

Ruins of Matolo

Discovery

by Cindy Moore

The dead are walking the jungles of Chult. The ruins of Matolo are rumored to be their destination. What has awoken to lure the creatures there? Perhaps it is there where the cure to the curse that plagues Toril can be found. A Dungeon & Dragons adventure for characters of levels 5-10 that takes place in the jungles of Chult.

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A Dungeon Master's Guild Adepts Adventure

for use with

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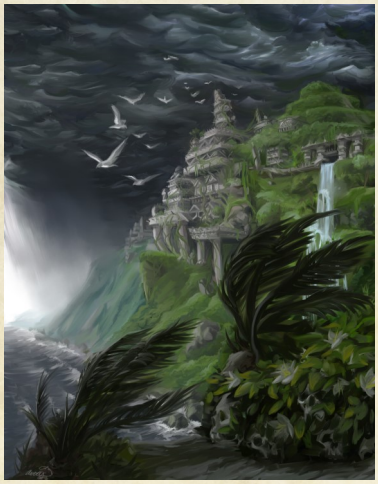
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Matolo of Mistcliff

By Avery Liell-Kok

Introduction

The Ruins of Matolo is a *Dungeon & Dragons 5th Edition* adventure for **levels 5 -10 (Tier 2)**. It is scaled for characters of **5 players of 5th level**.

The adventure takes place in the *Forgotten Realms* Campaign Setting , specifically on the southern island of Chult.

About the Adventure

This adventure is meant to supplement *The Tomb of Antihalation* from Wizards of Coast. Additional details concerning some elements of this adventure can be found in that book, available in stores September 8, 2017.

This adventure can be easily adapted to be used in just about any other fantasy campaign setting that uses *D&D 5th edition* rules.

Monsters and advisories will appear in **bold** text throughout the adventure. If they appear for the first time in this adventure, statistics are in Appendix A. Otherwise, the book in which to find the statistics will be in parentheses after the name.

Adventure Background

The Death Curse has arrived! All of Faerun is feeling its effects; increased sightings of the undead, once great heroes wither away, and kings and nobles are unable to bring back their heirs from the dead.

Chult, being the wild land that it is, has been hit hard. The swarms of undead that regularly roam the jungles have swollen in numbers and have become more aggressive.

The surge in undead is because of the arrival of an entity of immense power. Acererak, an archlich that has attempted accession to godhood several times, is again excreting entropy upon the land. He possesses a device called the Soulmonger, capable of trapping the souls of the dead. These souls are feeding an undead abomination called an atropal, which will transform into an evil god once it has consumed enough souls.

The inhabitants of the city of Port Nyanzaru have put out calls for adventurers to help with the encroaching undead. The characters are called to the villa of Alastar Bol, the leader of the Order of the Gauntlet in Nyanzaru. He needs them to travel to a Gauntlet outpost called Camp Vengeance. They will be bringing supplies and aid in the fight against the undead.

Adventure Summary

This adventure has three chapters. They ultimately lead the characters to the Ruins of Matolo.

Chapter 1: The character meet with Alastar Bol and are hired to travel to Camp Vengeance and give the members of the Order of the Gauntlet aid in their fight against the roaming undead. Regardless of the means of travel, the characters are accosted by creatures that hinder their progress.

Chapter 2: The characters arrive at Camp Vengeance to find a battle occurring on the outskirts of the fortified camp against a large group of undead, with more billowing out of the surrounding jungle. Among the horde is an undead dinosaur.

After the battle is over, the characters meet with Niles Breakbone, the commander of the outpost. He fills the characters in on what has been happening there. During the meeting a contingent of aarokocra arrive and tell the characters of a larger threat. The possible cause of the increase in undead could be one of their own.

Chapter 3: Traveling to the location given by the aarokocra, the characters encounter a group of undead and yaun-ti, strange bedfellows indeed.

The characters eventually learn that these creatures and their leader, the rouge aarokocra, are protecting the forgotten temple to Ubtao located in the ruins. It is unclear why, but they realize that this area is of interest to powerful entities at work on the island.

Adventure Hooks

The following are a couple suggestions on how to get the characters involved.

Alastar's Summons.

The characters are summoned by Alastar Bol to his manse in Port Nyanzaru. He has heard of what they have done in and around Chult and has some matters he wishes to discuss with them.

Rumors in the city.

There have been rumors that the Order of the Gauntlet is having problems in an outpost northwest of Port Nyanzaru. The characters are informed that Alastar Bol is the leader of the Gauntlet in the city. Perhaps he is someone to talk to regarding this matter.

Chapter 1: The Assignment

The city of Port Nyanzaru lies on the southern shore of the Bay of Chult. The port city is alive with activity comparable to the great city of Waterdeep. Its buildings are mostly of stone, but are adorned with fabrics of vibrant colors. The sun oppressively beats down on the streets as men, women, and children dress in loose clothing to keep themselves as cool as they can in the jungle heat.

Port Nyanzaru's people are as vibrant as its appearance. The citizens of the city know that visitors are their livelihood. They are friendly but pushy; respectful but persistent; convincing yet cunning. The citizens work hard, but not without having fun as well. The city's favorite pastime is the weekly dinosaur races. Wagers are cast on the outcome of these unusual competitions.

It is in this backdrop that the characters receive a request to meet with Alastar Bol, the leader of the Order of the Gauntlet in the city.

A young boy approaches your group and hands you a sealed envelope. The seal is that of the Order of the Gauntlet. Breaking the seal, you find that it is from Alastar Bol, the leader of the Order in Port Nyanzaru. He requests that you meet with him to discuss some matters with which he needs some assistance. He can be found in a manse in the Merchant's Ward. The boy waits patiently as you read the note.

The boy, named Yapa, was instructed to wait for the characters to read the note and escort them to Bol's house. He is very polite and waits for the characters to decide to go to see Bol.

If they don't go right away, Yapa will follow them until they are ready. Use the Port Nyanzaru Random Encounter table in *Tomb of Annihilation*. Yapa will mention, "Mr. Bol is awaiting your arrival." This could delay any activities that the characters are engaged in at the time.

Once the group decides to make their way to Alastar, Yapa happily leads them to Bol's manse.

Once the group decides to make their way to Alastar, Yapa happily leads them to Bol's manse.

The house of Alastar Bol is dwarfed by the villas of the Merchant Princes, yet it is still an impressive home and has its rightful place among those in the Market Ward. A high wrought-iron fence surrounds the house and grounds. At the gate, an armed pair of Order of the Gauntlet members greet Yapa. They quickly usher the lot of you through. Yapa leads you directly into the home, down several corridors and to a sturdy wooden door surrounded by an intricately carved frame.

Yapa knocks on the door using an unusual pattern. A gruff voice from beyond bellows him inside. He bids you to enter before him.

Beyond the door, you see a finely appointed office with a portly man sitting in a stuffed chair next to an open window eating grapes from a fruit bowl.

He looks to your group and says, "I see you have brought the ones I was looking for. Please sit. I need to fill you in. Yapa, can you bring some refreshments?"

SIDEBAR A: Role Playing Alastar Bol

Alastar Bol hates everything about his position in Port Nyanzaru. The last thing he wanted was to be assigned to this dreadfully hot and sticky hell of a city.

Alastar wears loose clothing like most inhabitants of Chult. He rarely wears his armor as he never leaves his home. He looks to provide the Order with a great service to obtain a different post.

Alastar begins to tell them what the situation is that has brought the group here:

- The Order of Gauntlet outpost southwest of the city, Camp Righteous, was attacked by undead and had to be abandoned. The contingent stationed there retreated further south along the River Soshenstar to a fortification they now deem Camp Vengeance.

- They have suffered a great number of casualties. We have sent reinforcements, only to get back disease-ridden soldiers begging for treatment.
- The soldiers are suffering from Mad Monkey Fever and Shivering Sickness (details on these afflictions can be found in *Tomb of Annihilation* pg.40). Camp Vengeance is plagued by unusual mists and swarms of insects.
- A merchant boat will be traveling to the camp soon, resupplying them with necessary medicine and food.
- The leader there, Niles Breakbone, is incompetent but was all Bol had. Breakbone has refused all summons Bol has sent.
- Bol asks the characters to go to Camp Vengeance and bring back the "fool", Breakbone. There are likely things Breakbone needs taken care of before he willingly comes with you. Bol asks that you take care of everything that he needs before bringing him back here.
- You will need to find a captain that can lead the remaining "failures" holed up there so the Order maintains a foothold in the jungles.

Alastar asks the group whether they want the job. There is no talk of pay. If asked, he offers each character 50 gp immediately and when the deed is done, he is willing to pay up to 1000 gp. The supply ship is leaving first thing the next morning. An armed escort would be a welcome change for them. The journey will take seven days.

Regardless if the characters agree to Alastar's terms or not, Delila, one of the Order's guards, approaches the party on their way out asking them to please check on her brother that has been stationed at Camp Vengeance. Delila tells them her brother is the templar in charge and she is worried that it has become too much for him to handle. She is sure that if the Order showed any confidence in his ability he would be able to cope better. As it is, he is terrified of failure and lacks the confidence in his ability to lead. She has gathered bits and pieces of what is happening from soldiers that have returned from there.

Port Nyanzaru has mundane equipment available for resupplying before the trip. Anything in the *Player's Handbook* is available for standard prices except heavy armor, which is triple the price listed in the book. Special items are also available in the city. See **Sidebar B: Shopping in Port Nyanzaru** for special items available for purchase in the city.

When the group is ready to travel, continue to Chapter 2: Seven Day Cruise.

SIDEBAR B: Shopping in Port Nyanzaru

Commerce in Port Nyanzaru is tightly controlled by the Merchant Princes. The prices are comparable to that in the *Player's Handbook*. One exception is heavy armor. It is rare in the city and is triple the price of what is listed in the *Player's Handbook*.

There are also some location specific items that are available for purchase:

- Canoe 50 gp – holds up to 6 medium creatures and a has maximum speed of 2 mph. Use the rowboat in the *Player's Handbook* for additional information.
- Insect Repellent (Incense) 1 sp – burns for 8 hours repelling insects in a 20ft. radius. This radius doesn't protect against giant insects or swarms that are listed in the *Monster Manual* or appendix A of *Tomb of Annihilation*.
- Insect Repellent (Salve) 1 gp – the container has 20 applications. Each application lasts for 24 hours and is waterproof. The salve doesn't repel giant insects or swarms that are listed in the *Monster Manual* or appendix A in *Tomb of Annihilation*.
- Rain Catchers 1 gp – this device catches 2 gallons of drinking water for every inch of rainfall. It can hold up to 8 gallons of water. It weighs 5 pounds.

Chapter 2: Seven Day Cruise

Travel through the jungles of Chult is difficult if not impossible. Not only must one protect themselves from the beasts that roam the land, but they should be vigilant for insect swarms, strange mists, and dehydration. Torrential downpours can start at any second and then disappear as fast as they come, leaving one soaked to the skin. The characters will need to take precautions traveling to Camp Vengeance.

Travel via the River Soshenstar by boat, takes seven days. Travel up or downstream is the same amount of time as the flow is barely noticeable.

Random Encounters

Along the way there will be creatures and hazards that try and stop them. Checks for random encounters should be made three times per day: one in the morning, another during travel, and once during the evening camp. A result of 16 or higher on a d20 signifies that the characters have a random encounter. Use the table on page 194 of the *Tomb of Annihilation* to determine what the random encounter will be. Also, take note of the suggestions they give to keep the game from getting bogged down with random encounters. When traveling in the jungle, an encounter occurs once a day, negating the need to determine if there is an encounter. Refer to the Jungle Encounters table in Appendix A to determine what the adventurers encounter.

Rainfall

Rain is common on the island of Chult. It is one of the more reliable sources of fresh water. Because of this, it is essential to determine the weather at the start of each day. A roll of 12 or higher on a d20 indicates that 1d4 inches of rain falls that day.

Dehydration

Because of the oppressive heat and humidity of the jungle, dehydration is a real danger for travelers. A character must drink 2 gallons of fresh water each day or be forced to make a DC 15 Constitution saving throw. If they fail, they suffer a level of exhaustion. Characters wearing medium or heavy armor make this saving throw at disadvantage.

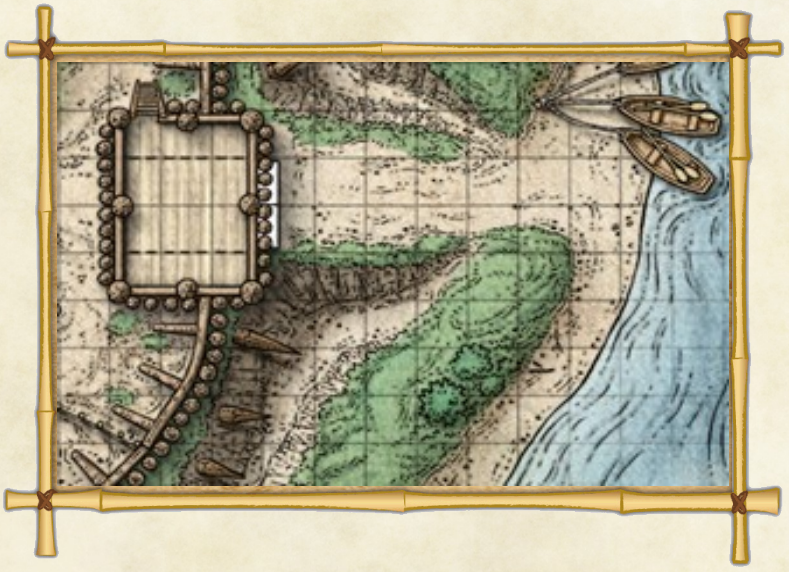
Diseases

The jungles carry many strange things that can make an adventurer sick. These diseases can be debilitating and even deadly if not treated properly, evidenced by the condition of many members of the Order of the Gauntlet from Camp Vengeance. The *Tomb of Annihilation* (pg. 40) goes into detail about the diseases that a character may be infected with while traveling in Chult. Ways of contracting diseases are also covered there.

Approaching Camp Vengeance

Regardless of the means of travel, the characters arrive at Camp Vengeance in the evening. As they approach, they can see a lot of activity surrounding the camp. Getting closer they can see that a very large creature is attacking the front gate of the fort.

Just about the time you would normally camp for the night, you can see the glow of many torches through the trees. Rounding the bend, Camp Vengeance comes into view. The camp's horn is blowing as a huge creature attacks the front gate. Archers fire down at the enormous attacker, seemingly doing little damage.



The camp is being attacked by a **tyrannosaurus zombie** (pg. 241 *Tomb of Annihilation*). It has been wounded (reduced by 10 hp) by a line of sharpened stakes along the wall of a ditch that surrounds the camp. Still, the creature is not fazed by the injuries and is relentless in its attack. The palisades of the fortification are 12 ft. high. The creature is taller than this wall.

The group start their turn on the shore. The tyrannosaur turns its attention to the characters once they join the fight. At initiative 0, the archers unleash a volley of arrows, doing 16 (4d8) points of damage to the creature.

Chapter 3: Take Me To Your Leader

With the defeat of the tyrannosaur, the camp comes off high alert and brings its attention to the group of heroes that saved the day.

Soldiers cheer praises of your victory from the top of the fort's wall. Slowly the gates open and a contingent of soldiers meet you at the feet of the defeated goliath.
The ranking member of the group steps forward and addresses the party. "You came just in time! Thank you for your assistance in taking down this beast. Without your help, we may not have successfully defended the camp."

"I am Captain Ord Firebeard. Thank you for escorting the supply boat. Please come inside and take a load off. I am sure it has been a long journey."

If the characters ask to speak with templar Breakbone, Ord informs them that he has gone on a diplomatic trip to the Mistcliff Mountains. A tribe of aarakocra visited the camp a tenday past asking for an alliance with the Order. They are experiencing the same problems as Camp Vengeance and concluded that teaming up may be of mutual benefit. Breakbone left with the aarakocra five days ago, heading west toward the mountains. He is expected to be away for at least a month. Ord has been left in charge of the camp. Breakbone was accompanied by Captain Perne Salhana and a small portion of her unit. Ord was given the command of Salhana's remaining men.

Breakbone insisted that he be the one to go. He has not been an effective leader at the camp and establishing a formable alliance with the aarakocra would be a feather in his cap. The jungle in that direction is full of countless undead creatures. While this is normal, it has increased substantially in recent months. The aarakocra believe that something is controlling them. Breakbone went to compare notes with the leaders of the tribe in hopes they can create a plan that will make the area safer.

Ord then tells the group the bad news. Breakbone was to send a message via *sending stones* every day to let Ord know of his progress. There hasn't been a message in two days. He is concerned that something has happened.

SIDEBAR C:
Population of Camp Vengeance

The current active population of Camp Vengeance is somewhat depleted due to sickness and the excursion taken by templar Niles Breakbone. The commanding officer is Captain Ord Firebeard (**veteran).** Under his command, he has twelve **veterans**, thirty-six **guards**, four **acolytes** under the leadership of Sister Cyas (**priest** of Helm), and ten **tribal warriors** led by Lorsa Bilwatai (**scout**). There are also a group of civilian support workers that inhabit the camp. Among them is a guide by the name of Graedon Margrain (**scout**).

The population fluctuates due to illness and the arrival of reinforcements. These numbers reflect the loss of those Breakbone took with him on mission.

If the characters tell Ord that they were sent by Alastar Bol to bring Breakbone back to Port Nyanzaru, Ord tells them that Breakbone suspected that would happen soon. It made his decision to take on a harrowing mission easier. He felt proving himself brave and proactive would make him look good in the eyes of his superiors.

Ord pleads with the characters to investigate what has happened to Breakbone and the group that accompanied him.

Ord will give the characters food and lodging for the evening. In the morning, he offers the services of a guide to help the group find their way through the jungle (see **SIDEBAR C** for details on the guide).

Chapter 4: Traipsing Through the Jungle

Having a guide makes the search for Niles Breakbone easier than if the characters were to attempt to navigate on their own. Graedon Margrain (NG, human, male **scout**) is very familiar with this part of the jungle. He leads the camp's hunters through this territory constantly. Contributing to the ease of tracking is the fact that Breakbone was traveling with a large group that wasn't working to cover their tracks. Twice during the journey, a successful DC 15 Wisdom (Survival) check is necessary to be able to follow the tracks left by Breakbone and his contingent. Graedon has advantage on this roll. Traveling at a fast pace gives a -5 penalty to the check.

If Graedon loses the trail, the group runs into a random encounter, determined by Appendix B in *Tomb of Annihilation*. Use the "no undead" column of that table. This encounter replaces one of the encounters described in this chapter.

As was true of travel along the river, checks should be made to determine the rainfall for that day (see Chapter 2 of this adventure for details). Dehydration is still possible if the proper precautions are not made.

Wild Happenings

In this chapter, the characters try and find Breakbone and his group. They will be traveling for four days. However, for the sake of expediency, Graedon needs to make only two navigation checks. If he succeeds, the group encounters the two points of interest in this chapter. Otherwise, the trail is lost and a random encounter happens instead.

Encounter 1: Veneration

If the characters are not actively trying to stealth through the jungle, the creatures in this encounter are hidden when the group arrives. The creatures have advantage on their stealth roll because of their natural ability to camouflage.

You come across a large statue hidden in the jungle foliage. The statue depicts a humanoid warrior and is made of different types of metal. On the ground surrounding this fixture are baskets of food, flowers, feathers, and many colored stones.

The creatures hiding in the area are a **vegepygmy chief** and five **vegepygmies**. (Tomb of Annihilation) These creatures only wish to leave offerings to the statue they revere as a god. They stay hidden unless a character touches the statue or the gifts that have been left. From the chief's perspective, touching either is desecration and the characters must be punished.

The vegepygmies do not have a language but rather communicate through hisses and gestures. A *speak with plants* spell will allow the caster to communicate with these creatures. A successful DC 18 Charisma (Persuasion) by the character that casts the spell convinces the creatures that the group means no harm.

Treasure. The vegepygmies have many interesting items hidden in "pockets" in their fungal bodies. This group of them have 1d10 silver pieces and a silver ring covered in mold (5 gp). They also have curious items that they have scavenged in the jungle. Roll three times on the Trinket table in the *Player's Handbook* (pg. 160) to see what they have.

Encounter 2: Sluggish

As the light starts to fade in the dense jungle, the ground beneath you becomes muddy. Ahead, you see two large creatures that resemble snails. The sun, just reaching the horizon, reflects off the shells of these creatures creating a colorful sight. The shell is multihued and is breathtaking to behold. The creatures do not make any hostile action toward you although they are looking directly at you...you think.

These creatures are **flail snails**. (Tomb of Annihilation) The characters start approximately 30 feet from the them. If they come within 10 feet of one of the creatures, it attacks with its *scintillating shell* ability. Otherwise, the group can move past this area and still receive the XP granted by the creatures.

Treasure. The intact shell of a flail snail is worth quite a lot of gold. it can fetch up to 2,500 gp in Port Nyanzaru. Unfortunately, these creatures' shells have sustained significant damage. Because of that, each shell is worth about 600 gp. The shells weight close to 250 pounds each. If the characters wish to scavenge the shells they must come up with a way to transport them.

The third day of travel is uneventful.

Grim Findings

The following happens at the end of the fourth day.

It is the fourth day of travel with and it is getting more difficult for Graedon to keep on the trail. Many days with rain has washed most of the tracks away. You have stopped frequently so he could find the trail again.
Evening approaches and Graedon suggests that the group set up camp for the night. He goes off to find a safe and dry area. He returns rather quickly and says, "I found something! Come quickly."
Following his lead, you find an abandoned campsite. The tents have been torn to shreds, belongings strewn about, and dead bodies have been left to rot. Many of the bodies wear the livery of the Order of Gauntlet. Others are of creatures whose bodies are so decayed they are unrecognizable. It is obvious at just a quick glance, there was a bloody fight here.

The camp was attacked in the middle of the night. The guard on duty didn't hear the creatures coming. He was quickly overcome and no alarm was given and the entire camp was taken by surprise. Heavily injured, some of the aarakocra tried to fly away but were snatched out of the air by a **quetzalcoatlus**. The attack was made by undead under the control of an aarakocra necromancer named Rhilleg. He rode the quetzalcoatlus that killed the aarakocra trying to flee. He is trying to keep the ruins on the Mistcliff from being discovered by making the jungle dangerous in hopes that will keep people away.

If the characters choose to investigate the scene, a successful DC 15 Intelligence (Investigation) check reveals that there were several creatures that left the scene moving northwest. The dead creatures can be identified as **zombies** with a successful DC 15 Intelligence (Religion) check by a character that is PROFICIENT in the skill. A DC 20 further identifies them as **greater zombies**. (Tales from the Yawning Portal)

Most of the tents are destroyed. Their contents are ripped to shreds, some have dead bodies in them, and most have weapons inside. The biggest tent in the camp, Breakbone's, has more damage than the others.

The large tent's frame is somehow still standing despite the fact many sections are broken. Footprints that match those that are around the camp lead in and out of the tent. There are also booted footprints that lead out of the tent. No skill check is required to notice the tremendous amount of blood spattered over everything inside. With a successful DC 20 Intelligence (Investigation) check a character can discern that a body once laid in the mud among the debris.

Breakbone was left for dead in his tent by the creature he found. Fortunately, he survived. Some of the priests that fled during the fight returned in the morning when they thought it was safe. They tended to Breakbone and some others that survived. Without a means of communication with Camp Vengeance, Breakbone headed back there. With a successful DC 15 Wisdom (Survival) check, characters find several booted footprints leading east toward Camp Vengeance.

Once the characters have investigated as much as they would like Graedon, suggests that they make camp as they were going to do before this discovery. While the discussion about camp is taking place one of the characters receives the following message via the *sending* spell.

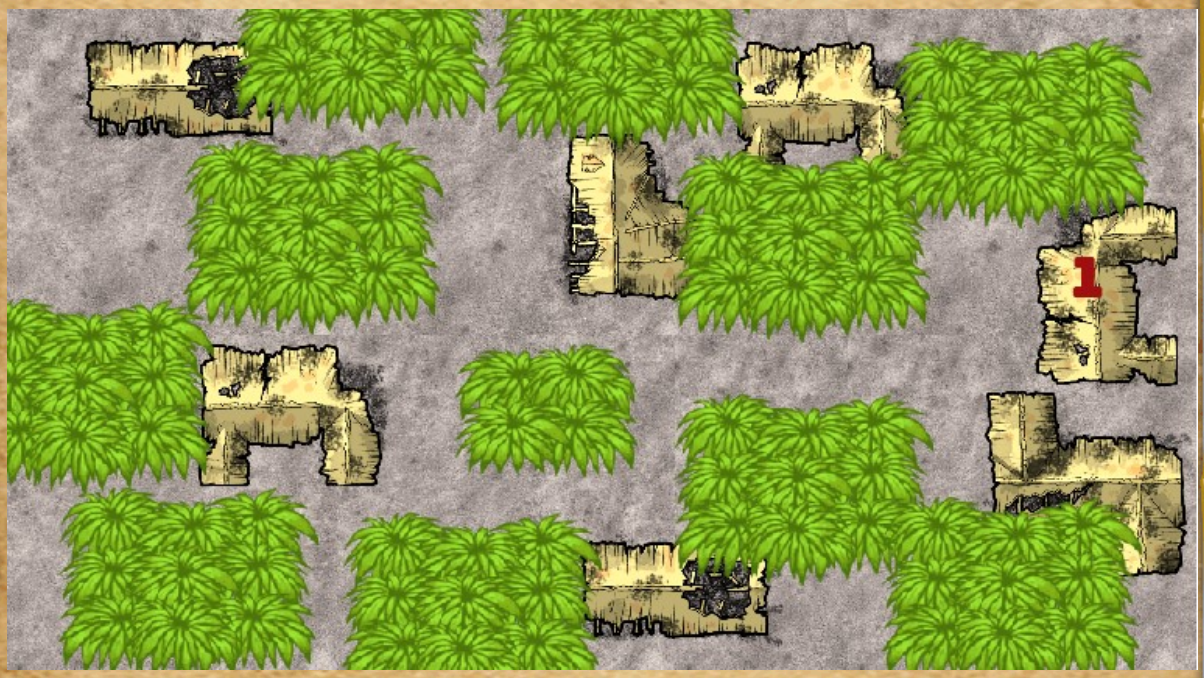
Breakbone returned to Camp. Were attacked by undead. Aarakocra saw rider on quetzalcoatlus. Attackers headed to Mistcliff. Please find out what is happening up there.

The character can answer with 25 words or less then the spell fades.

Currently, the group has a two-day journey to the top of the Mistcliff Mountains, where Mistcliff is located. Graedon's terrain and guiding expertise ends at the base of the mountains. He will be more than happy to help them further up the mountain, but his advantage on Wisdom (Survival) checks ends once they hit the mountains during the first day. He does know that there is a trail that leads up the mountain to the Mistcliff.

If in the morning, the characters decide to go to the mountains, proceed to Chapter 5: Discovery.

Chapter 4: Matolo



These two days of travel through the jungle have been the easiest that you've had in the past ten day. The rain has been minimal making the ground solid instead of the mud in the first leg of your journey. You can see the Mistcliff Mountains looming in front of you as you grow ever closer to your destination.

Graedon is true to his word, leading you effortlessly to a path that slowly climbs up the mountains. It looks as if it will take the better part of the day to get to the top.

After a hard climb, you finally reach the top of the Mistcliff Mountains. The humidity of the island causes a mist to form here at the top. A plateau stretches before you, but the mists make it impossible to see how wide it is. Graedon says, "Well Mistcliff is on the other side of this plateau. From what I hear it takes a day to get there. Should we camp or continue?"

If the characters decide to push through and get to the cliff side, they will encounter a group of four **zombies,** a **wight,** and a **yuan-ti pureblood** who are on patrol.

If the characters decide to camp before they cross the plateau, it is possible that they will have one random encounter during the night. If the roll on a d20 is between 16-20 they have a random encounter. Roll on the table in Appendix B of *Tomb of Annihilation* (pg. 194) using the "Mountains" column to determine what the encounter is.

The time that the characters arrive depends on whether they pushed through the night. If they did keep moving, each character must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion. Otherwise, they arrive at the Mistcliff during the early evening.

The jungle on the plateau is not as dense as at lower elevations. The sun shines bright on the mountain top and the mist evaporates ever so slightly. As the sun starts to descend, you can see the outlines of buildings ahead.

The buildings are what is left of the City of Matolo. It was the site of a temple to Ubtao, Creator of Chult. Many made the pilgrimage to this temple to pay homage to the patron deity of Chult.

The inhabitants of Chult have for the most part forgotten about Ubtao. Before the Time of Troubles, he was distant from his followers. They believed that he had left Chult when their pleas for help were not answered. The jungle spirits were the inhabitants' replacement for Ubtao. Little do they know, that the jungle spirits are only aspects of Ubtao and he has never left them.

Matolo started to decline when worship of Ubtao died. Their economy relied on the pilgrims to stay strong. The Mistcliffs made sea trade impossible, so there was no other way to create trade and commerce. Currently the buildings are in ruin, the jungle has encroached on the once beautiful city, and nefarious individuals have taken residence among the shattered remains of the home of the Creator of Chult.

The leader of this group has larger reasons for usurping this holy site. Rhilleg, and aarakocra necromancer, has been assigned the task of making sure Ubtao does not regain his power by bringing back is followers. Ras Nsi and he have a plan to beat the Death Curse by pleasing Dendar the Night Serpent and the real villain in this story, Acererak. Keeping Ubtao out of Dendar's way will surely please all the puppeteers on the island of Chult.

Rhilleg has been organizing raids on settlements and hunters in the jungles far below the Mistcliff. He does this primarily to remind the inhabitants that Ubtao is not worthy of their veneration because he has abandoned them. This will keep them away from this site so that the master plan of turn a horrid creature, called an atropal, into an evil god.

Rhilleg protects the temple with the help of some Yuan-ti, provided by Ras Nsi. The aarakocra has a pet **quetzalcoatlus** that he rides seeing that his winds are wasting away because of the Death Curse. He has been raised from dead before. If that isn't enough, he makes very good use of his ability to animate the dead. He has surrounded himself with fodder for protection inside the temple itself.

Why Did It Have To Be Snakes!

The ruins are mostly open to the sun because the jungle hasn't completely swallowed it up yet. There are large copses of trees throughout the city and the cobblestone is broken and cracked. Even at its present state, it is easy to tell that

Patrolling the ruins are a **yuan-ti broodguard**, a yuan-**ti nightmare speaker**, and a **quetzalcoatlus**. (Tomb of Annihilation)
They are on high alert during the day, as they assume no one will chance moving toward the Mistcliff in the dark. They have advantage on Wisdom (Perception) checks. If they become aware of the characters the two yuan-ti will attempt to hide and catch them by surprise. The quetzalcoatlus, however, is easy to see. It towers over the building and trees.

The temple is the building marked "1". It used to be a large complex, however it has lost many of its walls that connected the different areas together. The creatures are in the show area around the temple. The quetzalcoatlus is sitting directly in front of the building.

Treasure. The yuan-ti have 20, a circlet made of gold and precious gems, +1 scimitar, and a *Figurine of Wondrous Power (Bronze Griffin)*.

A Trap!

Looking around you see that although there as many undead roaming around this area they seem to be for the most part ignoring you. The biggest concentration of creatures is around a group of buildings that are unusually close to one another. As the scene unfolds, a large humanoid steps to the door way of the largest building and gazes over the land. All the undead stop and look at look back. It almost seems like they are communicating.
The undead start to disperse. A blood curdling scream comes from inside the building. A scream of such anguish you are unable to tell if it is a man or woman. The screaming stop and then it is silent.

To all hearing it, "This is a trap" flows through their minds. Rhilleg waits for them to come inside the temple. He realizes that the group doesn't trust what is going on, but when all is silent they will still some.

The creatures will not come out of the temple. If a character make a successful DC 20 Dexterity (Stealth) check in order to get into the temple undetected. There are several walls that have fallen in, all around the building

Rhilleg (**aarakocra necromancer**) is inside with a loyal undead servant (**greater zombie**) (Tales of the yawning portal) that will do everything in its power to protect its master.

Rhilleg always keeps dead bodies around him to animate them when needed. He has three bodies in the temple with him now. Both them fight to the death. Rhilleg would rather die than tell them why he is doing this.

Read this if the characters go into the temple:

At one time this temple may have been a lifting spiritual place. This is not that time. The walls of this once majestic tribute to Ubtao, is now mostly a pile of rubble. To add to the architectural decay are the splatters of blood and gore strewn about. This once center of faith, is desecrated beyond repair.
At the far side of the room stands a creature that fits its current surrounding quite well. A humanoid with a beak, talons on the end of its bird like legs, and human like hands stands hunched over, molting, and featherless before you. Next to him is an undead creature that doesn't look much different than the others that are roaming around. Maybe its taller.

Treasure. Rhilleg has accumulated quite the cache in his time here. In the corner, under some debris is a wooden chest. Inside is 500 gp, 5 pp, a bronze statue of Ubtao (40 gp), two potions of *greater healing* and a finely carved wooden box containing two jars of a paint, one red the other blue, and a large brush. This is a set of *marvelous pigments*.

Chapter 5: Conclusion

With Rhilleg defeated and a source of the undead incursion revealed, Camp Vengeance and the area next to the Mistcliff Mountains are safer than they were prior.

Niles Breakbone can't thank you enough for what you have done for the Order. He has made arrangement to travel back to Port Nyanzaru to face the consequences of his failure. Ord Firebeard has taken command of the garrison. He will do well.

Alastar Bol delivers well on his promise of reward for bring Breakbone to him. He awards the party 1000 gp for the work they have done.

Appendix A: New Monsters

Rhilleg

Aarokocra Necromancer



Rhilleg was once a proud member of the Aarokocra tribe that inhabits The Mistcliff. He is the youngest son of the chieftain, and was the Wing of the Hunt; the title given to the leader of those responsible for providing food for the tribe.

Rhilleg was a good commander and led his team on many successful hunts. He was well liked because he continually taught the others tricks that would make them better hunters. He served as a mentor for many of the young aarokocra looking to become a productive part of the tribe. Then tragedy struck while the group was out on a hunt.

Rhilleg was leading an expedition in a region of the jungle rarely hunted by the team, as reports of ferocious predators kept most humanoids out of the area. Rhilleg often made bold choices like these to keep the tribe abundant in food. Unfortunately for him it was a trap set by a group of pterafolk, the aarakocra's natural enemy to.

Rhilleg was slain when the group was ambushed by the pterafolk. The surviving aarokocra were able to return his body to his family. The Chieftain, grief stricken, declared war on the pterafolk.

The tribal shaman successfully performed a ritual to raise Rhilleg from the dead. He changed, however, because of his experience and refocused his effort into learning the arcane arts. Fascinated with death, he specialized in Necromancy. This fascination turned dark quickly, as Rhilleg began to animate the dead bodies of the fallen and turn them against his enemies. Now lacking the compassion and honor of the tribe he belonged to, his father banished Rhilleg from his home.

As the Death Curse started to sweep over Chult, Rhilleg started to waste away like all the others that had been raised from death. He met Ras Nsi, another affected by the curse, and the two of them collaborated to find a way to recover from this affliction. Together they work to ensure Acererak succeeds in his plans so they may have life everlasting.

Rhilleg has been assigned to the Ruins of Matolo. Here he is to secure the area and make certain that the few remaining worshipers of Ubtao do not enter the temple. Ubtao has been missing from the island of Chult for a very long time. Acererak wishes to remain operating in secret on the island; without a petty god interfering.

Rhilleg

Aarakocra Necromancer

Medium humanoid (aarakocra), neutral evil

Armor Class 15
Hit Points 100 (3d8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	16(+3)	12 (+1)	9(-1)

Saving Throws Int +6 Dex +5
Skills Perception +6, Arcana +5,
Senses passive Perception 17
Languages Auran
Challenge 4 (1100 XP)

Spellcasting. Rhilleg is a 5th level spellcaster. His spellcasting ability is intelligence (Spell save DC 15, +5 to hit with spell attacks). Rhilleg has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, mending*
1st level (4 slots): *false life*, mage armor, ray of sickness**
2nd level (3 slots): *blindness/deafness*, ray of enfeeblement*, web*
3rd level (2 slots): *animate dead*, bestow curse*,vampiric touch**

Actions

Withering Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.