomb of Annihilation*

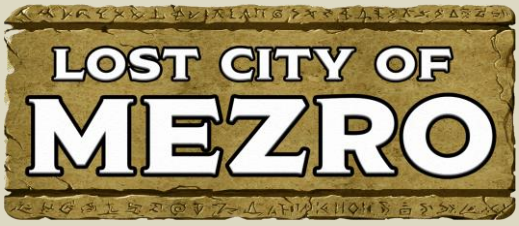
LOST CITY OF MEZRO

Credits

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Special Thanks: The Guild Adepts

The following D&D books provided material and inspiration:

James, Brian R. *Backdrop: Chessenta (Dungeon 178)*. 2010
Lowder, James. *The Ring of Winter.* 1992
Lowder, James and Jean Rabe. *The Jungles of Chult.* 1993
Reynolds, Sean K. and Jason Carl. *Lords of Darkness.* 2001
Wizards of the Coast. *Tomb of Annihilation.* 2017



Ruins of Mezro is compatible with a wider series of adventures set in and around Mezro. On the Dungeon Master's Guild, these products are identified by the *Lost City of Mezro* logo.

- *Heart of the Wild* by Rich Lescouflair. A quest to uncover a secret that lies deep within a forgotten sanctum protected by the fearsome Mage Hunters.
- *The Risen Mists* by Rich Lescouflair. In search of a powerful relic in the Sanrach Mountains, the adventurers are caught between the survivors of a lost civilization and the fury of their lizardfolk adversaries.
- *Maze of Shadows* by Rich Lescouflair. With Mezro's secret finally revealed, a warrior claiming to be from the ancient city leads the party through a trial of horrors and madness, the final test before the path to Mezro can be opened.

Introduction

Ruins of Mezro is a complete Dungeons and Dragons adventure site for characters of level 1-16, providing everything you need to run freeform adventures in the ruined jungle city. Three "one-shot" adventures round out the tiers, each designed for a single evening's play. The supplement comprises the following chapters:

Chapter 1: City of Mystery. A complete guide for running adventures in Mezro.

Chapter 2: Ruins of Mezro. A gazetteer of notable locations within the ruined city.

Chapter 3: Tales of Adventure. Three short adventures set in the ruins:

The Path to Omu (level 1-4)
Children of the Crocodile (level 5-10)
Parting the Veil (level 11-16)

Appendix A: New Player Options. A new background, Heretic, and a new domain for clerics, Entropy.

Appendix B: New Monsters & NPCs. Four new creatures for your game: the goliath warrior, mudmaw, living trap, and priest of entropy.

Appendix C: Monster Reference. Stat blocks for monsters referenced in *Volo's Guide to Monsters*, *Tomb of Annihilation* or other Guild Adept releases.

Appendix D: Player Handouts. Handouts for use at the table.

Ruins of Mezro requires use of the D&D fifth edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). When a creature's name appears in **bold** type, that's a reference to its stat block in the *Monster Manual*. If the creature is listed in *Volo's Guide to Monsters*, *Tomb of Annihilation*, or another Guild Adept release, its stat block is reproduced with permission in appendix C.

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Chapter 1: City of Mystery

"Looking at the walls was like staring at clouds; the longer Artus gazed at the swirls of light and shadow, the more fantastic the shapes that appeared before him."

– James Lowder, The Ring of Winter

Ancient Mezro lies silent and ruined, her treasures plundered by foreign explorers. Flaming Fist mercenaries have staked their claim to the site, but they aren't the only ones seeking to unravel its hidden mysteries. Other, darker powers have set their sights on its secrets…

Ruins of Mezro provides a set of flavorful locations and adventure hooks for the ruined city of Mezro. If you're playing *Tomb of Annihilation,* this supplement provides detail on the ruins should your players choose to visit them. A short adventure, *The Path to Omu*, serves as an alternate opening to the campaign that eases the group into the hunt for the Soulmonger. For those who've completed *Tomb of Annihilation*, the adventure *Parting the Veil* provides a short quest to continue Artus Cimber's story.

Even if you don't own *Tomb of Annihilation,* this supplement can serve as the bedrock for your own adventures in and around the wild continent of Chult. If you develop your own stories here, be sure to share them at the Dungeon Masters Guild (www.dmsguild.com) as part of the *Lost City of Mezro* series.

Character Hooks

Use the following hooks to draw your players into the adventure, or devise your own:

Treasure Seekers

You seek a fabled treasure or divine relic lost in Mezro. Perhaps your quest brought you here from overseas, or began in the jewel markets of Port Nyanzaru. If you're playing *Tomb of Annihilation*, you could be searching for the fabled Eye of Zaltec; a jewel plundered from the empire of Maztica that's said to restore life to the dead.

Archaeologists

An archaeologist in Port Nyanzaru offered you a purse of 1,000 gp to accurately map the ruins of Mezro. When questioned, the archaeologist hints that Mezro's architecture may provide clues to the whereabouts of the god Ubtao. The short adventure in Chapter 2, *The Path to Omu,* introduces this character in more detail.

Heresy

A mudmaw crocodile in Chult has prophesized the arrival of a heretical god called the Forsaken One. You're travelling to Mezro to determine if this oracle is authentic. If you choose this hook, consider giving your character the Heretic background from appendix A. The adventure in Chapter 3, *Children of the Crocodile*, deals with the mudmaw and its fanatical followers.

Hunt for the Soulmonger

You seek the arcane Soulmonger, source of the "death curse" ravaging the world. Investigations in Port Nyanzaru lead you to the ruined city of Mezro, birthplace of the Chultan necromancer Ras Nsi. This hook ties closest to the *Tomb of Annihilation* hardcover.

The *Ring of Winter*

You seek the legendary *Ring of Winter*: an artefact said to grant its wearer eternal life. Rumor has it that the Cormyrean adventurer Artus Cimber stole the ring from the explorer Lord Rayburton, and now he's hiding somewhere in Chult. The adventure in Chapter 4, *Parting the Veil*, introduces Artus Cimber and his magic ring.

Retainers of House Karanok

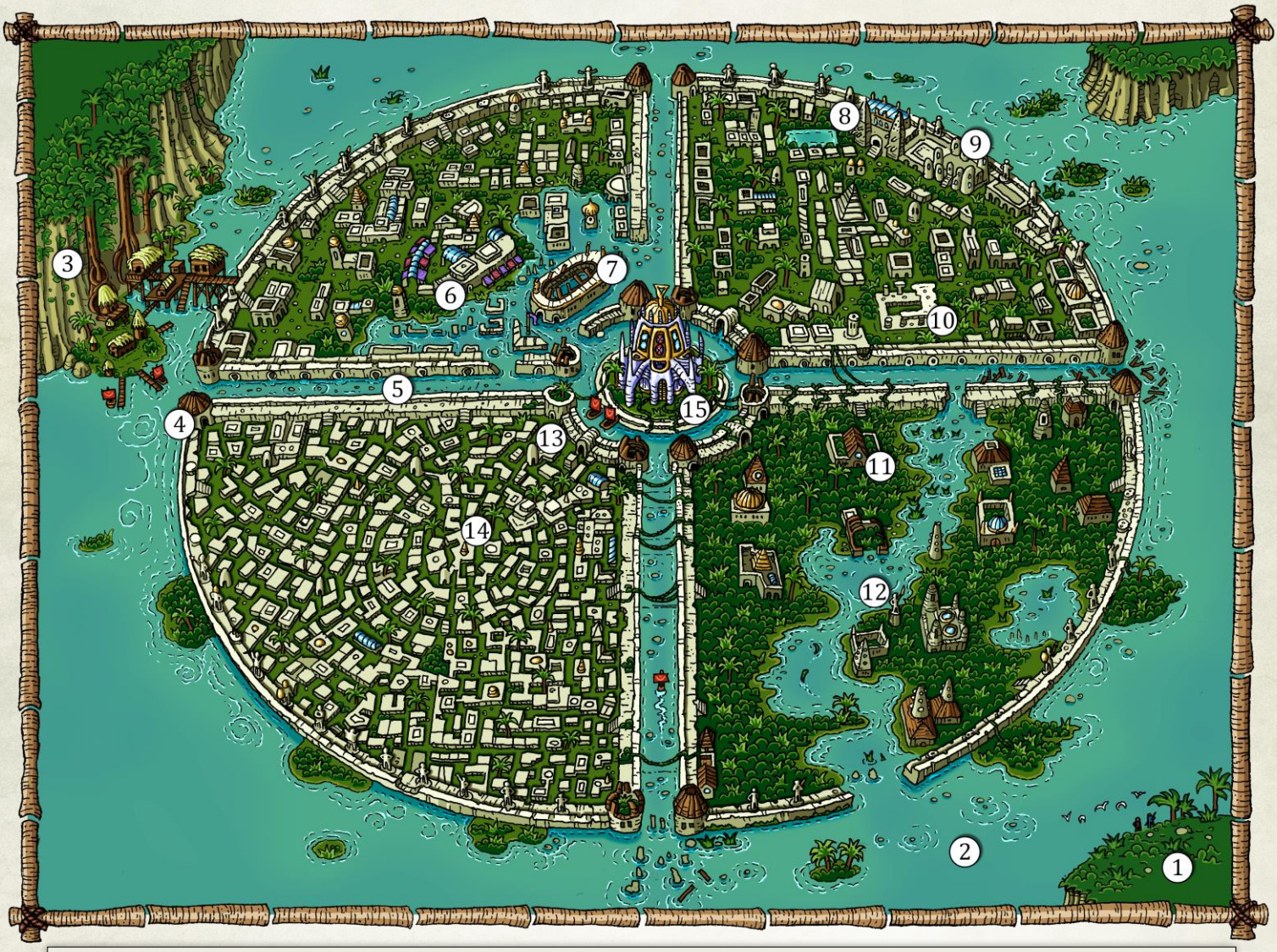
You're a mercenary hired to protect the evil nobles of House Karanok as they hunt down the wizard lords of Mezro. If you're creating a new cleric character, you could choose the Entropy domain from appendix A and join House Karanok itself. This faction is described in detail below.



Dramatis Personae

The following NPCs feature prominently in this adventure.

Major NPC	Pronunciation	Description	Page
Artus Cimber	AR-tus SIM-ber	Human explorer wearing the *Ring of Winter.*	6
Emberon Coalscuttle	EM-ber-on Coalscuttle	Dwarf cult leader of the "Children of the Crocodile".	7
Kaestra Karanok	KAY-stra KA-ra-nok	Human matriarch of House Karanok and cultist of Entropy.	9
Sergeant Kes Valdro	KEZ VAL-dro	Human Flaming Fist sergeant afflicted with the death curse.	23
Yindala "Brokenbarrel" Harkathi	YIN-dah-la HARK-ath-ee	Goliath commander of the Flaming Fist stationed in Mezro.	8



– MEZRO LOCATIONS –

1: CITY OVERLOOK
2: FLOOD BASIN
3: "PROMISE"
4: TOWERS & WALLS
5: FLOODED BOULEVARDS
6: TRADERS' MARKETPLACE
7: AMPHITHEATER
8: LIBRARY OF MEZRO
9: COLLEGE OF WIZARDS
10: WARRIORS' TRAINING GROUND
11: CROCODILE CULT HIDEOUT
12: STATUE OF KING OSAW I
13: ARTUS CIMBER'S HOME
14: HEART OF THE MAZE
15: TEMPLE OF UBTAO

History of Mezro

The god Ubtao raised Mezro from the jungle with his own hand. It was his greatest gift to his people: a city etched from glass and stone where his priests could guide the common folk through the maze of life. At Mezro's heart stood the Temple of Ubtao: a magnificent tower of crystal and gold that always presented the same face no matter where in the city one stood. From here, Ubtao sat in judgment on a platinum throne. Seven of his Chosen, known as "barae", were granted miraculous powers and tasked with running the city. Under their stewardship, Mezro's wisdom spread through the jungle tribes and the holy city became a site of pilgrimage.

Mezro endured for four thousand years. Its glory rivalled even the great cities of the north: for while Mezro was smaller in size than its northern cousins, its libraries held the accumulated knowledge of four millennia. Of course, the city had its fair share of cutpurses and tricksters, and its merchants grew fat on pilgrims' coin. Worse, in the muddle of city life, the Mezroans came to see Ubtao not as their shepherd, but instead as their remedy for earthly misfortunes. Enraged by their trivial pleas, Ubtao returned to the sky and refused to speak to his followers until they'd completed their journeys through the maze of life. Guardianship of Mezro fell to Ubtao's barae, who were now the only souls blessed with his divine powers.

With Ubtao gone, the barae cast a powerful spell to hide Mezro from outsiders. Anyone gazing on the city from above would see nothing but jungle, and those who approached its walls would fall into a magical stupor that sent them off elsewhere. For five hundred years, only those whom the barae chose to meet were allowed entry. For the rest, Mezro became a lost city: whispered only in legend.

The Fall of Ras Nsi

Ras Nsi was one of the seven barae that Ubtao first ordained. As sworn protector of Mezro, he was granted the power to reanimate the corpse of any creature that died on Chult. When civil war divided his country, Ras Nsi swore vengeance on the routed Eshowe tribe and used his powers to annihilate them. This act of genocide forced the remaining barae to banish him from their holy city. Branded on the forehead with the blue triangle of Mezro, Ras Nsi was sent into the jungle and told never to return.

Ubtao, Creator of Chult

Chultans believed that Ubtao shaped the jungle and all its beasts. His creation was a test for his people: a maze for each soul to pass through on its way to the afterlife. Everything in life connected to this metaphysical maze: poor choices could send you down wrong paths, strangers could lead you out of dead-ends, and good hunts could open secret doors. When a Chultan died, Ubtao would ask them to draw the maze representing their life at his feet. Those who failed were denied entry to his Great House, and forced to roam the jungle as ghosts. For this reason, mazes were highly symbolic to the people of Mezro.

Ever loyal to Ubtao, Ras Nsi used his powers to raise an undead horde, marking each thrall with the symbol of exile that he now adopted as his own seal. With an army under his control, he waited patiently for a chance to save Mezro and redeem himself to its people. That chance came in 1363 DR, when Kaverin Ebonhand of the Cult of Frost penetrated Mezro's magical protections and led an army of batiri goblins against the city. Ras Nsi's forces acted swiftly and played a pivotal role in saving Mezro from oblivion.

Following the attack, the surviving barae chose to lift the magical veil over Mezro so its citizens could aid their pillaged countrymen. For a few brief decades, Mezro returned to the world and became a haven for those exploring the jungle. All but Ras Nsi were granted entry to the lost city. The necromancer returned to the jungle, where he built a moving palace on the backs of twelve gigantic skeletal tortoises. As the years rolled by, he gathered his undead forces for an assault on Mezro.

The Planeshift

In 1385 DR, the Spellplague wracked Toril and separated the Chultan peninsula from the mainland. Mezro was drowned as the landscape buckled and the River Olung burst its banks. In a single stroke, four thousand years of history were obliterated. Robbed of his powers by Mezro's destruction, Ras Nsi fled into the jungle, leaving his undead army to roam unfettered across Chult. Many of his thralls shambled into the flooded ruins of Mezro, making the site dangerous to explore. In time, rumor spread of priceless treasures buried inside. Once again, Mezro had become a lost city of legend.

Yet all was not as it seemed. At the last moment before the Spellplague, Mezro's barae had sensed the approaching oblivion and performed a ritual to

relocate the city and its inhabitants to a demiplane. This new Mezro was a fabrication of the old: a perfect replica of the city and its inhabitants. As cataclysm struck, the ritual transferred the souls of Mezro's citizenship to their new bodies in the demiplane. The husks they left behind were smashed asunder, leaving no clues hidden in their bones. In their haste to evacuate, the barae knew that many of their citizens would be abandoned in the old world: foreign envoys, traders on the road, tribal wizards, relatives visiting friends in the jungle, and more. To aid them, they left riddles in the city's stonework that would guide the Mezroans to their sanctuary – and perhaps even allow them to rejoin them. Just like Ubtao's maze, only those who knew how to follow the clues would be granted enlightenment.

The Love of Artus and Alisanda

Artus Cimber came to Chult in search of the legendary *Ring of Winter*. After many trials, he found the ring – or it found him! - in the holy city of Mezro. Yet the greatest treasure he discovered there was the love of Alisanda, one of Mezro's barae.

Granted immortality by the *Ring of Winter*, Artus Cimber roamed the world to fight evil. Enemies greedy for the ring's power were always in his shadow, so he could never settle too long in one place. As a bara, Alisanda was bound to her city and its people. She and Artus lived their lives like sun and moon: separate for the most part, but joined together in the twilit moments between night and day.

When Mezro shifted to its demiplane, Alisanda and Artus were separated forever. Artus returned to Chult, and has been questing ever since for a way to bring Mezro back to the world. If you're playing *Tomb of Annihilation,* the ruins are the perfect place to meet him and learn his story.



Mezro in Ruins

Mezro has lain in ruin for over a century. The River Olung has long withdrawn, but much of the city is still flooded or swallowed by jungle. Explorers have scoured Mezro for treasures, yet even so, the city remains full of mystery and danger. Those who know the ruins agree there are many secrets yet to be unraveled.

Mezro was built in the shape of a circle, with four boulevards dividing the city into equal quarters. At the city center, the great Temple of Ubtao thrust ten stories into the sky. The ruins subsided over the years, slumping down into a dank jungle basin. The boulevards became flooded canals and vines arose to strangle the buildings. The whole site is now unnervingly quiet. The map presented on page 4 shows the ruins as they stand today.

Rumors

Mezro has confounded explorers for decades. Speculation and myth surround the city, making it impossible to piece together the truth about its current plight or true whereabouts. For each hour spent talking to explorers who've visited Mezro, a character can make a DC 15 Wisdom (Insight) check. If the check succeeds, they learn one of the following rumors.

Mezro Rumors

d12	Rumor
1	Whoever touches Mezro's treasures is driven mad by a curse (TRUE)
2	The god Ubtao sleeps in a gigantic palace underneath the ruins (FALSE)
3	The ruins aren't real. The lost city of Mezro is hidden…someplace else (TRUE)
4	The Harpers have a secret safe house somewhere in the residential quarter (FALSE)
5	Any gold found inside Mezro crumbles to dust when you leave the ruins (TRUE)
6	There's a well in the Temple of Ubtao that grants eternal youth to those who drink from it (FALSE)
7	The Mezroans hid clues to their fate in the stonework of their city (TRUE)
8	The undead gather in Mezro to await Ras Nsi's return (FALSE)
9	There's a crocodile in the Agricultural Quarter that can see into the future (TRUE)
10	Time flows differently inside the Temple of Ubtao. An hour within could be a year outside (FALSE)
11	The Flaming Fist throw their captives to the dinosaurs for sport (TRUE)
12	Each night, the city shifts over into the feywild. You need to get out before darkness falls! (FALSE)

Entering the City

Mezro was built on a river delta near the mouth of the River Olung. As the estuary flowed into the sea, it branched into many distributary flows. Mezro was raised on one of these fertile riverbanks. The jungle has long since swallowed the city, making it easy to miss for travelers navigating the delta. To find Mezro, a guide must succeed on a DC 12 Wisdom (Survival) check. When the characters approach the city for the first time, read:

> An ancient city sprawls before you. Crumbling walls form a circle divided into four quarters, with a gargantuan vine-covered temple at its center. A maze of ruins lies beneath. The buildings are half-flooded and draped in thick jungle foliage. To the northwest, smoke rises from a small shantytown slumped on stilts just outside the city walls.

Mezro is set back from the main river, and the swamp that surrounds it is infested with **crocodiles**. To explore the ruins, the characters must first cross the waters. Canoes can be lugged by hand through the boggy jungle perimeter, but larger vessels can only reach the city during periods of heavy flooding.

Factions

The characters aren't alone in the ruins. Several groups have camped here, each with their own objectives in the city. Explorers also venture into Mezro in search of rare treasures.

Children of the Crocodile

For mid-level characters.

A rag-tag group of fifty or so cultists have been drawn to Mezro by the prophetic dreams of a giant, **mudmaw** crocodile (see appendix B). The so-called "Children of the Crocodile" originate from diverse cultures and races, and spend most of their time sacrificing jungle animals to their beloved prophet. A dwarf preacher named Emberon Coalscuttle leads them in worship. The cultists are camped around the mudmaw's lair (location 11).

The mudmaw has bestial intelligence and a terrible hunger for flesh. While it dreams, wondrous images spread over the water of its lair before seeping out to dreamers worldwide. The mudmaw has foreseen the uprising of dragons, the disappearance of the storm giant king Hekaton, and the coming of the death curse.

Most recently, the mudmaw prophesized the return of the Forsaken One: a godling born of a profane coupling between the divine powers Leira and Savras. Heretics from all over Faerún have since flocked to Chult to learn more from the mudmaw. Most perished in search of Mezro, but some trickled through. When the characters arrive, Emberon Coalscuttle is struggling to interpret the mudmaw's dreams and locate the whereabouts of the Forsaken One. If you're playing *Tomb of Annihilation,* this godling could be the atropal that Acererak is rearing in the Tomb of the Nine Gods. The short adventure in chapter 3, *Children of the Crocodile*, provides a link to Omu that can hasten your group's progress to Acererak's dungeon.

Relationships. The Flaming Fist mercenaries have sworn to eradicate the Children of the Crocodile. Luckily for the cultists, their devoted chultan **scout** Nauglu (NOW-gloo) has taught them to avoid patrols and blend into the ruins when soldiers are near. The mudmaw's prophecies forewarned the cultists about the dangers of House Karanok, so they know to steer clear of the newcomers' camp.

Emberon Coalscuttle

For two hundred years, Coalscuttle worked as a lowly accountant for the Manymetal Bank of Mirabar. Confined to a single counting room, and spending most of his hours occupied with tedious paperwork, the dwarf often considered hurling himself from the city walls. The mudmaw's visions gave him new purpose. Setting sail for Chult, Coalscuttle discovered an untapped talent for oratory and whimsy. His fellow cultists zealously hang to his words, but deep down Coalscuttle believes he is an imposter.

Coalscuttle interprets the mudmaw's mystifying visions and transcribes its readings onto bark tablets. Most recently, the mudmaw revealed the presence of the Forsaken One somewhere in Chult. Unsure whether this represents an opportunity or a threat, Coalscuttle's confidence in his readings has begun to waver. With each month bringing more heretics, it's only a matter of time before Coalscuttle is toppled in favor of one more willing to act.

Quote: "The great crocodile sees all!"

Flaming Fist

For low to mid-level characters.

This mercenary company seeks to conquer Chult and plunders its riches for wealthy patrons in Baldur's Gate. From Fort Belaurian, Commander Liara Portyr manages an expeditionary force of roughly three thousand mercenaries. For further details on Fort

Belaurian and the Flaming Fist, see the *Tomb of Annihilation* hardcover.

Plundering the legendary city of Mezro was Commander Portyr's first objective in Chult. To this end, she dispatched her trusted goliath deputy Brokenbarrel to explore the ruins. Lieutenant Brokenbarrel's soldiers unearthed wagonloads of riches, but most of them magically crumbled to dust on leaving the site. In time, word spread of a curse on the city that drove intruders mad with greed. When Brokenbarrel's mercenaries began to desert, Portyr reassigned them to the hunt for another lost city: Omu. A single cohort remained behind in Mezro under Brokenbarrel's command. The ruins are now used to train new recruits. The soldiers have constructed a base on stilts, nicknamed Promise, just outside the city walls (location 3).

The Flaming Fist lay claim to the entire city and refuse entry to explorers. Those who carry a charter of exploration bearing Portyr's seal are taken before Brokenbarrel, who questions them about their knowledge of the city and their motives for visiting. Only characters who join the Flaming Fist are granted access to the ruins: and even then, they must join a larger platoon and obey Brokenbarrel's orders. If trespassers fail to present a charter of exploration, the soldiers attempt to imprison them in the cages beneath Promise. Those who endure torture and interrogation are forced to run the "Gauntlet" for sport: a trench occupied by one or more corralled zombie dinosaurs. Survivors are adopted into the Flaming Fist, or thrown naked into the jungle if they're too badly maimed.



Yindala "Brokenbarrel" Harkathi

Lieutenant Brokenbarrel is a neutral evil goliath. She holds the rank of blaze (lieutenant) in the Flaming Fist and takes her orders direct from Liara Portyr. Brokenbarrel suffers from the gilded fever (see "Hazards", below), but refuses to recognize the symptoms, which have made her obsessed with wealth and devoid of empathy. She wears blackened chainmail armor and wields a huge double-headed axe called "Widower".

Five months ago, one of Brokenbarrel's patrols found a hieroglyphic tablet in the ruins that hinted at Mezro's true fate. When they brought it to her, she murdered every soldier in the patrol to keep the secret to herself. Each night, she gazes dreamily at the tablet and fantasizes about the wealth Mezro will bring her when she plunders the city for real. Her soldiers now have orders to scour the city for magical portals and dimensional enchantments.

Quote: "I don't like you, but I'll work with you."

Relationships. Lieutenant Brokenbarrel fights a guerilla war against the Children of the Crocodile. So far, her sorties have failed to uncover the cult headquarters, though Brokenbarrel has guessed correctly that it lies somewhere in the Agricultural Quarter. In secret, Brokenbarrel believes that the two-headed crocodile can help her uncover Mezro's true location. Thus, her soldiers have orders to capture crocodile cultists on sight. Brokenbarrel doesn't know about the recent arrival of House Karanok in the city.

House Karanok

For high-level characters.

This doomsday cult crossed the seas to destroy Mezro and its barae. They worship the planar anomaly Entropy: a vast *sphere of annihilation* that hovers above a wasteland in Chessenta. To House Karanok, Entropy was sent by dying gods to unravel the Weave and devour the cosmos. Only arcane magic can staunch its growth, so their "entropists" are sworn to hunt down and burn wizards. To aid their holy mission, Entropy has granted them divine powers that sap and disrupt spellcasting.

Kaestra Karanok leads the war party, wielding a *sphere of annihilation* drawn from the nothingness of Entropy itself. Guided by disturbances in the Weave, her cultists have hacked through the jungle and made camp in Mezro's College of Wizards (location 9). Kaestra has deduced the secret fate of Mezro and is searching for a means to penetrate the real city. When she does, she plans to annihilate everyone inside its walls.

For centuries, the entropists of House Karanok burned wizards on pyres of witchweed. Their definition of "wizard" is broad: including warlocks, sorcerers, bards, swordmages; even gnomes or priests of other faiths. The entropists are

brazen in their hatred of magic and revel in stamping it out.

Relationships. Kaestra's cultists have so far remained unseen by other factions in the city. They explore cautiously, meeting any opposition with deadly force. Kaestra is uninterested in making bargains, unless they get her closer to the real Mezro.

Kaestra Karanok

Kaestra has lived for three hundred years, kept alive by alchemical unguents and profane ritual. She appears as a beautiful woman in her middle years, dressed in the white toga worn by all of House Karanok. Kaestra was present when Entropy first appeared in Karanok Manor, half a century before it unleashed itself on the wilds during the Spellplague. She still wields one of the five "Daughters of Entropy": a *sphere of annihilation* extracted from the anomaly itself.

Kaestra is a calculating foe who treats her mission as a deadly game of strategy. She has no qualms about sacrificing pawns to gain advantage, so long as the reward is worth it. As befits her faith, her worldview is nihilistic. All whom she ever loved has died: her children, her husbands, her lovers. All that's left now is to bring down the curtain on this world forever.

Quote: "Hush, mage. Soon the black star shall rise and these torments you feel will be nothing."

Hazards

Mezro is full of dangers. Explorers who've ventured inside soon learn to watch for the following hazards.

Disease

The stagnant swamp that surrounds Mezro is a breeding ground for bacteria and disease. Characters who drink from it must succeed on a DC 12 Constitution saving throw or contract sewer plague (see "Diseases" in chapter 8 of the *Dungeon Master's Guide*). Clouds of mosquitoes also infest the city. They're so profuse that even insect-repellent can't stave off their bites: as sweat, rainwater and abrasion are sure to expose untreated skin. After every day spent exploring Mezro, a character must succeed on DC 10 Survival check or expose themselves to shivering sickness (see chapter 2 of *Tomb of Annihilation*). Characters foolish enough to forgo insect repellent have disadvantage on this check.

Gilded Fever

When the barae rebuilt Mezro in its demiplane, their magic cursed its original form. Any object originating from the old city disintegrates when taken more than a mile from the ruins. Worse, a madness befouls those who touch Mezro's riches. Explorers call this the "gilded fever".

Any creature carrying old city treasure for longer than an hour must succeed on a DC 8 Charisma saving throw or become cursed with the gilded fever. The cursed creature's alignment changes to Chaotic Neutral and they gain a new flaw, ("I'll do anything to avoid sharing my treasure"). The curse lasts until the creature relinquishes its riches or until the curse is removed using the *remove curse* spell or similar magic. Creatures who succeed on their saving throw are immune to the curse until they acquire new cursed treasures.

Living Traps

During the Spellplague, wild magic washed over Mezro's College of Wizards and granted sentience to the traps in its vaults. These living constructs skulked up into the ruins to hunt down intruders and prey on the unwary. See appendix B for further details on these monsters.

Living traps are rare, terrible things. The soldiers stationed in Promise are skeptical they even exist, and attribute most sightings to drink or fever. Even so, soldiers on patrol are wary of sounding off, as the living traps are said to mimic voices to lure stragglers into ambushes.



Undead

Ras Nsi's undead thralls are drawn to Mezro. With their bara gone, the dead shamble aimlessly through the ruins of his city. Most encounters within Mezro feature undead of varying forms; with zombies, ghouls, skeletons and wights being the most common enemies.

Wild Magic

The ritual that created Mezro's demiplane distorted the Weave and imbued the ruins with wild magic. A *detect magic* spell cast inside the ruins reveals a field of wild magic stretching across the whole city. Even creatures who can't sense magic feel something disquieting about the ruins, like a storm about to break.

When a creature within Mezro rolls a natural 1 on a spell attack, roll on the Wild Magic Surge table to create a magical effect (see the Sorcerer class in chapter 3 of the *Player's Handbook*).

Navigation

Mezro is difficult to traverse. Thick foliage strangles the ruins, and many streets are submerged under oozing swamp water. Swirling fog can reduce visibility to just a few feet, while clouds of biting insects make exploration a living hell.

Assume that the characters move at a flat rate of 200 feet every five minutes. If they take time to stop and search for treasure, each building takes 30 minutes to clear. Explorers have ransacked most structures, but at your discretion you could let your players roll on the Treasure Drops table from appendix B of *Tomb of Annihilation.* Due to the curse that affects Mezro's treasures, only valuables brought in from outside the city can be removed intact from the ruins.

The Residential District is particularly difficult to traverse, as its narrow streets were intentionally built like a maze. To escape the maze or find a location within it, the characters must succeed on a group DC 10 Intelligence (Survival) check or become lost for 1d3 hours. After this time, they wind up back where they were when they first made the check.

Random Encounters

After every hour of exploration, roll a d20 to check for a random encounter. An encounter occurs on a roll of 16 or higher. Roll percentile dice and check the Mezro Encounters table, using the column for the experience tier appropriate to your group.

Mezro Encounters

	— Average Character Level —		
Encounter	**1st – 4th**	**5th – 10th**	**11th – 16th**
Apes	01-03	01-02	–
Cannibals	–	03-04	01-05
Crocodile Cultists	04-10	05-08	06-10
Crocodiles	11-15	09-10	–
Death Knight	–	–	11-15
Dinosaur Ambush	–	11-12	16-17
Dinosaur Nest	16-17	13-14	
Explorers	18-20	15-16	18-19
Faerie Dragon	21	17	20
Flaming Fist Patrol	22-25	18-20	21-24
Flying Monkeys	26-27	–	–
Ghost	28	21	25
Ghouls	29-35	22-27	26-32
Giant Spiders	36-37	28-29	–
Giant Wasps	38-39	30-31	–
Goblin Warband	40-41	32-33	–
Grung Hatchery	42	34	–
Grung Patrol	43-44	35-36	33-34
House Karanok	–	37-40	35-41
Living Trap	–	41-42	42-47
Mage Hunters	45	43	48
Mantrap	46-48	44-45	–
Mazewalker	49	46	49
Minotaur	50-51	47-48	50-51
Shambling Mound	–	49-50	52-53
Skeletons	52-60	51-56	–
Stone Golem	–	57-58	54-59
Supply Wagon	61-63	59-60	60-61
Wights	–	61-64	62-68
Yuan-ti Abomination	–	65-66	69-70
Yuan-ti Pureblood	64-65	67-68	71-72
Zombie Beholder	–	69-70	73-75
Zombie Dinosaur	66-75	71-80	76-00
Zombies	76-00	81-00	–

Experience Tiers

Random encounters in Mezro are grouped by experience tier. These are:

- ***Tier 1.*** 1st-4th level
- ***Tier 2.*** 5th-10th level
- ***Tier 3.*** 11th-16th level

Use of experience tiers to determine the strength of the enemy is always only a rough guide. There's a world of difference between a party at the beginning of a tier and a party at the end, so use your knowledge of your group to moderate the number of enemies they face.

Apes

A troop of **apes** howl through the trees and attack the characters. There are 1d4+1 apes at tier 1 and 2d10+5 apes at tier 2. The apes recently ransacked a wine cellar, and they're drunk on the Chultan mead known as "tej". Whenever a drunk ape misses with an attack, it falls prone.

Treasure. The ransacked wine cellar is just nearby. Fifteen kegs of tej remain intact, each holding five gallons of mead (8 sp per keg). Another shelf holds five bottles of vintage Turami brandy worth 200 gp each.

Cannibals

A band of cannibals have entered Mezro to find the lost god Ubtao. The painted warrior Rhondu leads this all-female troupe: she hopes to win the favor of her god and become a bara. The cannibals attack explorers on sight. At tier 1, there are 1d4+2 **tribal warriors** and a **veteran**. At tier 2, there are 3d6+5 tribal warriors and a **gladiator**.

Treasure. Rhondu carries a sack of offerings stolen from waylaid explorers. To determine the sack's contents, roll once on the Treasure Hoard table in chapter 7 of the *Dungeon Master's Guide*.

Crocodile Cultists

Crocodile cultists have set a net-trap in this area to catch sacrifices for their prophet. Characters with a passive Perception of 17 or higher spot the net as the group approaches. If nobody spots it, the lead character in the group is hoisted into the air and restrained by the net (DC 18 to escape).

The cultists hide nearby. They attack only if they have an advantage, and try to capture their enemies instead of killing them. Any captives are thrown before Emberon Coalscuttle at location 11.

- At tier 1, there are 1d4+3 **cultists** and a **cult fanatic**.
- At tier 2, add 1d3+1 **veterans**.
- At tier 3, double the number of enemies listed above.

Treasure. The cultists carry gold and wear valuable jewelry from outside Mezro. To determine how much, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by five.

Crocodiles

Some **crocodiles** wallow in the mud ahead. One of the crocodiles has an ornate spearhead embedded under its horny scales. If a character wades into the mud to snatch the spearhead, the other crocodiles round on them. There are 1d4+2 **crocodiles** at tier 1, and 1d6+5 **crocodiles** and a **giant crocodile** at tier 2.

Treasure. The gold spearhead is engraved with frogs and is worth 250 gp.

Death Knight

A **death knight** dressed in rotten "tobe" robes stands on a rooftop ahead. When it spots the group, it summons four **ghasts** from nearby buildings and attacks. This is a disgraced bara called Ras T'fima. After Ubtao robbed him of his powers, T'fima used the *Ring of Winter* to keep his station until Artus Cimber exposed his treachery. When the Spellplague wracked Chult, Ras T'fima arose as a death knight and swore to redeem himself to Ubtao. His undying duty is to protect the holy city from defilers.

Treasure. Ras T'fima wields a *flame tongue scimitar* and wears jeweled rings on his fingers. To determine their value, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by seven.

Dinosaur Ambush

The characters come across a maimed hippo dying in the mud. Predatory dinosaurs hide nearby, using the hippo as bait to lure prey. If the characters approach the hippo, the dinosaurs spring their ambush. At tier 2, there are 2d4+5 **deinonychus** (see appendix C). At tier 3, they are a mated pair of **tyrannosaurus rex**.

Dinosaur Nest

A **triceratops** has made a nest ahead, and four infant dinosaurs frolic in the vicinity. As the group approaches, ask for a group DC 10 Wisdom (Perception) check. If they succeed, the characters are a good distance away when they spot the infant dinosaurs. If not, they blunder too close and are ambushed by the protective parent.

Treasure. 1d6 triceratops eggs rest inside the nest. To the correct buyer in Port Nyanzaru, each egg is worth 50 gp.

Explorers

The characters meet another party of explorers in the ruins. These consist of a **mage**, a **knight**, a **scout** and 1d4 **tribal warriors**. The explorers have just lost some of their number to a **living trap** (see appendix B), and are preparing to leave the city. They warn the group to steer clear of the building where they encountered the monster.

Faerie Dragon

An empty bamboo cage lies upturned nearby, with tiny bite marks on its bars. The green **faerie dragon** Milkwhip hides invisibly inside. If anyone gets too close, Milkwhip uses her Euphoria Breath to befuddle them. If the characters befriend Milkwhip, she reveals she was enslaved by an entropist of House Karanok. Her cage fell from her captor's belt during an undead ambush. Milkwhip can direct the group to House Karanok's hideout in the College of Wizards (location 9).

Flaming Fist Patrol

The characters encounter a patrol of Flaming Fist soldiers. If they spot the characters, they try to capture them and take them back to Promise (location 3).

- At tier 1, there are 2d8+3 **guards**.
- At tier 2, add 2 **knights**.
- At tier 3, add 2 **gladiators**.

Treasure. The soldiers carry a small amount of gold originating from outside the city. To determine how much, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by six.

Flying Monkeys

A troop of 2d8 **flying monkeys** (see appendix C) shadows the group. If the characters fail to spot them, the monkeys swoop down and snatch any shiny belongings they can lay their paws on.

Ghost

Music drifts from a house ahead and warm lights twinkle from its windows. In the blink of an eye, the building is a silent ruin once more. The **ghost** of a Mezroan merchant haunts the premises, waiting in vain for his son to arrive for his coming-of-age ceremony. If the players parley with the spirit, he asks them to find his son's remains and bring them to him.

Treasure. The merchant's gift to his son still rests inside its casket. To determine what it is, roll once on the "Gems or Art Objects" column of the Treasure Hoard table in chapter 7 of the *Dungeon Master's Guide.*

Ghouls

A pack of **ghouls** hide in a nearby basement, wearing the torn attire of tribal warriors. As the characters pass by, the ghouls slip out to ambush them.

- At tier 1, there are 1d3+1 **ghouls**.
- At tier 2, add 1d4+3 **ghasts**.
- At tier 3, add a **night hag** and double the number of ghouls.

Giant Spiders

Giant spiders descend from the rooftops as the characters pass underneath. The cocooned corpses of 1d4 explorers dangle from their webs. There are 1d3+1 **giant spiders** at tier 1 and 2d6+5 **giant spiders** at tier 2.

Treasure. Roll on the Dead Explorers table from *Tomb of Annihilation* to describe the corpses. Roll on the Treasure Drops table in the same chapter to determine if each corpse carries any treasure.

Giant Wasps

Vegepygmies riding **giant wasps** are spotted ahead. The wasps are drinking from a heap of fermented fruit that has fallen in the shade of a mango tree. If the characters succeed on a group DC 12 Dexterity (Stealth) check, they can sneak past the monsters without being seen. At tier 1, there are 1d3+1 **vegepygmies** (see Appendix C) riding an equal number of **giant wasps.** At tier 2, there are 2d6+4 of each type.

Goblin Warband

An elite company of Batiri **goblins** marches into Mezro to avenge their queen's murder. Chained **velociraptors** serve them as primitive bloodhounds. At tier 1, there are 1d6+3 **goblins,** a **goblin boss**, and two **velociraptors** (see appendix C). At tier 2, there are 3d8+5 **goblins,** a **goblin boss**, and 2d4+1 **velociraptors**.

If the characters killed Queen Grabstab during chapter 2 of *Tomb of Annihilation*, her son Bang leads the warband. If not, the goblins hunt the Flaming Fist mercenaries who raided their village. Bang wears his mother's flayed face over his war mask.

Treasure. Bang carries a silvered *+1 rapier* that he stole from a pirate. Every time the blade delivers a mortal wound, snatches of an elven song are heard. Bang believes this is the god Maglubiyet thanking him for his sacrifices.

Grung Hatchery

A welter of slimy eggs float inside a flooded courtyard, watched over by a group of **grungs**. An enslaved **ogre** called Umok mucks out the hatchery. Umok was dumb already, but the grung poison used to subdue him has made him obedient to anyone's commands.

At tier 1, there is one **ogre** and 1d4+4 **grungs** (see appendix C). At tier 2, add 1d4+2 **grung elite warriors** (see appendix C).

Treasure. The eggs aren't valuable. One of the grungs wears a bandolier containing five *potions of healing*.

Grung Patrol

A patrol of **grungs** sneak through the swamp, led by the warrior chief Nopugluu (No-POO-gloo). They're hunting crocodiles, and have a string of kills on a long pole carried between them.

- At tier 1, there are 1d6+3 **grungs** and 1 **grung elite warrior** (see appendix C).
- At tier 2, add 1d6+3 **grungs** and 1d4+2 **grung elite warriors** (see appendix C).
- At tier 3, their kills are slung to a **titanosaurus** (see appendix c) that also has a bamboo howdah strapped to its back.

Treasure. The grungs wear golden jewelry. To determine its value, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by five.

House Karanok

The group cross paths with an expeditionary patrol from House Karanok. A priest of entropy leads a gang of grizzled mercenaries in search of clues to the true location of Mezro. At tier 2, there is one **priest of entropy** (see appendix B) and 1d4+4 **guards.** At tier 3, add 1d4+2 **veterans.**

Treasure. The priest of entropy carries a sack of treasure purloined from elsewhere in Chult. To determine its value, roll once on Individual Treasure table in chapter 7 of the *Dungeon Master's Guide*, and multiply the resulting wealth by eight.

Living Trap

The characters hear strangled screams from a nearby street. If they investigate, they spot a Flaming Fist soldier with his leg caught in a bear trap. In fact, the soldier is dead, and the **living trap** (see appendix B) that killed him is puppeteering his corpse to lure prey closer. At tier 3, this could be a pair of **living traps** working together.

Mage Hunters

The group encounters a party of "mage hunters": Lawful Good Chultan wizards who traveled from tribe-to-tribe, combating evil and bringing renegade wizards back into society. In this group, there is one **mage** and six **apprentice wizards**.

Most mage hunters were lost in the Spellplague, but this group has arisen to rebuild the order to its former strength. Led by the mage Imari Jabu, they have returned to Mezro to seek out the College of Wizards (location 9).

Treasure. Imari Jabu wields a *staff of swarming insects.* The rest wear gold jewelry and carry simple supplies. To determine their value, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide* and multiply the result by five.

Mantraps

The ground underfoot collapses, pitching the characters into a half-buried cellar that is choked with vegetation. Inside are 1d4+1 **mantraps** (see appendix C) and the bones of many explorers.

Treasure. Valuable gear is scattered around the bones, including a climbing kit, three potions of invisibility, and a pouch of 1d6 garnets worth 100 gp each.

Mazewalker

The characters meet an ancient Chultan **priest** of Ubtao called Cha Nkrumané. As a youth, Cha was a "mazewalker": a member of the Mezroan clergy who guided his fellow citizens through the maze of life. Now 120 years old, he has returned to die inside the barado of the Temple of Ubtao (location 15).



Minotaur

Since the cataclysm, the maze-like walkways of Mezro's Residential Quarter have become a place of pilgrimage for the minotaur race.

- At tier 1, there are 1d3 **minotaurs.**
- At tier 2, add 1d3+3 **minotaurs.**
- At tier 3, add 2 **barlgura demons.**

Shambling Mound

A **shambling mound** lugs a **vegepygmy chief** (see appendix C) through the ruins on a bamboo litter**.** At tier 2, there are accompanied by 2d6+2 **vegepygmies** (see appendix C). At tier 3, double the number of **vegepygmies**.

Skeletons

Skeletons dressed in tribal armor charge the group. Each skeleton has the symbol of Ras Nsi painted on its brow. At tier 1, there are 2d4+3 **skeletons**. At tier 2, add 1d4+2 **minotaur skeletons**.

Stone Golem

A vine-covered statue comes to life nearby, revealing itself as a **stone golem**. At tier 2, there are 1d3 **stone golems**.

Treasure. Each golem has a fiery yellow jacinth worth 1,000 gp embedded in its chest.

Supply Wagon

A supply wagon threads through the city to the Flaming Fist headquarters at location 3. The covered wagon contains fruit and vegetables harvested from the ruins, and is pulled by a trained **triceratops**.

- At tier 1, there are 1d8+2 **guards**.
- At tier 2, add one **knight**.
- At tier 3, add one **mage**.

Treasure. The mercenaries carry a few personal riches in the form of Chultan jewelry or ornamented weapons taken from outside the city. To determine its worth, roll on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide*, and multiply the resulting wealth by three.

Wights

Mist rolls over the street, concealing the approach of a group of undead. Each creature has the symbol of Ras Nsi tattooed somewhere on its skin. At tier 2, there are 1d6+3 **wights**. At tier 3, there are 3d6+3 **wights**.

Yuan-ti Abomination

A **yuan-ti abomination** has slithered into the city to scour the Library of Mezro for information about Dendar the Night Serpent. At tier 3, a cadre of 1d3+3 **yuan-ti malisons** accompany it.

Treasure. The yuan-ti wear serpentine jewelry. To determine its worth, roll on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide*, and multiply the resulting wealth by six.

Yuan-ti Pureblood

A Chultan man dressed in the torn attire of a merchant stumbles into view, chased by **yuan-ti malisons**. If the characters rescue him, he grovels their feet and begs them to look after him. Nyewono is a **yuan-ti pureblood** sent by Ras Nsi to infiltrate the group.

- At tier 1, just one **yuan-ti malison** chases Nyewono**.**
- At tier 2, there are 1d3+2 **yuan-ti malisons.**
- At tier 3, there are 2d4+5 **yuan-ti malisons.**

Zombie Beholder

An upturned cart lies in the street ahead, surrounded by rubble. The armored legs of a knight protrude from underneath the cart. On closer inspection, the cart looks as though it was hurled from afar to crash down on the knight. Flies buzz around it. If the characters lift the cart, they unleash the **beholder zombie** squashed beneath it. At tier 3, the combat attracts the attention of 2d4+3 **wights.**

Treasure. The knight wears a suit of *+1 plate armor* and carries a pouch containing 131 gp.

Zombie Dinosaurs

The characters encounter a pack of mindless zombie dinosaurs.

- At tier 1, there are 1d3 **zealoraptor zombies** (see appendix C).
- At tier 2, there are 2d4+2 **zeoloraptor zombies** (see appendix C).
- At tier 3, there are 2d4+2 **triceratops zombies** (see appendix C).

Zombies

The characters encounter a horde of shambling undead. Each zombie has Ras Nsi's symbol stitched onto its forehead. At tier 1, there are 2d4+4 **zombies**. At tier 2, add 1d3+2 **ogre zombies**.

Chapter 2: Ruins of Mezro

This chapter shines a light on some important locations within the ruins. The descriptions below correspond to keyed locations on the map on page 4.

Beyond the Wall

Stagnant marshes and inhospitable thickets surround the ruins. Undead are an ever-present threat here, yet many explorers prefer to camp in the wilds than stay inside the cursed city.

1: City Overlook

River travelers emerge from the jungles on this forested knoll. From here, they can gaze across the ruins and plot their approach into the city. **When your players first arrive here, give them the Mezro handout from Appendix D.**

Explorers' Camp

The remnants of an explorers' camp lie buried in the undergrowth near the top of the knoll. There's no treasure to salvage, but a rotted rucksack could contain any mundane equipment the players forgot to acquire from town.

Adventure Hook: Up and Away!

For any level: As the characters take in the view, they spot a distant figure flying by magic over the city. Whatever spell keeps the figure aloft is failing, and they crash land out of sight in the Residential Quarter. This could be Artus Cimber returning to the city, or a famous explorer like Volothamp Geddarm. It could even be a wizard from Port Nyanzaru whose experiments with magical flight have gone awry.

2: Flood Basin

The swamp's depth varies with rain, sediment and tide. On drier days (if such things exist in Chult!), mudflats can emerge across its surface, while monsoons bring the tide crashing through the jungle. The swamp is too deep and muddy to wade through.

Crocodiles

Thousands of **crocodiles** live in the swamp. They ignore canoers, but attack if they're provoked or smell blood. A crocodile can capsize a canoe and throw its occupants into the water by using its action and succeeding on a DC 15 Strength (Athletics) check. If a canoe is capsized, the floundering occupants attract the attention of 1d6+3 **crocodiles** per experience tier. At tier 3, a **giant crocodile** swims over to join the feeding frenzy. If the characters defeat the crocodiles, the rest of the crocodiles in the lake give them a wide berth.

3: Promise

Flaming Fist mercenaries built this settlement as a forward base to explore the ruins. If the players approach here, read the following aloud:

> A settlement slumps on stilts over the lake, straddling the old city and the jungle beyond. Its gantries scale Mezro's outer walls, while ramshackle jetties provide berths for boats on the water. On the muddy shore, a tavern has been raised among the intertwined roots of a giant eucalyptus tree.

Promise is home to 98 Flaming Fist soldiers. Most are **guards** or **veterans,** with a handful of **knights**, **acolytes** and **priests**. The soldiers mount regular patrols into the ruins.

Visitors to Promise must possess a charter of exploration made out in their name. If not, the soldiers try to capture and interrogate them. Either way, newcomers are brought before Lieutenant Brokenbarrel within the hour.

Brokenbarrel's Hut

Brokenbarrel resides in the largest hut in the settlement. A pair of **knights** stand guard on the gantry outside. Underneath her hut, three prisoner cages are suspended over the mire by ropes and pulleys. Each cage contains 1d4 prisoners; either explorers who've defied Brokenbarrel or crocodile cultists awaiting interrogation. By turning a crank, the soldiers can lower any one of the cages into the water.

Brokenbarrel's hut comprises two levels connected by a ladder. The main room is her audience chamber. It is heaped with treasures: feathered fans, golden shields, silver platters, and a fur mat stitched from hundreds of pelts. All treasures disintegrate if removed from the city.

The upper floor is her bedchamber. It's screened by red drapes, and contains a silk-sheeted cot and a large treasure chest. The chest is locked (DC 18 to pick) and contains her hoard. Brokenbarrel carries the key to the chest on a ring on her belt.

Treasure. The treasure chest holds 5,880 gp in various denominations: enough to keep

Brokenbarrel's soldiers paid for a month (not that she intends to part with a penny). This treasure is not native to Mezro. She keeps her cherished hieroglyphics tablet in a secret compartment underneath the gold. Any character who succeeds on a DC 12 Intelligence (Investigation) check while studying the tablet can glean from the pictographs that Mezro's barae shifted the city to a demiplane to save it from the Spellplague.

Relic Exchange

This thatched supply store is owned by Thull Zhanmu, a one-eyed **veteran** and learned sage. Zhanmu was educated at Candlekeep, but his hulking physique made him a better warrior than a bookkeeper. If Brokenbarrel approves the group's stay, characters can buy any item listed in the *Player's Handbook* from Zhanmu's store.

Most treasures found within Mezro disintegrate if taken beyond the swamp, but the Flaming Fist are still interested in cataloguing their finds. Some relics expose interesting facets of Mezroan life, and thus have historical value if studied on site. Zhanmu pays well for these treasures, though for most soldiers this usually manifests as a share of the fine grog, or a clean bedroll. Zhanmu has standing orders to report any finds about Omu to Lieutenant Brokenbarrel.

'Fortune & Glory' Tavern

The soldiers cool off in this drinking hall. Brawls are common, but the officers try to keep tempers in check. A "grudge board" pinned to the wall tallies complaints between soldiers. If a soldier earns too many checks, the officers force them to run the Gauntlet (location 10). Such punishments are rarely fatal, as the officers yank the offender out of the trench if they're in mortal danger.

The "Fortune and Glory" is run by a pair of identical twins, Jarek and Garek Slavwik. They're expert brewers, and have fermented many jungle fruits into their own wine blends. In recent weeks, Jarek has fallen victim to the gilded fever and is plotting against his brother for control of the tavern.

Adventure Hook: Money for Nothing

For low-level characters: Two soldiers place outrageous bets on a card game, using treasures plundered from Mezro. Of course, both know that the gold is worthless outside the city. When one soldier raises the stakes by betting his soul, a **bearded devil** from the Nine Hells takes notice…



Wait, No Treasure?

Players may complain that their treasure disintegrates when removed from the ruins. Remember this only applies to treasures originating from before the Spellplague. In the century since, any number of creatures could have visited the site and left goods here. While the characters remain in the ruins, magic items from the old city still function as they did. This gives you an opportunity to grant players particularly powerful items, safe in the knowledge they'll never use them outside the city.

Inside the Ruins

Those brave enough to enter Mezro are exposed to all the hazards detailed earlier. The ruins are quiet and dangerous, with an aura of expectation hanging over them.

4: Towers & Walls

Thick stone ramparts surround the city. Most walls rise 30 ft. above the water, but heights vary where the walls have crumbled into ruin. In some sections, they've collapsed entirely and the swamp has bled through into the city within.

Behind the parapets, statues of Mezro's barae decorate the raised walkways. Bronze plaques at their feet identify who each bara was, the years they served the city, and the miraculous powers Ubtao granted them. The face of the renegade bara Ras Nsi has been purposefully despoiled, but his plaque remains. In Promise, collecting these plaques for use as serving trays has become an idle pastime.

Stout watchtowers stand where walls intersect. These are often treacherous to explore, with sagging

floorboards and disintegrating walls. In the Agricultural Quarter, the Children of the Crocodile use the watchtowers to spy on Flaming Fist patrols.

5: Flooded Boulevards

In ancient times, visitors would walk down these boulevards to the central plaza, and then take a tunnel to their chosen quarter. The swamp has since flooded the boulevards, and travelers must now paddle in on canoes. Moss clings to the walls, with the busts of noted priests and mages peering through the muck.

Adventure Hook: Cold Fish

For mid-level characters: A giant sarcosuchus once preyed on the soldiers who paddled into Mezro. Lieutenant Brokenbarrel tricked the beast into swallowing a magic music box she'd strapped to some bait, and then used the tinkling music to track down the beast and slay it. Now the eerie tune has been heard in the ruins again, and soldiers are going missing. If the players bite, use the **zombie sarcosuchus** in appendix C.

Market Quarter

The Market Quarter was home to many skilled craftspeople. Its central marketplace rivalled any bazaar in Chult, and filled the district with wild music and exotic aromas. Many of the city's inns were found here too, making this quarter the first port of call for visitors.

Today, the district is half-flooded. Dilapidated structures rear from the muck, and the vegetation is so thick that on some streets it has blotted out the sun. Where there was once music, now there is silence, and the only aroma is the cloying stench of death.

6: Traders' Marketplace

A ruined, two-story building stands ahead. It is palatial in scale, with tattered awnings covering hundreds of shops and stalls. Emanating from the marketplace is a noise that sounds like the distant roaring of the sea. As you approach, you realize that it is the aggregated moaning of hundreds of zombies.

Since Mezro's fall, the marketplace has become a focal point for the undead. A horde of **zombies** now shamble mindlessly through its courts. At dawn and sunset, bells toll by magic from the towers at either end of the market. The zombies gravitate toward the towers as they toll, keeping the horde in continual rotation.

Adventure Hook: Dead Ringers

For low to mid-level characters: A squad of Flaming Fist soldiers were recently ambushed by **grungs** (see appendix C) and one of their number fled into the marketplace. Now the **zombies** have him surrounded. His companions plan to rescue him by bashing pots and pans to draw the undead away. Unfortunately for them, a fast-moving **ghoul** pack is also attracted to the noise.

7: Amphitheater

A once-majestic amphitheater towers over the surrounding buildings. Life-sized statues of dinosaurs decorate its walls, and canvas canopies hang limply above its grandstands. Swamp water surrounds the building on all sides.

The amphitheater was the beating heart of the city. Raised by Ubtao himself, it served as meeting place, courthouse, and concert hall. In its long history, the amphitheater hosted untold plays, orchestral performances, and sporting events. Chief among these were the spectacular dinosaur races, which drew crowds from across Chult.

Now the amphitheater is a forbidding island in the swamp. Its arena is a crocodile-infested lake, and mangrove trees strangle its stands. With every passing year, the whole edifice slides a few feet deeper into the bog. Characters who dare to explore here are at constant risk from the crumbling masonry.

Adventure Hook: Encore! Encore!

For characters of any level: Soldiers in Promise have heard muffled music drifting from the amphitheater on the first full moon of each month. This night, they've resolved to get to the bottom of it. Perhaps they're hearing an echo of the past, or a performance bleeding over from the real Mezro. The music could even drive visitors mad, and make them take to the sunken stage themselves…

Scholar's Quarter

The Scholar's Quarter accommodated pilgrims who sought wisdom at the Temple of Ubtao and the great Library of Mezro. It was also home to the affluent middle classes, and its cobbled streets were lined with schools, boutique stores, bathhouses, music halls and coffee shops.

Since the cataclysm, this district has fared better than the rest. Its walls have held back the swamp, and though overgrown with vines and creepers, the buildings are mostly intact. Even so, explorers fear the Scholar's Quarter more than any other place in

the city. There's something about the dead silence here that gets under your skin.

8: Library of Mezro

An impressive building rests against the city walls. Tapered towers jab skyward from its roof, and jungle scenes are engraved over every inch of its stonework. Cracked steps in front of the building ascend to a tall door.

The library stands three stories high, with many levels below ground. Its vaults stored four thousand years of scrolls, parchment books, and cuneiform tablets. Other chambers were used as museums for tribal relics and statuary.

Flaming Fist priests have conducted extensive studies of the library: even building a scriptorium to transcribe the most valuable tomes. Unfortunately for them, more than one high priest succumbed to the gilded fever and murdered their underlings to avoid sharing knowledge. Lieutenant Brokenbarrel is keen to reinstate the endeavor, but the scouts she's sent to the library have so far all disappeared.

Adventure Hook: A Study in Emerald

For mid to high-level characters: One of the cursed priests still lurks in the bowels of the library. Half-starved, he scours the books for leads to the real city. Now an **archmage** of considerable power, he's cast a spell over the tomes to warn him of intruders. When strangers enter the library, printed words creep from the pages and slither book-to-book, ultimately spelling out a warning to the mad mage. Learning of the characters, he begins to covet one of their items, and tries to steal it from them at all cost.

9: College of Wizards

This oddly-shaped building is formed from a cluster of mud-brick cupolas, with narrow stairs winding between them. The bricks are decorated with arcane symbols and leering faces.

Mezro's College of Wizards adjoins the great library. Tribal wizards were trained here, alongside the infamous Mage Hunters who punished unauthorized use of magic across Chult. Both orders collapsed with the Spellplague, and have never knowingly been reestablished.

The College of Wizards is infused with magic. Corridors shift when you're not looking, and doors open into different rooms each time they're used. Most peculiarly, gravity in certain sections is oddly pliable, with inverted staircases running across ceilings or floors spilling up onto walls.

House Karanok

Kaestra Karanok believed that Mezro's secrets were hidden somewhere within the College of Wizards. Now the stone tablet from location 12 has led her forces elsewhere in the city. When the characters arrive, up to half of her cultists may be absent.

Kaestra Karanok is a human **priest of entropy** (see appendix B), who wields a *sphere of annihilation.* She is attended by three other **priests of entropy**, twelve lesser **priests**, and twenty **cultists**. Each priest carries a witchweed stick (see the sidebar nearby).

The cultists have made camp in a bathhouse within the college's basement. Inside this chamber, a large sphere of water hovers over a stony pit. Kaestra's cultists use a balcony overlooking the pit as a pyre for burning wizards. If they catch any within Mezro, they drag them here for execution.

To enter the College unseen, the characters must avoid being spotted by the three **cultists** on its roof. These lookouts dash to alert Kaestra if they spot intruders entering the building. If the characters are quick, they could intercept the lookouts on their way down.

Treasure. Kaestra Karanok carries a *sphere of annihilation.* Being nobles, her entourage wear a small fortune in gold and jewelry brought here from Chessenta. To determine its worth, roll once on the Treasure Hoard table in chapter 7 of the *Dungeon Master's Guide*.

Witchweed

Wondrous item, rare

This pungent alchemical paste is refined from the leaves of the witchweed bush: a tobacco-like plant native to Chessenta. Packed into paper tubes, the paste can be burned like a torch to create a 10-foot radius sphere of light smoke that interferes with spellcasting. Cantrips won't function within the area of the smoke, and all other spells require a spellcasting slot of one level higher than usual to cast. The smoke lasts for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

10: Warriors' Training Grounds

A ruined hippodrome stands ahead. Much of the roof has collapsed, with the rest teetering atop a colonnade of pillars. Beneath these, a deep trench in the ground spans the length of the arena.

A caste of warriors upheld Mezro's laws. They patrolled in groups, meting out punishments on the spot. While the worst offenses were punishable by death or branding, most minor crimes were settled through compensation or formal apology. This hippodrome is where the warriors trained. The trench is all that's left of the warrior's gymnasium.

The Gauntlet

The Flaming Fist have corralled several undead dinosaurs inside the trench. Trespassers are hurled into the "Gauntlet" as punishment: if they survive the dash to the far side, they are released from captivity. The Flaming Fist also use the Gauntlet to discipline their own soldiers or settle grudges. In these cases, they tie ropes to the competitors so they can hoist them out if things get too hairy.

For tier 1 games, the trench contains 3 **zeoloraptor zombies** (see appendix C). At tier 2, add 1d4+2 **zeoloraptor zombies**. At tier 3, replace the dinosaurs with a 2d4+2 **triceratops zombies** (see appendix C).

Adventure Hook: Stir of Echoes

For low to mid-level characters: The soldier in charge of the Gauntlet, a grizzled, one-eyed **veteran** named Jeb, is being slowly dominated by the **ghost** of one of Mezro's warriors. The possession comes in fits and starts: Jeb suddenly mutters in Chultan, or tries to brand trespassers with the triangle of Mezro. His companions blame the drink for his madness. As the ghost grows stronger, it persuades Jeb to build a wooden grandstand next to the trench. When the soldiers are next gathered here, Jeb tries to collapse the grandstand and hurl them to the dinosaurs.

Agricultural Quarter

This district was reserved for farming. The Mezroans enchanted the soil, and cultivated it into fruit orchards and fields of barley and maize. Rich landowners raised palaces among the plantations, and sculpted beautiful gardens.

Since the cataclysm, the swamp has overrun the district. Land still heaves from the muddy waters, but it's choked in thick undergrowth. Travelers must hack their way through the bush. The enchanted jungle closes behind them, so it's easy to get lost.

11: Crocodile Cult Hideout

A ruined villa sags on the lakeshore. Its roof was once formed from panes of colored glass, but all that's left now are ribs of rusted metal. On the side facing the lake, the marsh spills through the walls into the building's interior.

This building was once an aviary for Chult's birds. Rare and exotic specimens still nest in its eaves, but the floor is a trough of muck and weed. The **mudmaw** worshiped by the Children of the Crocodile lairs here. Rusted gantries above the water are dotted with tents and cookfires where the cultists camp.

The cult comprises Emberon Coalscuttle, a dwarf **cult fanatic**, fifty **cultists**, and the Chultan **scout** Nauglu. If Nauglu is present, any cultists in his vicinity gain a +2 bonus to their passive perception and Stealth checks. At least ten of the cultists are out manning the watchtowers around the district.

For its part, the mudmaw tolerates the cultists only so long as they keep it fed and rested. If it misses a meal, it's liable to snatch one of them for dinner.

Emberon's Cage

Emberon has chosen a giant, rusted birdcage as his quarters. This cage once held a jungle roc, but it's now furnished with skins, a brazier of coals, and palm frond fans. Bark tablets hang from strings around the cage, bearing the many prophecies of the mudmaw.

Treasure. Emberon persuades his followers to give up their worldly goods on joining the cult. He keeps these treasures in a barrel at the back of his cage. To determine the treasure's worth, roll once on the Treasure Hoard table in chapter 7 of the Dungeon Master's Guide. If things go south, Emberon tries to escape with this wealth.

12: Statue of King Osaw I

A moss-covered statue overlooks the lake, depicting an elderly Chultan man holding a sword to the heavens. He wears a circlet and bracers, and his other arm is missing at the elbow.

The statue depicts King Osaw I: one of Mezro's barae and longest-serving king of the Mezroan people. He wears the circlet and bracers of the *negus negusti* ("prince of princes"). Osaw reigned for 1,500 years, and had the miraculous power to remember with precision every event he had ever witnessed. When the Spellplague came, he crossed over into the demiplane and still rules Mezro today. If a character

succeeds on a DC 15 Intelligence (History) check, they recall mention of King Osaw I and his divine power.

The mossy statue is spattered with guano. Until recently, its left arm held a stone tablet engraved with a mysterious labyrinth. Kaestra Karanok made a rubbing of the maze, and then hurled the tablet into the swamp so nobody else could read it. She believes it holds clues to uncovering Mezro's true location, but hasn't deciphered them yet. For more details, see the short adventure *Parting the Veil* in chapter 3.

The statue's eyes are shards of mirrored glass. If a character asks the statue a question about its past, the reflection in its eyes reveals whatever it looked on at that time. For example, asking "who built you?" reveals Mezroan masons crafting the statue and laying it in place, whereas asking "what happened to your hand?" shows Kaestra Karanok shattering the tablet and scattering its remains into the swamp.

Residential Quarter

Most Mezroans lived in this winding maze of one and two-story abodes. The labyrinthine layout deterred intruders, but also reflected Ubtao's maze of life. The closer to the center you lived, the more enlightened you were viewed among your peers.

The district is overgrown by bushes and high grasses. Some roofs have fallen in, yet most architecture remains intact. Flaming Fist patrols are wary of treading too deep for fear of getting lost. Even though they carry maps of the district, they swear the layout changes each night. See chapter 2 for rules on navigating the Residential Quarter.

13: Artus Cimber's Home

This building is surprisingly well-tended. The door looks recently repaired, and the front step has been swept clean of rubble.

This was Artus Cimber's old home in the city. Inside, the dwelling is well-cleaned and cozy, with ornaments from all over Chult and the North. Cimber stays here whenever he returns to the ruins.

Artus Cimber is detailed in the *Tomb of Annihilation* hardcover. The short adventure in chapter 3, *Parting the Veil,* introduces Artus Cimber and features this location. Even if you're not playing *Parting the Veil,* Cimber's home is a good location to introduce the explorer to your *Tomb of Annihilation* campaign.

Treasure: Cimber's artefacts have more value as curios than as collectibles. To determine their worth, roll once on the Individual Treasure table in chapter 7 of the *Dungeon Master's Guide,* and multiply the result by three. Other equipment here includes a diplomat's pack, carpenter's tools, and cook's utensils.

14: Heart of the Maze

Twisting streets converge on a plain structure of white stone. On its roof, a single silver spire points to the heavens.

This building lies at the heart of the maze. Inside, a tranquil court overlooks a well of enchanted water. Before Mezro fell, pilgrims would drink from this pool to receive visions that would aid them through the mazes of their lives. Such magic still exists today: if a character drinks from the pool, you can reward them with a vision that hints cryptically at their future. For *Tomb of Annihilation,* this could be a clue that points them towards Omu.

Adventure Hook: The Maze

For characters of any level. Some folk whisper that Ubtao never truly left Chult. His disappearance was a test, and he hid clues to his hiding place throughout the jungle. If a follower could decipher these clues, Ubtao would return to his people. Perhaps the well is the first step on this journey, and its vision sets the character off on a grand tour of Chult?

Central Plaza

This cobblestone court is now submerged. At its center, the grand Temple of Ubtao rears from a stepped platform covered in slime. Archways in the city walls lead to Mezro's four quarters.

15: Temple of Ubtao

A gargantuan palace stands at the center of the city. Tall spires encircle a tower of crystal and gold, with each spire linked to the center by a slender buttress. The whole structure is draped in vines and creepers.

The Temple of Ubtao is a spectacular nine-story edifice built from crystal and gold. Its magic presents the same side to each viewer, making it appear identical from every angle of approach. Vines cling to its surface, and its crystal walls are clad in moss. If a character peels the moss aside and stares into the walls, they must succeed on a DC 16 Wisdom saving throw or become paralyzed for 1 minute as they receive a vision of their heart's desire.

Inside the Temple

The Hall of Champions lies beyond the main entrance. When the players enter here, read:

> A long hallway lined with pillars stretches before you. Onyx statues stand in the alcoves, depicting men and women in commanding poses. An archway filled with dead blackness looms at the far end of the hall.

The statues depict Mezro's many previous barae. Characters who speak a bara's name aloud inside this hall are teleported to the foot of the statue depicting that lord. No statue exists for the renegade bara Ras Nsi. If his name is spoken aloud, the speaker is teleported to the lost city of Omu (see the *Tomb of Annihilation* hardcover for more details). The players can learn the names of each bara by studying the plaques dotted around the city walls (see location 4).

Those who step through the darkened archway are teleported to random rooms inside the temple. Characters can return to a room they've already explored by thinking of it as they step through the portal. Otherwise, roll on the following table for each character that passes through:

Temple Locations

d12	
1	Library of crumbling religious texts.
2	Ancient kitchen fitted with gargantuan clay ovens.
3	Priest's bedchamber that overlooks the city through a round window.
4	Flooded storage cellar underneath the temple.
5	Meditation hall decorated with dinosaur bone wind chimes.
6	Apothecary well-stocked with herbs and potions.
7	Hall of Champions (reroll if traveling from the hall).
8	Prayer hall below the golden dome.
9	Rooftop balcony dotted with pterodactyl nests.
10	King's audience hall (see below).

Each location contains a darkened doorway ensorcelled with the same enchantment.

King's Audience Hall

> A glittering platinum throne stands in one corner of this triangular hall. Before it, an intricately-detailed mosaic floor depicts the city of Mezro.

This is where Ubtao sat in judgement over his people. After he abandoned Chult, the barae elected a line of kings to rule in his stead.

The mosaic floor depicts Mezro as it appears in the demiplane. Tiny, illusory figures even show its inhabitants milling around in the business of their daily lives. Some parts of the city are different to how they are now, representing building work that has occurred over the past century. For this reason, explorers who've visited here have come to believe Mezro still exists on another plane.

The Barado (Hidden Location)

The portals never transport creatures to the barado unless they've visited previously or have been invited to enter by one who has. Of those alive today, only Artus Cimber and the mazewalker Cha Nkrumané (see "Random Encounters" in chapter 1) have entered here before. If a character gains entry to the barado, read:

> This room is so dark you can't see the walls. The air is chill and laden with a paralyzing sense of dread.

When a bara died, supplicants would enter this chamber to undertake Ubtao's test. If they could demonstrate understanding of the maze of their life, Ubtao granted them a miraculous power and choose them as his new bara. Since the cataclysm, the chamber has fallen silent.

If you wish, Ubtao could test characters who enter his barado. The character sees wraith-like images that represent key moments in their lives. With a successful DC 16 Wisdom (Insight) check, the character perceives the "path" that connects these to their journey through the maze. They immediately gain a new level.

Mezro's Return

The barae swore Mezro would return to the world when Chult was safe. Until then, they left clues in the stonework to guide the faithful to the real city. Exactly what these clues are is left open for you to decide. Chapter 3 contains some suggestions, as do other adventures in the *Lost City of Mezro* series. There's probably more than one method of reaching the demiplane.

Even if Mezro could be found, the barae won't return until the city's safety is assured. Since the Spellplague, new horrors have bubbled up to threaten Toril. Chief among these is Ras Nsi's crusade to awaken Dendar the Night Serpent (see *Tomb of the Annihilation*). For the barae to even consider returning, Ras Nsi's plans must be foiled…

Adventure Hook: The Last Bara

For characters of any level. Explorers have reported strange sights in the waters beneath the temple. Reports vary between a giant piranha, an inky darkness that moved underwater, or a plump Chultan woman who transformed into a shoal of fish when spotted. Could this be Mainu, the most elusive of Mezro's barae? It's said she was bound to the River Olung, so perhaps she chose to stay behind when others fled to the demiplane. If so, could she help find the real city?

Chapter 3: Tales of Adventure

The Path to Omu

For characters of level 1-4

A Flaming Fist sergeant afflicted by the death curse aids the characters in their hour of need. To repay the favor, they try to help her find a cure. A prophecy in the library of Mezro provides a lead to Omu, and a hook into the wider campaign of *Tomb of Annihilation*. This short adventure forms an alternate intro for DMs who'd like a little more structure to the campaign.

Adventure Hook

The characters have arrived in Port Nyanzaru to seek their fortune in the land of Chult. Rumors of the death curse afflicting Toril are spreading, but at this stage most folk put it down to tavern talk.

Cartographers

In a small, dark side street of the Market District the characters find a map shop filled with dusty shelves of foreign coins, stone-carved buttons, jars of grung toes and other curios that belong to the gnome archaeologist Carter Tuttletomb. Guessing they seek gold and glory, Tuttletomb offers them a pouch of 1,000 gp if they venture to the lost city of Mezro and return with an accurate map of its ruins. The archaeologist believes that the layout of the city may point to the hiding place of the god Ubtao. To aid their quest, Tuttletomb arranges a meeting with the merchant prince Jobal to acquire a guide, and pays up front for one month's service (see *Tomb of Annihilation* for further details). Before the characters leave, Tuttletomb warns them that the Flaming Fist have claimed the ruins for themselves. They'll do well to avoid them if possible.



Kes Valdro

Carter Tuttletomb and the Lost Ruins

Once an adventurer himself, this wizened gnome was forced into early retirement by an encounter with a cursed artifact that left him with a fear of rain – quite a problem when stranded in Chult's extreme climate. He's spent the past few decades sequestered in his store, fondly drawing maps of his past adventures. With an encyclopedic knowledge of the jungles and a penchant for mystery, Tuttletomb could serve as a hook for numerous forays into the lost ruins of Chult. Tuttletomb featured first in *Ruins of Hisari,* a Guild Adepts adventure by Lysa Chen available on www.dmsguild.com.

The Journey to Mezro

The guide takes the characters down the River Tiryki on canoes, and then leads them through the jungle to the city of Mezro. The journey takes a week. Roll for encounters as detailed in *Tomb of Annihilation,* but don't get bogged down. This stage should serve to build atmosphere and introduce players to the hardships of Chult: the heat, the biting insects, and the ever-present threat of disease.

The Legend of Ras Nsi

On route to Mezro, the guide recounts the history of the city and its destruction by the Spellplague (of course, the guide knows nothing of Mezro's escape to a demiplane). As part of the story, the guide tells of Ras Nsi and his efforts to return to the city. Now's a good time to encounter some undead!

Entering the City

Arriving at location 1, the characters see Promise for the first time and notice the presence of Flaming Fist soldiers in the ruins. Sneaking inside at nightfall is easy. Just ask the players how they approach and refer to the gazetteer in chapter 2 as they explore. Roll for encounters as described in chapter 1, rerolling any results that come up with ghouls or Flaming Fist patrols.

The Ambush

Immediately following the players' first combat encounter, spring an ambush by a pack of six **ghouls**. The characters should be overwhelmed, but help shows up at the last moment in the form of a Flaming Fist patrol lead by Sergeant Kes Valdro. The

soldiers drive the ghouls away. After the battle, Sergeant Valdro attends to any injured characters using her healer's kit. She is a **knight** with the Healer feat. The death curse has reduced her hit point maximum to 32.

Sergeant Valdro informs the group they are trespassing inside the ruins, and must report at once to Lieutenant Brokenbarrel in Promise (location 3). She also tells them that any treasures they've found are worthless outside the city, due to Mezro's curse. Assuming the characters treat her respectfully, Valdro assures them she can smooth things out with her boss. As she speaks, she suffers a coughing fit. She is clearly unwell, but brushes it off as "just another of Chult's damned plagues".

Sergeant Kes Valdro

Kes joined the Flaming Fist to see the world and find adventure. A renowned joker and optimist, she even saw the funny side when a stag mortally wounded her during a hunt through Neverwinter Wood. Miraculously, a passing woodsman with the "holy touch" raised her from the dead. Sergeant Valdro was reassigned to Chult and has since become a respected officer in Mezro's cohort. Over the past month, the death curse has taken hold and now she is truly dying.

A Night in Promise

Sergeant Valdro leads the characters to Promise, and takes them to meet Lieutenant Brokenbarrel.

Questions and Refusals

Brokenbarrel questions the characters about their interest in Mezro. Given Valdro's assurances, the lieutenant doesn't turn the screws too much. She releases the characters into Promise, but forbids them from reentering the ruins. Before they leave, Sergeant Valdro asks Brokenbarrel if she's reconsidered her offer to scout out the Library. The lieutenant coldly refuses her.

Drinks at the Fortune & Glory

Visibly troubled, Sergeant Valdro offers to buy the characters dinner before they leave Mezro. Over an ale, she recounts the circumstances of her death and reveals her affliction. The death curse is eating away at the flesh underneath her armor, and she doesn't think she has long to live. Valdro has heard that the same thing is happening to people across the word.

Valdro believes the Library of Mezro could hold clues about this mysterious curse. Many soldiers have explored its depths, but that's not why she thinks Brokenbarrel refused her. Valdro suspects that her commander has succumbed to the gilded fever, and is jealous of the riches contained within the library. If the characters are game, Valdro proposes breaking into the ruins that night to explore the site.

The Library of Mezro

Sergeant Valdro leads the group to the Library of Mezro (location 8). Inside, they search for clues about the death curse. If you choose, you can spring an encounter with six **zombies** inside the library.

The Prophecy

In a ruined wing of the library, one of the characters discovers a prophecy about the renegade bara Ras Nsi. This was written long ago by a bara gifted with the ability to peer into the future. It reads;

When the Soulmonger grinds,
and exiled Nsi wraps himself in serpents,
Death's curse will grip the world,
From beneath the forbidden city.

Nobody has heard of this "Soulmonger", but the group's guide suggests the forbidden city could be Omu. Entry to this lost city was outlawed when Omu's royal line fell from Ubtao's favor. The guide is unsure where the city lies, but thinks they could find directions by consulting the oracle at Orolunga (see chapter 2 of *Tomb of Annihilation*). Sergeant Valdro is keen to get started at once.

Not So Fast...

As the characters are leaving, Brokenbarrel arrives with a group of Flaming Fist soldiers. She knew Valdro would defy her orders, and is here to claim whatever secret her underling is searching for. No matter what the characters say, Brokenbarrel's sickness compels her to capture them and "confiscate" their belongings. If they resist, they must fight the **goliath warrior** (see appendix B) and her six **guards**. Brokenbarrel should escape alive, but don't force the matter if it seems contrived.

Leaving Mezro

Sergeant Valdro asks the group to accompany her to Omu to find a cure for the death curse. If Brokenbarrel lives, she'll send trackers to hunt them down in the jungle. From Mezro, the characters have a long journey ahead of them!

Children of the Crocodile

For characters of level 5-10.

A dying man hires the group to seek a prophet in the ruins of Mezro. On arrival, they become entangled in Lieutenant Brokenbarrel's fanatical hunt for the true city. This culminates in a deadly battle outside the Temple of Ubtao. For tier 2 characters beginning *Tomb of Annihilation,* this adventure provides a springboard to the lost city of Omu.

Adventure Hooks

The death curse rages across Toril. Those who were spared death by the gods are now dying, and rituals to bring back the dead fail consistently. One or more of the characters could even suffer from this curse. Choose one of the following hooks.

Death Curse

The characters are called to the home of a benefactor, who was brought back from the dead long ago and now suffers from the death curse. This could be Syndra Silvane from *Tomb of Annihilation,* or a character from your own campaign. For characters adventuring in Port Nyanzaru, the merchant prince Jessamine could fill the role.

The patron recounts a dream in which they saw the labyrinth of Ubtao held in the jaws of a mudmaw crocodile. When they grasped the symbol, they saw their affliction pass. Others suffering from the death curse have had the same dream. The patron believes this vision relates somehow to Mezro, and offers the characters 3,000 gp to travel there and return with a cure. If they need a guide, the patron can provide one.



Emberon Coalscuttle

Heresy

A priestly friend has received a vision of the rise of the Forsaken One: a child conceived and abandoned by the gods Savras and Leira. The vision showed the infant bathing in the jaws of a mudmaw crocodile. Many others have received the same vision, and traced it to a prophetic mudmaw that lurks in the ruins of Mezro. The priest offers the characters 3,000 gp to travel to Mezro and return with clues to the Forsaken One's whereabouts. Characters with the Heretic background from appendix A are ideally suited for this hook.

Into the Ruins

On arrival at Mezro, the characters are sure to bump into the Flaming Fist: either by heading to Promise (location 3), or by encountering patrols in the ruins. To avoid conflict, the soldiers order the characters to follow them to Lieutenant Brokenbarrel.

The Interrogation

Brokenbarrel interrogates the characters about their reasons for visiting Mezro. She warns them that the ruins are forbidden to all but her own soldiers. If her visitors show disrespect, she has them clapped in irons and imprisons them in the cages. After being tortured, the characters are thrown into the "Gauntlet" for the amusement of her troops (see location 10).

A Secret Meeting

If the characters reveal their true mission, Brokenbarrel meets them in secret on the ruined city walls. She says that a group of cultists called the Children of the Crocodile dwell somewhere in the Agricultural District, where they worship a prophetic mudmaw crocodile. She wants the characters to infiltrate the cult and kidnap the mudmaw, then take it to a secret hideout in the Market Quarter. If they succeed, she'll match the reward offered by their benefactor. Of course, Brokenbarrel has no intention of paying them. Once they've brought her the mudmaw, she plans to turn the undead on them.

Dreams of the Mudmaw

The characters search the Agricultural District for the mudmaw. Refer to the gazetteer in chapter 2 as they explore, and roll for encounters as described in chapter 1. When they enter the district, the lookouts stationed in the watchtowers are likely to forewarn the cultists of their approach.

Meeting the Cult

The cultists fight to the death to protect the mudmaw's lair (see location 11). If the characters approach peacefully, they're taken inside the hideout and welcomed by Emberon Coalscuttle. Over a meal of boiled turtles, he tells them about the crocodile's many prophecies and asks them if they'd like to join the "movement". This means giving up their worldly treasures, but they can keep hold of their other gear. If they refuse, Emberon offers them sanctuary inside the hideout until they're ready to move on.

Rise of the Forsaken One

Characters who stay in the hideout soon learn of the prophecies surrounding the Forsaken One. Heretics arrive from abroad each month, and Emberon is struggling to interpret the crocodile's visions about the infant godling. Some within the cult are openly plotting to usurp him.

If the characters treated Emberon with respect, he invites them to his quarters for a secret meeting. He reveals that the mudmaw's visions have begun to reveal images of the city's exiled bara Ras Nsi. Emberon is sure he's connected somehow to the Forsaken One. He asks the characters to help him by searching the ruins for clues about Ras Nsi's past. A good place to start is the Temple of Ubtao (location 15). Characters who met Brokenbarrel earlier have a choice: side with her to kidnap the mudmaw, or help Coalscuttle get to the bottom of this mystery.

Kidnapping the Mudmaw

Characters who try to kidnap the mudmaw risk the wrath of the cult. A head-to-head fight against so many cultists is hard, so players are advised to concoct ways of luring the cultists away. If they succeed in capturing the mudmaw, they can take it to the hideout in the Market Quarter. Brokenbarrel meets them here, takes the beast from their hands, and pays them in old Mezroan gold. As she leaves, she unleashes the **zombies** from the Trader's Marketplace (location 6). With the mudmaw in captivity, Brokenbarrel studies it for clues to the real city of Mezro.

The Temple of Ubtao

Characters who investigate the Temple of Ubtao are cornered by Brokenbarrel. Believing they've betrayed her, she orders her soldiers to arrest them. If the characters resist, they must fight the **goliath warrior** (see appendix B) and her six **veteran** soldiers. If the characters survive, they uncover clay tablets in the temple that tell the history of Ras Nsi. One pictograph shows a cleric visiting Ras Nsi in the jungle after speaking his name in the Hall of Champions. Characters who do the same are transported to the lost city of Omu.

The Grand Melee

If Brokenbarrel escapes, she musters all her forces and leads them on a raid on the crocodile cult hideout. Losses on both sides will be catastrophic. During the chaos, Emberon Coalscuttle tries to escape with his followers' gold, and Brokenbarrel tries to kidnap the mudmaw.

Parting the Veil

For characters of level 11-16.

The explorer Artus Cimber is searching the ruins for a way to reunite with his lost love Alisanda. He's uncovered a clue to her location, but House Karanok are two steps ahead of him. In the end, Artus is forced to close the portal to save the city: catching only a fleeting glimpse of his heart's desire.

Adventure Hook

This adventure is best played immediately following the events of *Tomb of Annihilation.* If the characters already know Artus Cimber, they can accompany him to Mezro to find Alisanda. If so, jump straight to "A Sad Tale" below. If not, they encounter Artus in the ruins of Mezro (see "Meeting Artus"). If you need a hook to draw them to the ruins, use one from a previous adventure in this chapter.

Meeting Artus

While exploring the ruins, the characters bump into the Cormyrean explorer Artus Cimber. A good way to introduce him is to have him chased into their path by an angry pair of **tyrannosaurus rex.** If you don't have *Tomb of Annihilation,* Artus has the stats of a **veteran**.

If the characters aid the explorer, he invites them back to his home in the Residential Quarter (location 13), promising them a feast of good drink and food. If they accept, he proves true to his word.

A Sad Tale

Artus takes the characters to his house in the Residential Quarter and treats them to a feast. As night falls and the fire burns low, he recounts the following story.

- Long ago, Artus fell in love with one of Mezro's barae: the beautiful Alisanda. They were married in a ceremony at the Temple of Ubtao.
- The magic ring Artus wears – the *Ring of Winter* – has kept him alive for centuries. With enemies hunting for the ring, Artus couldn't stay long in the city. Though his love for Alisanda was strong, they rarely met.
- After the Spellplague ravaged Mezro. Artus found Alisanda's body among the ruins. Yet somehow, impossibly, he knew it wasn't her. He is convinced of this.
- Since then, Artus has regularly returned to the ruins to find out what really happened. He's convinced that the stone tablet held by the statue of King Osaw I contains a clue to Mezro's true fate (see location 12).
- Cimber shows the group a rubbing of the tablet. It depicts a maze, with symbols for various Mezroan locations positioned throughout it. Runes etched around its perimeter spell out the message *"We Are Hidden."*
- Artus believes that the Mezroans hid themselves in another world to avoid the Spellplague. Their transferal was spiritual, leaving the city on this world devoid of life and value.
- A mysterious obelisk stands outside every location depicted in the maze. Artus believes that touching the obelisks in the correct order will open the portal. Unfortunately, there are many routes through the maze, and hundreds of combinations between locations.

Artus asks the characters to help him complete the combinations. He proposes splitting up: he tries one sequence, the characters try another. The locations are scattered throughout Mezro: comprising old bathhouses, courts, and other public buildings.

Following the Maze

The characters travel from location-to-location, touching the obelisks at each stage. Choose ten locations around the city that look interesting on the map: the players must locate these in any order you choose. As each obelisk is touched, the characters feel arcane power coursing through the stone. Refer to the gazetteer in chapter 2 as they explore, and roll for encounters as described in chapter 1.

Enter House Karanok

The characters soon cross paths with a cadre of wizard-hunters from House Karanok. This group comprises a **priest of entropy** (see appendix B), twelve **guards,** and four **veterans.** When the characters arrive, the cultists are burning an explorer alive on a witchwood pyre. Assuming they intervene, the cultists fight to the death.

On the priest's body, the characters recover another rubbing of the stone tablet from location 12. However, this one has been folded into the shape of a triangle: the ancient symbol of Mezro. In this form, the paths of the maze combine to connect eight of the locations in clear order. The entropists of House

Karanok are also searching for Mezro – and they could be two steps ahead!

Against House Karanok

The characters must race against House Karanok to open the portal to Mezro. Play this for maximum thrills – perhaps their cultists leave traps at the obelisks, or set ambushes for the characters. If the players think to jump ahead, they could even set ambushes themselves. As soon as Kaestra Karanok realizes her cohorts are being killed, she acts to defuse the situation… by kidnapping Artus Cimber.

Rescuing Artus Cimber

Kaestra ambushes Artus in the ruins and drags him to her hideout at the College of Wizards (see location 9). She chops off his hand and leaves it – minus the *Ring of Winter* – with a challenge carved into the flesh of its palm: *"Come to the College of Wizards if you want to see your friend alive".* The characters should discover the hand nailed to the next obelisk they locate. Kaestra leaves Artus with her acolytes while she leads a smaller group on a quest to open the portal to Mezro. If the characters try to rescue Artus, they'll face roughly half of the cultists listed at location 9. Assuming they succeed, Artus tells them of Kaestra's plan to unlock the portal to Mezro and annihilate its inhabitants. With Entropy behind her, Artus fears she may succeed.

Foiling House Karanok

With the last obelisk located on the far side of the city, Artus suggests a desperate plan to foil Kaestra. Reasoning that all eight obelisks must be empowered to open the portal, he urges the group to help him must destroy one. If they do so, a glimmering portal opens briefly before them to offer a tantalizing glimpse of the real city. Drawn by the magical backlash, Kaestra Karanok turns up soon after to seek revenge.



Kaestra Karanok

Appendix A: New Player Options

Background: Heretic

Where gods vie for supremacy through trickery and murder, and mortals ascend to godhood, so there is heresy. You believe in a doctrine outlawed by your faith, taught to you in secret by other heretics. Perhaps your superiors excommunicated you from your temple, or forbidden dogma provided answers to questions you never sought. Whatever your origin, you're now shunned by the faithful, or worse, hunted.

Skill Proficiencies: Deception, Religion
Languages: Two of your choice
Equipment: A holy symbol (subtly modified to represent your own heretical belief), a prayer book or prayer wheel, vestments, a bottle of invisible ink, a quill, a set of common clothes, and a pouch containing 10 gp.

Heretical Belief

Hundreds of outlawed sects exist throughout the Forgotten Realms. Choose a belief that defines you as a heretic, or roll on the table below.

d8	Belief
1	**Dark Moon.** A doctrine that ascribes Selúne and Shar as two aspects of the same deity.
2	**Fatemakers.** Tymorans who believe mortals can influence and control luck.
3	**Threefold God.** A belief that Tyr, Helm and Torm are all the same god.
4	**Forsaken One.** A conspiracy that Savras and Leira conceived and abandoned a god child.
5	**Three-Faced Sun.** The sun is a tripartite deity, with divine aspects of dawn, noon and dusk.
6	**Shared Suffering.** Flagellant Ilmatari who say all mortals must share their god's suffering.
7	**Entropy.** Belief that dying gods sent a divine *sphere of annihilation* to Toril to kill wizards.
8	**Harlot's Coin.** Belief that Waukeen sold her divinity to Graz'zt and he receives her prayers.

Feature: Heretical Contacts

You know where to find heretics in settlements where your faith is represented. If no heretics are present, you can indoctrinate weak-willed souls if you spend a day preaching. Where heretics are present, you can always find a place to hide, rest and recuperate. If needed, they can help you escape the settlement on a cart or through a secret tunnel.

Suggested Characteristics

Heretics survive by living on the run, or by blending into the ranks of greater faiths. They tend to be suspicious folk with zealous ideals and unshakable convictions. This sometimes manifests as a sense of superiority over the "unenlightened".

d8	Personality Trait
1	I think I'm right even when I'm wrong.
2	I pity those who deny the heresy.
3	I always scope out the closest exits and position myself near them.
4	Those who refute my beliefs are damned and not worth saving.
5	I'm sure my god has chosen me for a greater destiny.
6	I'm a natural orator, but once I start talking it's difficult for me to stop.
7	I'm always looking over my shoulder and the slightest things startle me.
8	I believe the end of the world is nigh.



d6	Ideal
1	**Guidance.** I must teach others my forbidden doctrine (Neutral).
2	**Caution.** It's always better to be safe than sorry (Any).
3	**Knowledge.** If this conspiracy is true, what else are we being lied to about? (Neutral)
4	**Insurrection.** My old faith is corrupt and must be brought down by the new order (Chaotic).
5	**Honesty.** I've been lied to enough, so now I'm sworn to always tell the truth (Lawful).
6	**Self-Knowledge.** Those who seek the truth become wise beyond their years (Good).

d6	Bond
1	The heretics who educated me were burned at the stake. I won't let that happen to me.
2	Belief in my old faith still nags at me. Have I chosen the right path?
3	I used to be friends with the cleric who's now hunting me.
4	I carry a heretical treatise on my person. It mustn't be found!
5	I protect the faithless so they can know enlightenment.
6	One of my underworld contacts reports my movements to the superiors of my old temple.

d6	Flaw
1	I'm suspicious of strangers, as they may be bounty hunters sent to arrest me.
2	I sneer at those whom I deem unworthy of my time.
3	I'm deeply superstitious, and have many rituals to avoid bad luck.
4	I tend to misjudge the devotion of others.
5	I'm obsessed with my studies, often to the detriment of other concerns.
6	I'm deeply mistrustful of temple hierarchies.

Heresy of the Forsaken One

The god Savras knows all things that come to pass. He knows when mortals die and when empires fall. When he closes his eyes, he gazes on the end of all things. Mighty Azuth imprisoned him in a staff, but Savras waited patiently. By his own prophecy, Savras knew his bondage would one day end.

Yet Leira, goddess of illusion, once tricked the All-Seeing Savras. Hungry for power, Leira sought to corrupt the holiest of Savras's prophets: Alaundo the Seer. Finding him by a starlit pool, she tricked him with a vision of Savras's murder. Alaundo's prophecy so troubled Savras that he abandoned Toril to search the multiverse for further portents of his doom. In his absence, Leira snuck into Savras's celestial palace and stole his *orb of prophecy*.

When Savras learned of the deception, he strangled Alaundo for his weakness. In his rage, the All-Seeing god turned to Mask, Lord of Shadows, and commanded him to aid his revenge. Mask transformed Savras into a clone of Alaundo: a duplicate so perfect it could trick even the goddess of illusions. Posing as Alaundo, Savras swore fealty to Leira and was accepted into her court.

For ages, Savras schemed to steal back his orb. Yet his hatred waned over time and was ultimately undone by that most mortal of emotions: love. Leira's faithful always speak truth to one another, and so it was that the goddess confessed her budding love for Alaundo. They lay together by the starlit pool and conceived a son.

As the goddess grew heavy with child, so Savras's deception weighed heavy on his soul. In time, he revealed his true form to his beloved. Furious and heartbroken, Leira tore the unborn child from her womb and cast it into the starlit pool. With that, she turned her back on the All-Seeing for all time. In despair, Savras smashed his orb and swore never to deceive again.

The faithful of both deities have long rejected the Heresy of the Forsaken One. The followers of Savras claim their deity would never act so chaotically, while the Mistshadowed of Leira refute that their mistress could be tricked. To this day, heretic priests claim the forsaken one yet lives, and will one day arise to seize his parents' place in the heavens.

Cleric Domain: Entropy

With Ruty Rutenberg

Heretics preach of a void at the center of the universe that dying gods created to devour the Weave. The necrotic energy it emits is called "Entropy": a potent force that clerics can harness to shield themselves from magic and annihilate arcane casters. The chained god Tharizdun claims this domain, while in Chessenta, a giant *sphere of annihilation* is worshipped as an aspect of Entropy itself. Cultists who wield the power go by many names: thaumatoclasts, entropomancers, or entropists.

Cleric Level	Spells
1st	*detect magic, inflict wounds*
3rd	*gentle repose, spiritual weapon*
5th	*dispel magic, protection from energy*
7th	*blight, death ward*
9th	*circle of power, hallow*

Sanctity of Body

When you choose this domain at 1st level, you perform a ritual to anchor your soul to the material plane. You have advantage when making death saving throws.

Channel Divinity: Arcane Disruption

Starting at 2nd level, you can use your Channel Divinity to disrupt the flow of magic in your vicinity.

As an action, you conjure an aura of disruptive energy that radiates from you in a 15-foot radius. The aura lasts until the end of your next turn, and moves with you, centered on you. While inside the aura, any creature that attempts to cast a spell must first succeed on a Constitution saving throw. If they fail the save, their spell fails to cast and the spell slot is wasted.

Entropic Retaliation

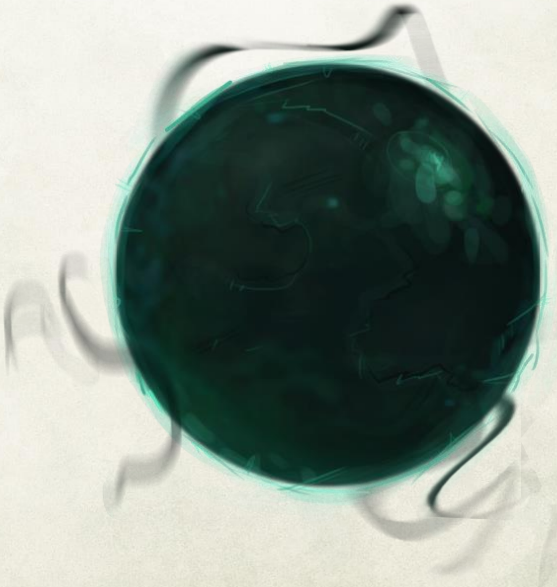
Starting at 6th level, when you or an ally within 30 feet of you takes damage from a spell, you can use your reaction to cause the caster to make a Constitution saving throw. If the caster fails its saving throw, it gains one level of exhaustion.

Potent Spell Casting

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

Emissary of Entropy

At 17th level, you have advantage on saving throws against spells. In addition, when you succeed on a saving throw against a spell, you gain 5 temporary hit points for each slot level of the spell.



Cult of Entropy

Entropy is a gargantuan *sphere of annihilation* that hovers above a wasteland in Chessenta. When the mad nobles of House Karanok first discovered this anomaly, they harnessed its energy to create smaller *spheres of annihilation* which they used to hunt down and destroy arcane spell casters. During the cataclysm of the Spellplague, Entropy broke free from House Karanok's control and grew stronger in the plague lands, threatening to destroy the cosmos. Its devotees formed a doomsday cult around their "black star". Led by the ageless matriarch Kaestra Karanok, they searched for a way to tear apart the fabric of magic and hasten the end of the world. Disturbances in the Weave have now led them to the lost city of Mezro.

Appendix B: New Monsters & NPCs

Goliath Warrior

Goliaths are reclusive survivalists who dwell in the world's most inhospitable mountain ranges. A goliath's life is measured in deeds, and they compete ferociously to outdo their peers. When a goliath leaves the tribe to fight abroad, they've most likely killed the greatest enemy in their homeland.

Goliath Warrior

Medium humanoid (goliath), lawful neutral

Armor Class 13 (hide)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

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

Skills Athletics +5, Survival +2
Senses passive Perception 10
Languages Common, Giant
Challenge 3 (700 XP)

Actions

Multiattack. The goliath makes two attacks with either its battleaxe or javelin.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Reactions

Stone's Endurance. If a goliath takes damage and remains above 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. On a success, it gains 5 temporary hit points.

Mudmaw

Mudmaws lurk beneath the surface of the swamp, waiting for prey to come down to the water to drink. When they strike, they use their rubbery tentacles to pin their prey before latching on with their powerful jaws.

Mudmaw

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 133 (14d12 + 42)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (−4)	10 (+0)	7 (−2)

Skills Stealth +5
Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP)

False Appearance. While the mudmaw remains motionless, it is indistinguishable from a floating log.

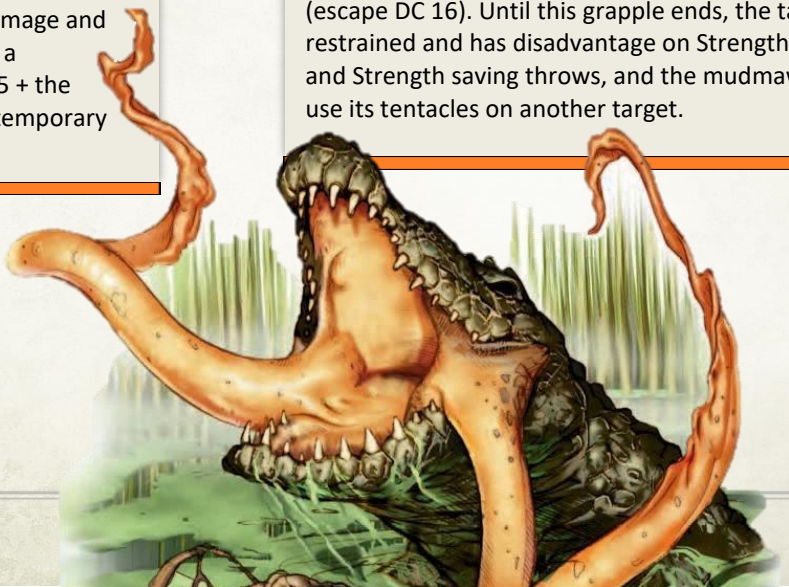
Hold Breath. The mudmaw can hold its breath for 15 minutes.

Soften Earth. While on land, the ground in a 15 feet radius around the mudmaw is difficult terrain.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10 + 5) piercing damage.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 16). Until this grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the mudmaw can't use its tentacles on another target.



Living Trap

A living trap appears as mass of rusty chains and blades entangled with hunks of masonry and vegetation. Coursing with wild magic, the whole thing can heft itself into a vaguely humanoid form to skulk through the ruins of its home.

Born of Magic. Living traps are formed during cataclysmic magic upheavals or through rituals that have gone catastrophically wrong. The unleashed magic grants sentience to a structure that's been used for killing: a torture chamber, a trapped corridor, or a scaffold bearing a guillotine. As soon as it's born, the living trap exists only to hunt and kill.

Cunning Hunters. Living traps use shape-shifting and mimicry to lure prey close: posing as fountains of cooling water, secret doors, or fallen knights. When their prey is in range, they attack with explosive power.

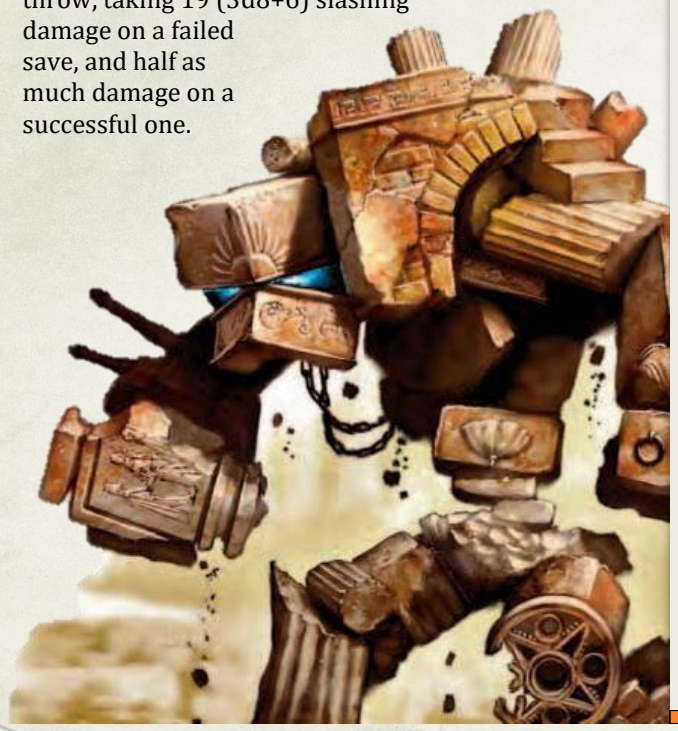
Lair Actions

A living trap hunts in a single area: usually a dungeon or ruin. Having no need for sustenance, it can lie dormant for centuries until prey approaches.

Lair Actions

On initiative count 20 (losing initiative ties), the living trap takes a lair action to cause one of the following effects; the living trap can't use the same effect two rounds in a row:

- Walls that the living trap can see within 120 feet sprout slashing blades. Any creature within 5 feet of such a wall must make a DC 17 Dexterity saving throw, taking 19 (3d8+6) slashing damage on a failed save, and half as much damage on a successful one.



Living Trap

Large construct, neutral evil

Armor Class 17 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	5 (−3)	11 (+0)	1 (−5)

Skills Stealth +4
Immunities poison, psychic; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Understands Common but speaks only through the use of its Mimicry trait
Challenge 12 (8,400 XP)

Shapechanger. The living trap can use its action to Polymorph into a section of ruined terrain no larger than 10-foot-radius sphere. This form can include objects and structural features such as doors and pillars. Its statistics are the same in each form. It reverts to its true form if it dies.

False Appearance (terrain form only). The living trap is indistinguishable from an ordinary section of ruined terrain.

Mimicry. The living trap can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Actions

Multiattack. The living trap makes two melee attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Legendary Actions

The living trap can take 3 legendary actions, choosing from the options below. Only one legendary only can be used at a time and only at the end of another creature's turn. The living trap regains spent legendary actions at the start of its turn.

Detect. The living trap makes a Wisdom (Perception) check.
Slam Attack. The living trap makes a slam attack.
Entangle (Costs 2 Actions). Each creature within 15 feet of the living trap must succeed on a DC 17 Dexterity saving throw or it is grappled (Escape DC 16).

- A 40-foot-deep pit opens at a point the living trap chooses within 120 feet of it, occupying a 10-foot-radius area. Creatures standing over the pit when it appears must succeed on a DC 17 Dexterity saving throw to leap clear. The pit remains until the living trap dismisses it as an action, uses this lair action again, or dies. Any creatures inside the pit when it disappears are transported to the surface.
- Magical darkness spreads from a point the living trap chooses within 60 feet of it, filling a 15-foot-radius sphere until the living trap dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an aura of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Regional Effects

The region containing the living trap's lair is warped by wild magic, which creates one or more of the following effects:

- If a creature takes damage within one mile of the living trap's lair, the living trap is immediately aware of its location.
- Masonry and unattended objects within 1 mile of the lair appear cracked and old. Any damage dealt to break objects in this area is doubled.
- When a creature within one mile of the living trap's lair rolls a natural 1 on a spell attack, roll on the Wild Magic Surge table to create a magical effect (see chapter 3 of the *Player's Handbook*).

If the living trap dies, the last two effects fade over the course of 3d10 days.

Priest of Entropy

These maniac priests worship Entropy: a gargantuan *sphere of annihilation* that hovers above a wasteland in Chessenta. Only arcane magic can stop its growth, so the priests of Entropy have sworn to hunt down and annihilate wizards.

Priest of Entropy

Medium humanoid (any race), chaotic evil

Armor Class 14 (scale armor)
Hit Points 136 (21d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	15 (+2)

Saving Throws Con +6, Wis +7
Skills Intimidation +6, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 12 (8,400 XP)

Spellcasting. The priest is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *bane, detect magic*, *guiding bolt*, *healing word, inflict wounds*
2nd level (3 slots): *gentle repose*, *hold person*, *spiritual weapon, silence*
3rd level (3 slots): *animate dead*, *dispel magic, mass healing word, meld into stone, protection from energy, sending*
4th level (3 slots): *banishment*, *blight, death ward*
5th level (2 slots): *contagion, circle of power, hallow, insect plague*
6th level (1 slot): *forbiddance, true seeing*

Actions

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Arcane Disruption. The priest conjures an aura of disruptive energy that radiates from it in a 15-foot radius and moves with the priest, centered on it. The aura lasts until the priest dismisses it as action, or dies. While inside the aura, any creature that attempts to cast a spell must first succeed on a DC 15 Constitution saving throw. If they fail the save, their spell fails to cast and the spell slot is wasted.

Appendix C: Monster Reference

Deinonychus

This man-sized therapod is a clever hunter that strikes suddenly from cover and tears at its prey with fang and claw.

Deinonychus

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (−2)

Skills Perception +3
Senses passive Perception 13
Languages –
Challenge 1 (200 XP)

Pounce. If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Flying Monkey

These monkeys sport colorful, feathered wings and can be domesticated to carry out simple commands.

Flying Monkey

Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (−2)

Senses passive Perception 11
Languages –
Challenge 0 (10 XP)

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

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 -1) piercing damage.

Grungs

Grungs are mean-spirited froglike humanoids that live in the jungle. They have poisonous skins and delight in enslaving other creatures.

Grung

Small humanoid (grung), lawful evil

Armor Class 12
Hit Points 11 (2d6 + 4)
Speed 25 ft., climb 25 ft.

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

Saving Throws Dex +4
Skills Athletics +2, Perception +2, Stealth +4, Survival +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Grung
Challenge 1/4 (50 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Grung Elite Warrior

Small humanoid (grung), lawful evil

Armor Class 13
Hit Points 49 (9d6 + 18)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +4
Skills Athletics +2, Perception +2, Stealth +5, Survival +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Grung
Challenge 2 (450 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Mesmerizing Chirr (Recharge 6). The grung makes a chirring noise to which all grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.

Mantrap

This carnivorous plant resembles nothing less than an oversized flytrap.

Mantrap

Large plant, unaligned

Armor Class 12
Hit Points 45 (7d10 + 7)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	2 (-4)

Condition Immunities blinded, deafened, exhaustion, prone
Senses tremorsense 30 ft., passive Perception 10
Languages –
Challenge 1 (200 XP)

Attractive Pollen (1/day). When the mantrap detects any creatures nearby, it can use its reaction to release pollen out to a radius of 30 feet. Any beast or humanoid within the area must succeed on a DC 11 Wisdom saving throw or be forced to use all its movement on its turns to get as close to the mantrap as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

False Appearance. While the mantrap remains motionless, it is indistinguishable from an ordinary tropical plant.

Actions

Engulf. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The target is trapped inside the mantrap's leafy jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects from outside the mantrap, and takes 14 (4d6) acid damage at the start of each of the target's turns. If the mantrap dies, the creature engulfed inside it is no longer restrained. A mantrap can only engulf one creature at a time.

Sarcosuchus Zombie

These goliath crocodiles are so large they prey on other huge dinosaurs. In undeath, they can strip an entire river system of life within days.

Sarcosuchus Zombie

Gargantuan undead, unaligned

Armor Class 12 (natural armor)
Hit Points 137 (10d20 + 32)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-4)	18 (+4)	1 (-5)	8 (-1)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages –
Challenge 7 (2,900 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Water Poisoner. Water within 20 ft. of the zombie is tainted with toxins. A creature that enters or starts its turn in that water must succeed on a DC 15 Constitution saving throw or it is poisoned until the start of its next turn.

Actions

Multiattack. The zombie can make two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a creature, it is grappled (Escape DC 16). Until this grapple ends, the target is restrained, and the sarcosuchus zombie can't grapple another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Titanosaurus

These are the largest of all known dinosaurs. Their intimidating 130-foot length and overwhelming 220,000-pound weight mean that titanosaurus almost never need to use their massive feet and tail to defend themselves.

Titanosaurus

Gargantuan beast, unaligned

Armor Class 17 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Con +8
Senses passive Perception 8
Languages –
Challenge 7 (2,900 XP)

Actions

Stomp. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 45 (7d10 + 7) bludgeoning damage.

Legendary Actions

The titanosaurus can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The titanosaurus regains spent legendary actions at the start of its turn.

Momentum. The titanosaurus moves half its speed without provoking opportunity attacks.
Tough Defense (2 actions). The titanosaurus picks one of the following damage types and is resistant to that type of damage until the start of its next turn: bludgeoning, piercing or slashing.
Tail Thunder (Costs 3 Actions). The titanosaurus makes a tail attack with disadvantage against each creature in a 20-foot cone.

Beasts of the Jungle Rot

The sarcosuchus zombie, titanosaurus, triceratops zombie and zealoraptor zombie are reproduced with permission from the Guild Adepts supplement *Beasts of the Jungle Rot*, by James Introcaso and Ruty Rutenberg, If you're looking for more dinosaurs to flesh out your adventures in Chult, be sure to check it out at www.dmsguild.com

Triceratops Zombie

Ras Nsi's powers extended beyond just humanoids. He could also raise Ubtao's children from the dead.

Triceratops Zombie

Huge undead, unaligned

Armor Class 12 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	17 (+3)	1 (-5)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages –
Challenge 5 (1,700 XP)

Trampling Charge. If the zombie moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the zombie can make one stomp attack against it as a bonus action.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Vegepygmy

Born of russet mold, these diminutive fungus monsters live in secluded tribes.

Vegepygmy

Small plant, neutral

Armor Class 13 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +4
Damage Resistances lightning, piercing
Senses darkvision 60 ft., passive Perception 12
Languages Vegepygmy
Challenge 1/4 (50 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Vegepygmy Chief

Small plant, neutral

Armor Class 14 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +4
Damage Resistances lightning, piercing
Senses darkvision 60 ft., passive Perception 13
Languages Vegepygmy
Challenge 2 (450 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The vegepygmy makes two attacks with its claws or two melee attacks with its spear.

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 +2) piercing damage if used with two hands to make a melee attack.

Spores (1/day). A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners. Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Velociraptor

These feathered dinosaurs may only be the size of turkeys, but they shouldn't be underestimated. In packs, they can be lethal.

Velociraptor

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Saving Throws Perception +3
Senses passive Perception 13
Languages –
Challenge 1/4 (50 XP)

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

Actions

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

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.



About the Author

Will Doyle has written adventures for *Dungeon* magazine and the D&D Adventurers League, including several multi-table D&D Epics events. His dreams of contributing to a printed product came true when Chris Perkins approached him to create maps and encounters for *Storm King's Thunder* and *Tomb of Annihilation.* Will lives in the UK with his fiancée Stacey and their daughter, Roxanne. You can follow him on Twitter @beholderpie.

Zealoraptor Zombie

These bipedal carnivores are clever, silent, swift pack hunters with large claws on their feet. In death, they are relentless juggernauts of destruction.

Zealoraptor Zombie

Large undead, unaligned

Armor Class 11 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages –
Challenge 2 (200 XP)

Pounce. If the zombie moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the zombie can make one bite attack against it as a bonus action.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie 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:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, and if the target is a creature it must succeed on a DC 12 Constitution saving throw or contract Sewer Plague (see "Diseases" in chapter 8 of the *Dungeon Master's Guide*).

Appendix D: Player Handouts

