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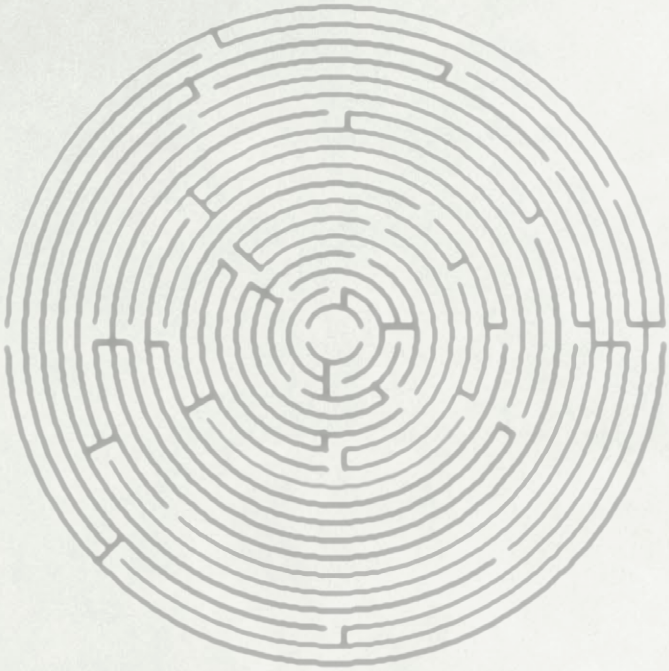
THE RISEN MISTS



Venture into the heart of a dread domain in this adventure for the world's greatest roleplaying game

LOST CITY OF MEZRO

THE RISEN MISTS



A Dungeon Master's Guild Adepts
Adventure for use with
Tomb of Annihilation™

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Several elements in this adventure were inspired by the following D&D products:

The Ring of Winter by James Louder, 1992
The Jungles of Chult by James Louder and Jean Rabe, 1993
Monstrous Compendium: Forgotten Realms Appendix by David Cook and TSR, Inc., 1991
Monster Manual III (v3.5) by Skip Williams, Monte Cook, Jonathan Tweet, and Wizards of the Coast, Inc., 2003
Monster Manual 3 (4E) by Mike Mearls, Greg Bilsland, Robert J. Schwalb, and Wizards of the Coast, Inc., 2010



The Risen Mists is the second of a three part series that began with *Heart of the Wild*.

It is also part of 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.

Ruins of Mezro by Will Doyle is a setting overview and adventure book detailing the city ruins itself.

The Risen Mists requires use of the D&D 5th 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 and D.

Dramatis Personae

Major NPC	Name Pronunciation	Description
Artus Cimber	AR-tus CIM-ber	Human explorer seeking the lost Mezro. Wears the *Ring of Winter*.
Dragonbait	—	Saurial paladin aiding Artus Cimber
Etallo	ay-TAH-loh	Samarachian sage who resides in Votaran
Fotari	foh-TAH-ree	Darklord of the Bakumora
Ifalakuntho	ee-FAH-lah-KOON-toh	A corrupted storm aspect of Ubtao
Kamaphet	KAH-mah-fet	Leader of the dracotaur tribe
Mesika	may-SEE-kah	Former warrior of Mezro.
Nenet	NEH-net	Samarachian artisan who resides in Votaran
Onyeka Kayebo	oni-AY-kah ka-YAY-boh	Leader of the Kayebo clan
Shamar Reedwise	SHAM-mar	Lantanese architect
Taherako	tah-hay-RAH-koh	Blighted Tempest of Votaran
Uzoma Kayebo	oo-ZOH-mah ka-YAY-boh	Spiritlord druid of the Kayebo clan
Voshk	—	Poison Dusk lizardfolk tribal elder
Zindak	ZINN-dak	Captain of the Poison Dusk lizardfolk



"We were meant to think ourselves abandoned, yet in truth, it is we who have turned our backs and shunned the gifts bestowed upon us. Would you expect a being known as The Deceiver to show us an easy path toward realizing this?"

– Uzoma, Spiritlord of the Bakumora

Introduction

Strange occurrences have plagued the eastern border of the Chultan Peninsula for years. Dark, unnatural storms keep appearing over the peaks of the Sanrach Mountains, a by-product of a planar rift caused by magic gone horribly awry. This distorted veil of twisted enchantments affects the regions north of the mountain border, where patches of eerily bleak mists blanket the landscape. Rumors suggest that areas within these mists contain hidden doorways into the Shadowfell.

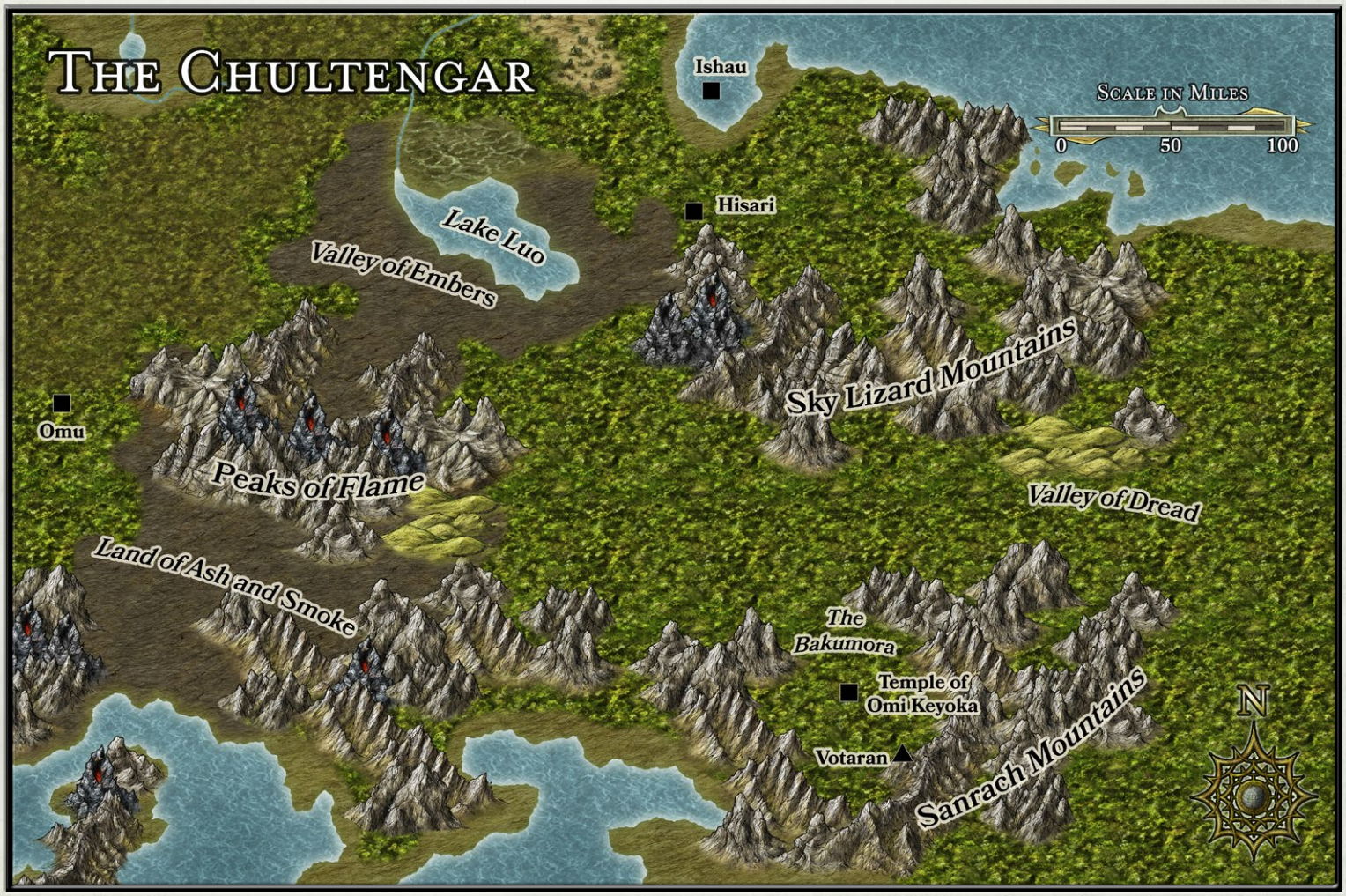
Beyond this area, a reclusive league of Samarachian crafters possesses knowledge vital to opening a gateway to the lost city of Mezro. But without solving the mystery of the mists and dealing with the warring factions within, the only chance to return Mezro to its rightful home will be forever lost.

The Risen Mists is an adventure set in Chult, the jungle peninsula in the Forgotten Realms introduced in the *Tomb of Annihilation*™ hardcover. It is designed for **three to seven 11th to 15th level characters**. It is second in a series of adventures that began with *Heart of the Wild*, but this adventure can also be played as a standalone. Information regarding other adventures in this series are located in the "Continuing the Series" sidebar at the end of the module.

Adventure Background

When Chult was inflicted by the Spellplague during the Year of Blue Fire, so too was the neighboring kingdom of Samarach – an exotic nation safeguarded by powerful illusionists and secret organizations. The Sanrach mountains served as the primary border between Chult and Samarach, the paths into Chult masked in illusions and guarded by clansfolk and sentries on both sides.

Though not much is known of Samarach today, something strange happened not long after the Chultan peninsula was made whole. Votaran, Samarach's outpost stronghold along the country's border, was also home to a group of artisans who researched lore and devices obtained from the mysterious island-nation of Nimbral. The experimental Nimbralese devices caused a magical backlash which also affected the illusory enchantments laid about the area. Today, the remnants of Votaran are a wasteland of unstable magic, filled with shadow crossings between the Material Plane and the Shadowfell.



Map 1: The Chultengar

The Mists of Bakumora

West of the Valley of Dread are vast jungle regions stretching all the way to the Peaks of Flame. This entire sector of the peninsula is known as the Chultengar. Within the Chultengar lies the Bakumora, a region north of the Samarach Mountains between its extended ranges.

The magical backlash that consumed Votaran created extradimensional pockets that settled over the Bakumora in a blanket of mists. Fotari, a spiritlord and great druid of the region, has been corrupted by his own power, turning the Bakumora into a dread domain. His own clanspeople are trapped here along with a tribe of lizardfolk.

The Mezroan Tablet

Artus Cimber, in his unrelenting quest to rediscover the city of Mezro and reunite with his wife, journeys toward Votaran with his companion, Dragonbait, to discover a way to translate the runes from an ancient tablet that may open a portal to the lost city. However, the path into the mountains is blocked by the mysterious mists.

In addition, the strange magic in this region has had untold effects on Artus' prized artifact, the *Ring of Winter*. Now, Artus and Dragonbait are trapped within this tainted region, and there are only a chosen few who know the nature behind his secret mission.

Adventure Overview

The Risen Mists is divided into three parts.

The Stormreavers. The party attempts to resolve a conflict between a dispute between a clan of spirit worshippers and a savage tribe of lizardfolk.

Ruins of the World Serpent. To free themselves from the mists, the party must venture into a half-sunken ruin to confront a corrupted spirit of the winds.

Dark Mirrors. Within the corrupted fortress of Votaran, a group of artisans hold the key to solving the riddle of the Mezroan Tablet. The party must navigate through a network of hidden paths in order to find them.

Beginning the Adventure

The party becomes involved in this quest upon encountering **Mesika**, which could happen anywhere within the jungle or in Port Nyanzaru. This can happen by using the following suggestions.

Together Again. If the players completed the previous adventure, *Heart of the Wild*, or if they completed *DDAL07-01 A City on the Edge*, they should have already met Mesika, who seeks them out directly.

A Chance Encounter. When the party encounters Mesika, she tells them she has heard of them or their exploits and wishes to hire them.

A Friend In Need. If the party completed the Tomb of Annihilation hardcover, Mesika mentions Artus Cimber as the person in need of aid. It is a name the party is sure to recognize.

Yesterday's Curse

The timeline of this adventure is set to begin after the events of the *Tomb of Annihilation* hardcover. Ras Nsi has already been defeated and the Death Curse is no more. However, plagued zones, undead territories, and powerful foes such as liches and beholders still operate on the jungle peninsula.

Rescue Mission

Regardless of how Mesika encounters the party, she provides the following information.

- Artus Cimber and his companion, Dragonbait, journeyed into a jungle region near the eastern border of Chult. The locals refer to it as the Bakumora.
- According to recent rumors, strange mists have appeared over the Bakumora. Many travelers who pass through the region have disappeared.
- Artus and Dragonbait's last known location before they were lost in the mists was near Kayebo Village near the center of the jungle region.

Mesika offers the party 1,500 gp if they find and rescue Artus and Dragonbait and return with them to Port Nyanzaru. If the party accepts, they begin their journey toward the Bakumora. Mesika offers to join them in their travels. Should the party refuse, she strikes out on her own to be encountered again once the players return from the Temple of the World Serpent.

In Dreams

Mesika knows Artus' location through a vision she received in her dreams. Each time she receives a vision, she also regains some of her own memories. If the players are already acquainted with Mesika, she shares this with them immediately if asked. If this is the first time the players encountered her, she is very guarded with this information, only revealing it if any of the players specifically ask and succeed on a successful DC 18 Charisma (Persuasion) check.

Journey Through Chultengar

Refer to Map 1 for wilderness locations. If you choose to roll for random encounters, use the Lesser Undead column of the Wilderness Encounter Table using the *Tomb of Annihilation* hardcover. When the party reaches the Bakumora, continue on to Part 1.



Part 1. The Stormreavers

In this section, the party first enters the mists, and soon after becomes involved in a brutal conflict between the Kayebo clan and a tribe of poison dusk lizardfolk.

Into the Mists

When the party arrives at the region between the northern ranges of the Samarach Mountains, they also come into first contact with the mists marking the entrance to the Bakumora dread domain.

> The path leads to a jungle thicket surrounded by thick, gray and white mists. An eerie silence falls upon the area, the usual constant sounds of the wild seemingly muted into distant whispers. No breeze can be felt from any direction, yet the mists move about the trees in a semi-hypnotic pattern with wispy tendrils that appear to reach out and beckon towards you.

The Dread Domain

Characters who played through the *Curse of Strahd* hardcover and adventures should find these mists familiar. Once the party passes through the mists, return is impossible until they defeat the dreadlord Fotari.

No spell—not even *wish*—allows one to escape from the dread domain. *Astral projection, teleport, plane shift,* and similar spells cast for the purpose of leaving the Bakumora simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from the dread domain is pulled back into the Bakumora upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), the dread domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in the Bakumora, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in the Bakumora.

Defiled Magic

Spells cast within the Bakumora may have some cosmetic modifications when cast.

- Any spellcasting appears to corrupt the surrounding plant life. Grass, shrubs, and plants die wither and die out, while larger plants such as bushes and trees become sickly and discolored. This effect occurs in a radius equal to 5 feet per level of the spell cast.
- Spells that summon plant life, such as *entangle*, always summons dead, withered, or pock-marked flora. This is cosmetic only and does not alter any of the spell's effects.
- Spells that summon animals, such as *find familiar* or *find steed,* summon creatures that look diseased, weakened, or sickly. Again, this effect is entirely cosmetic.
- A creature restored to life by a *revivify* spell is extremely sick upon awakening, suffering one level of exhaustion. This can be removed through normal rest or can also be treated with a *lesser restoration* or similar ability that cures disease.

These cosmetic effects can be used at your discretion to provide flavor while the party is within this tainted region.

Attempting to Leave

Any creature that attempts to leave the area through the mists are immediately engulfed in the thick fog and must make a DC 16 Constitution saving throw or suffer one level of exhaustion. Regardless of whether or not they make their save, on their following turn, they emerge from the same spot in which they entered the mists.

If the players continue along the path given to them, or if Mesika is there to guide them, they head directly towards Kayebo Village.

Attack of the Poison Dusk

When the players arrive at the outskirts of Kayebo Village, they soon realize the village is under attack by a group of poison dusk lizardfolk. Zindak, a **poison dusk captain**, is mounted atop his pet **allosaurus**. Within the vicinity are three **poison dusk lieutenants**, each mounted atop a **hadrosaurus**, and twelve **poison dusk scouts**. A number of small huts have been visibly burned and most of the outer walls of the village have been torn down.

Zindak, speaking in Common, calls for the villagers to "surrender this land to us or perish this day." Assuming the party waits, a distant female voice responds a few seconds later with "No, we shall never surrender our home and people to your twisted god!"

Tricks of the Trade

Refer to Map 2 for locations. Zindak is at the village entrance (marked with a "Z"). The lieutenants (marked with a "L") are positioned at various spots at the village border. There are six poison dusk scouts (marked with "P") camouflaged in the foliage outside, and two more with each lieutenant.

Consider the following options when dealing with this encounter:

Ambush. The party may attempt to sneak up on Zindak and his soldiers. If this is the case, refer to the passive Perception of the enemies with the exception of the concealed scouts. The scouts are on active patrol and get to roll their Perception check against the party's Stealth.

In addition, due to their camouflage ability, the scouts have advantage to their own Stealth checks and attack the party with surprise on first sight unless the party spots them first.

Assault. If the party attacks directly, the concealed scouts attack first with surprise if they were not spotted by the party. The lieutenants attempt to contain spellcasters and ranged attackers. Zindak attacks by range and spellcasting until an enemy closes in on him, upon which he switches to melee attacks.

Parlay. If the party attempts to approach Zindak without showing any aggression, the lizardfolk captain can be convinced to parlay with a successful DC 15 Charisma (Persuasion) check. Depending on the party's questions, they can learn the purpose behind the attack, as well as other information about the lizardfolk (See the "What the Locals Know" sidebar).

If asked, Zindak willingly tells the party he has no desire to kill the villagers, but is under strict orders from his tribal elder. He is unlikely to be convinced to leave, but it is possible. The party can cater to his reasonable side with a successful DC 20 Charisma (Persuasion) or Charisma (Deception) check, depending on what the party says. The party can also convince him to leave by presenting a show of force and making a successful DC 18 Charisma (Intimidation) check.

If any of these checks fail, Zindak and his forces attack the party immediately. If the party is successful, Zindak tells the party he will give the villagers one more day to reconsider, then he leaves with the rest of his group.



Onyeka Kayebo & Baba

DM's Option: Laissez-Faire

The party might choose to remain hidden and simply watch. The lizardfolk then begin to raid and burn the village homes, killing anyone inside. If Mesika is with the party, she pleads with the party to take action. If the party is never spotted and they willingly continue to watch the slaughter for at least six turns, the mists swallow the entire party and they must each make a DC 20 Wisdom saving throw or suffer two levels of exhaustion and a form of Long Term Madness (see "Madness" in the *Dungeon Master's Guide*).

When the mists recede, they are gone forever and the party's quest is over. Each member bears a mark, scar, or discoloration somewhere on their person (DM's discretion) as a reminder of the dread domain feeding upon their fear and wrongdoing.

Developments

If combat ensues and Zindak and two of the lieutenants are defeated, the remainder of the lizardfolk retreat immediately, using their camouflage ability to avoid being followed by the party. If any of Zindak or any of his lieutenants are killed, their mounts become uncontrolled and flee unless attacked.

Treasure

Zindar carries a sack of 10 rubies, each worth 25 gp, and a *quiver of ehlonna*. The lieutenants each carry a sack containing 40 gp.

Kayebo Village

Regardless of how the encounter is resolved, the people of Kayebo Village emerge from their homes after the lizardfolk are gone. Uzoma Kayebo (NG male human **druid**) greets the party and thanks them for their help in dealing with the lizardfolk. Uzoma introduces himself as the clan's spiritual leader and that he was expecting their arrival. Before he answers any further questions, he requests they come with him to meet their clan elder.

The Reluctant Heir

The party is escorted to the meeting house, where they meet with Onyeka Kayebo (LG female human **scout**), the village leader. She rests in a makeshift bed in a corner chamber, guarded by her pet **tiger**, Baba. Against the wall is a seven foot tall block of semi-transparent, smoky gray glass. After greeting the party, she offers them to hear her out as well as to answer any questions the party may have. Refer to the "What the Locals Know" sidebar).

Poisoned Leader

Onyeka is extremely ill, suffering from a debilitating sickness. A successful DC 13 Wisdom (Medicine) check reveals she may have been poisoned. If the party uses any item, ability, or spell that removes poison, such as *lesser restoration* or a paladin's lay on hands, Onyeka quickly recovers from her sickness.

A Dark Winter

If anyone in the party examines the block of glass, they notice it is cold to the touch and also notice the shape of a humanoid body encased inside. It is Artus Cimber and Dragonbait. Assuming the party has met him before, they can identify him with a successful DC 13 Intelligence (Investigation) check.

Gathering Information: What the Locals Know

The following information can be obtained either from speaking with the Kayebo villagers or by questioning Captain Zindak.

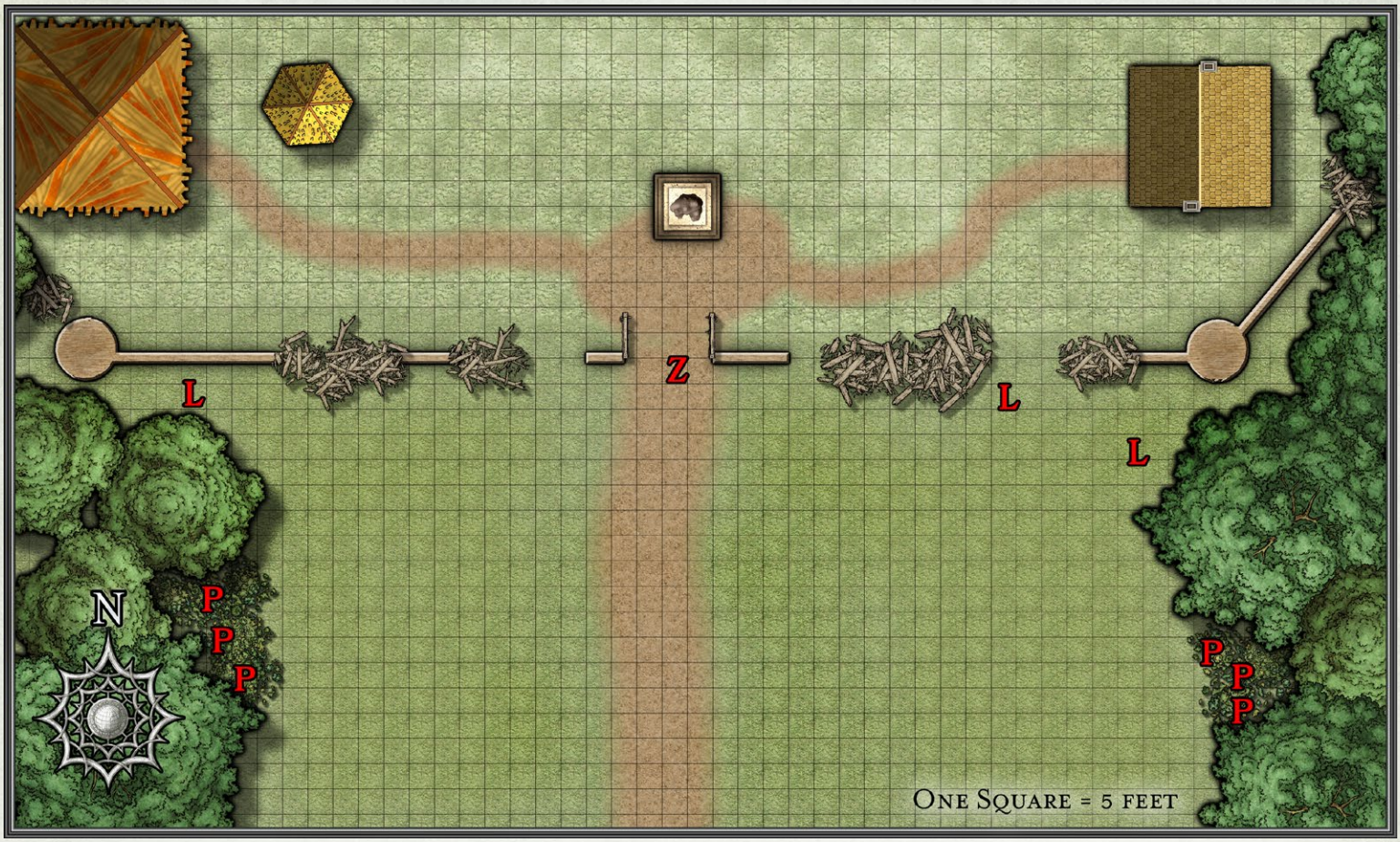
- The Kayebo clan and the local lizardfolk tribes once held a tentative truce between them, which was reinforced especially with the far more recent threats emerging from the west.
- Strange, powerful storms appear from time to time over the mountains to the south. Locals have been warned to avoid the mountainside for fear of encountering the strange beasts that live there.
- A year ago, Fotari, the clan's former spiritual leader, ventured with his students toward the mountains to investigate the unnatural storms and the spirits of unrest that gathered there. He returned a week later, a twisted version of himself, and murdered Onyeka's father, the former clan leader. Many of the other villagers perished trying to stop him. He then left the village, never to return.
- The mists began gathering over the jungle soon after Fotari left the village. To this day, almost a year later, no one has found a way to leave the Bakumora. All forms of magic and spellcasting became perverted by the strange effects of the mists.
- Voshk, the lizardfolk tribal elder, has been receiving orders from a new master race of draconic beings. Only a chosen few have seen these new masters. They have proclaimed the human tribes as cursed, ordering all humans to be brought before them or be eradicated.
- The first assault against the Kayebo was thwarted but at great cost. Most of the villagers were killed and the newly inducted leader was poisoned.

Artus' Fate

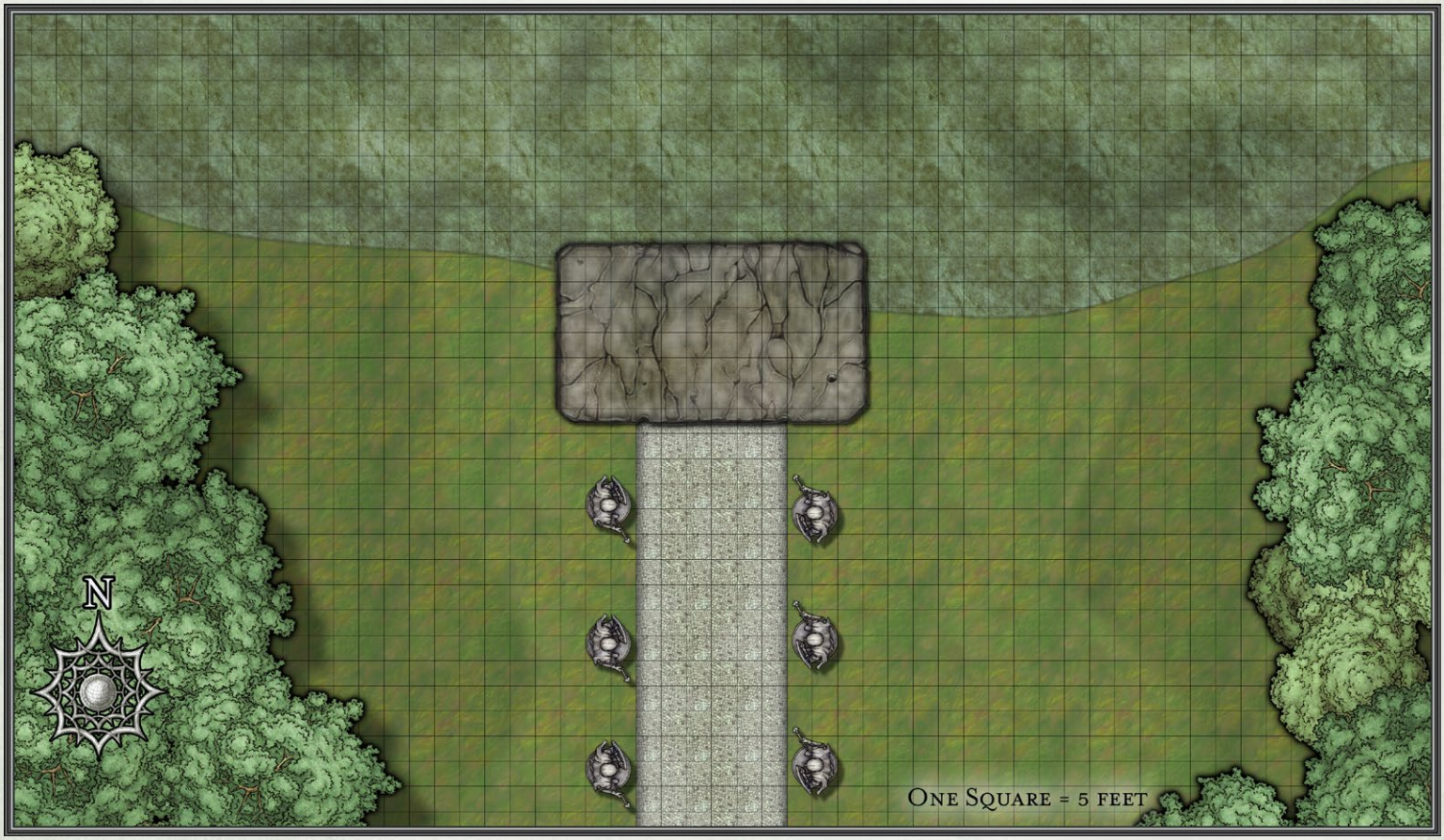
If the party asks about Artus, Onyeka tells them he arrived here with a lizard-like companion over a week ago. He was instrumental in thwarting off the first lizardfolk attack, but when he used his magic ring, something went wrong, the both of them being encased in a dark icy prison.

Uzoma can sense they are both alive, but in a suspended state. He thinks the backlash caused by the *Ring of Winter* is linked to the strange magical effects caused by the mists.

Any attempt, physical, magical, or otherwise to break Artus and Dragonbait free from their prison automatically fails. If necessary,



Map 2: Kayebo Village Outskirts



Map 3: Shrine of the World Serpent

Coming of the Stormreavers

Uzoma tells the party that though he lost the use of most of his magic, he began receiving visions of a group of outsiders known as "Stormreavers". He claims to have received these visions from the god Ubtao and believes that the party is this group he has been waiting for. A successful DC 13 Intelligence (Religion) check reveals that Ubtao turned his back on the people of Chult nearly a century ago, his worshippers eventually looking to other gods of Faerun.

Temple of Omi Keyoka

Uzoma and Onyeko believe that the key to freeing Artus and Dragonbait lies with finding Fotari and destroying whatever evil power that summoned these mists to the Bakumora.

Onyeka tells the party that Fotari has started his own cult of worship in an abandoned temple that was once a stronghold of the yuan-ti. It is within the territory patrolled by the lizardfolk. She knows a safe path past the lizardfolk patrols and gladly offers to guide the party through them to reach the temple grounds. The party may ask to fight their way through to the temple. If so, Onyeka insists the poison dusk, whose numbers are unknown, may not be entirely at fault for their actions. She cannot condone such unnecessary killing.

Assuming the party agrees, Onyeka and Uzoma offer food and lodging the party may use to rest before setting off toward the south.

It's Just the Nature of Things

If anyone in the party seems skeptical or asks for more information regarding Uzoma's visions, he tells them that though many believe Ubtao left them, it is furthest from the truth. As the people began to defile the jungle and selfishly disrupt the balance of nature in Chult, Ubtao's power had weakened significantly. The spirits that make up the essence of the jungle are all part of Ubtao's essence, and as their power wanes, so does his. Uzoma believes that as people fight to rid Chult of evil magic, Ubtao will rise again to full power, ready to guide a worthy people to greatness.

Journey to the Marsh

When the party is ready, Onyeka leads them through the poison dusk territory. It takes about a day to pass through the area, moving cautiously around poison dusk patrols.

During the journey, the party must make a group DC 13 Dexterity (Stealth) check (see "Group Checks" in the *Player's Handbook*). If the party healed Onyeko of her poisoned condition, she counts as one success and grants advantage to every other party member. Grant an additional automatic success if the party takes extra precautions such as scouting ahead. Their success determines whether or not they can gain surprise when they reach the temple grounds later on.

There are also a couple of obstacles that the party encounters during their journey.

Swinging Log Pit Trap

The poison dusk lizardfolk take extra steps to protect the areas they do not patrol often. This trap they've devised is a combination of camouflaged pits in the ground and heavy logs positioned to swing down from the surrounding trees. Vine ropes are lashed together and camouflaged around the trees and over the pits. When stepped on, three large logs swing downward over the area in a pendulum pattern over an area containing a spiked pit trap.

Trigger. The trap activates either from stepping on the tight vine ropes or falling into one of the pits.

Effect. Upon triggering the trap, each creature must make a DC 15 Dexterity saving throw. On a failed save, they take 16 (3d10) bludgeoning damage and must make another DC 15 Constitution saving throw or be knocked into the spiked pit, taking another 16 (3d10) piercing damage. Climbing out from the pit requires a successful DC 13 Strength (Athletics) check, upon which the character must repeat the initial DC 15 Dexterity saving throw to avoid being hit by the swinging logs, with failure resulting the same as above.

Countermeasures. A successful DC 16 Wisdom (Perception) check reveals the concealed vine ropes. If the party attempts to step around them, an additional DC 14 Wisdom (Perception) roll reveals the location of the pit trap. If the pit trap is not noticed, a DC 15 Dexterity saving throw is required to avoid falling in. Anyone falling in takes 16 (3d10) piercing damage and the logs trap is still triggered as above.

Koni-Matabo Vines

These king-sized Matabo vines gather around the roots of large trees and latch onto creatures with poisonous barbs.

Trigger. Vines lash out at any creature who steps within 10 feet of the base of the trees where the vines gather.

Effect. The target creature must make a DC 20 Dexterity saving throw or be restrained and stung by venomous barbs, taking 22 (4d10) poison damage.

At the beginning of the following turn, restrained creatures can break free or be pulled free with a successful DC 15 Strength (Athletics) check, or by dealing enough damage to them (see below). Creatures still restrained by the end of each turn take an additional 22 (4d10) poison damage at the start of their turn. The vines can restrain three creatures at a time.

Countermeasures. The vines are well hidden, requiring a successful DC 15 Wisdom (Perception) check to notice them, but are easily avoided when located. The vines can also be destroyed (AC 12; 15 hit points; immune to poison damage). Destroying three vines removes the threat.

A Farewell for Now

Once the party reaches the end of the guided path, Onyeka bids the party farewell and wishes them good fortune. They do not encounter her again until they return to Kayebo Village.

Shrine of the World Serpent

Refer to Map 3 for locations. This area was once the outer courtyard of a grand temple built by the yuan-ti and their servants. Kamaphet, a **dracotaur sovereign** is here with a **dracotaur rager** and two **dracotaurs.** Standing before them is Voshk, a **poison dusk lizardfolk** emissary.

> At the end of the dirt path, the tangle of trees recede, revealing a massive clearing spanning hundreds of feet across. A decorative stone path leads through a row of old, broken statues of humanoids with a serpentine lower body instead of legs. A large dais is located at the end of the path before leading off into a sprawling marsh. Standing atop the dais is a poison dusk lizardfolk, seemingly conversing with four beasts possessing muscular reptilian heads and torsos and their lower bodies resembling that of a dragon. In the distance, you can see the top of a large structure floating in the middle of the marsh, surrounded by thick flowing mists.

Developments

If the party waits before entering the clearing, they hear some of the conversation between Voshk and the dracotaurs. Voshk tells Kamaphet that his people question whether the human villagers are the cause for the strange curse upon the land. Many lizardfolk have already died over this conflict.

Kamaphet knocks the lizardfolk emissary to the floor, points the tip of his spear at Voshk's head and yells, "Do as your god commands, or see all of your people fall!" A few seconds later, Voshk gets up to his feet, bows graciously, and leaves along a side path to the south. If the party attacks at any point during the conversation, After the first round, Voshk flees down a side path unless attacked before he moves to escape.

Tricks of the Trade

The dracotaurs attack as soon as they spot the party. If the party failed the group Stealth check while traveling here, or if they set off the swinging log pit trap, the dracotaurs are alert that others might be in the area and cannot be surprised. They use their fire breathing and ranged attacks first, then switch to using their melee weapon attacks when in range.

Ending the Encounter

The dracotaurs fight to the death. They do not have any useful information other than that they are heeding the commands of the mighty storm god from the temple who gave them control of the lizardfolk as their underlings. If the party attempts to track down Voshk, he will have already disappeared into the brush and cannot be found.

Treasure. The dracotaurs don't carry anything on them, but Kamaphet keeps a large chest at the rear of the dais containing their spoils. The chest is locked, requiring a DC 16 Dexterity check to open. Inside is 600 gp, a jewelry set worth 150 gp, a *potion of water breathing*, and two spell scrolls containing the *revivify* and *vampiric touch* spells.

When the party is finished with this area, continue on to Part 2.



Kamaphet, Leader of the Dracotaurs



Part 2. Ruins of the World Serpent

In order to rid the Bakumora of the dreaded mists, the party must seek out the darklord Fotari, who resides in an ancient yuan-ti temple.

Temple of Omi Keyoka

The Temple of Omi Keyoka (OH-mee kay-OH-kah) was built by the yuan-ti to honor their god and creator. The temple fell when it was taken over by worshippers of a usurper god, who were later defeated by a party of adventurers.

In recent years, the land transformed into a marsh, causing the foundation of the temple to sink beneath the murky surface of the wetlands. It is here that Fotari has taken refuge, feeding the souls of the dead to Ifalakuntho a corrupted aspect of Ubtao.

The Temple Marsh

Beyond the lair of the dracotaurs, the upper portion of the temple can be seen sticking out above the surface of the marsh about 500 feet directly to the east. The marsh starts out shallow around the outer edges, then slowly becomes more of a lake once within the temple's vicinity.

Any creature passing through the marsh can wade through the first 150 feet as difficult terrain. Afterward, the ground descends to about 6 feet beneath the surface then slowly dips toward the center where the base of the temple sits about 40 feet below.

Plagued Swarm

The marsh is a breeding ground for tiny, venomous insects that swarm about the watery surface. Each creature wading through the marsh must make a DC 16 Constitution saving throw or be infected by the insects' bites. Those affected experience dizziness and blurred vision for the next hour, giving them a disadvantage to all Perception and Investigation checks that rely on sight.

Marsh Hunter

A **froghemoth** lairs beneath the surface and attempts to surprise any creature coming within 200 feet of the temple. It can be spotted before it notices the party with a successful DC 16 Wisdom (Perception) check. Anyone made aware of the froghemoth's presence within that time can attempt to swim beyond its vision by making a successful DC 15 Strength (Athletics) check. A failed check causes the froghemoth to notice the sudden movement.

Outside the Temple Walls

Once the party reaches within 100 feet of the temple, they are able to get a clear view of the structure beyond the thick mists.

The finely crafted stonework of this massive structure has only begun to show signs of age and wear. Only the upper levels of the building are visible over the murky surface, decorated with carved illustrations of huge serpents and various depictions of melded shapes of humanoids and snakes. The rest of the building sank into the waters years ago, the soft ground forcing the entire building to lean partially to one side. There are no visible entrances above the surface, but the majority of the building sits beneath the waters. A brilliant glow shines off of the rooftop, accompanied with sounds of a great whooshing wind and the crackling of thunder.

Reaching the Temple Entrance

The bottom two levels of the temple sank beneath the earth, but there are still two entrances located underwater that lead to the upper levels. A large crack in the south side of the building can be spotted easily from below the surface.

Swimming through it brings the party up to the surface on the inside of the building where they can enter through a break in the wall on Level Two. There is also a smaller entrance slightly a bit further that leads to area 7 on Level Three that can be noticed with a successful DC 16 Wisdom (Perception) check. Refer to the location sections below once the party enters the temple.

I Wanna Fly Away

The altar atop the roof is surrounded by a domed tempest of wind and lightning which only dissipates after Fotari is defeated in the Upper Sanctum. If anyone in the party attempts to scale to the top the temple or fly near the rooftop, they are unable to bypass the storm dome. Any creature attempting to move, fly, or teleport into it is immediately hurled away by the winds and must make a DC 19 Dexterity saving throw or suffer 22 (4d10) lightning damage. The storm cannot be dispelled, nor can it be controlled or affected by magical spells or abilities.

Inside the Temple

Refer to the locations in the following sections once the party enters the temple. The entire area within the temple walls have the following features.

Terrain. The entire structure leans slightly toward the south causing the floors to pitch at a 20 to 30 degree angle. The marble floor is cracked and filled with debris in various locations. Though this does not restrict movement, any creature who fails a Jumping or Acrobatics check must spend a bonus action or immediately fall prone.

Lighting. Small torches with a blue-green flames provide dim light throughout the temple.

Smell and Sounds. The stink of the marsh is slightly covered by the greenery in the halls and rooms. The halls carry constant echoes of shifting water and debris.

Temple Level Two

Refer to Map 4.1 to reference the following locations inside the temple.

1. Gathering Hall

This great hall, though showing some signs of wear, appears to still have its detailed stonework and exotic design kept intact. Two large fountains decorate the center of the hall, each with a statue of a large humanoid-serpent hybrid reaching upward and spraying a stream of crystal clear water. A display of small trees and shrubs sit on either side of the fountains. They seem to be unaffected by this temple's long years of plague and ruin. The mists still permeate throughout this area, now turned a bluish hue from the room's strange-colored torchlight.

Developments

If the party approaches any of the trees, some of the leaves on the ground gather together in the air to form a few tiny humanoid forms. One waves to the party and then they all instantly scatter back onto the ground.

This is effect is an extension of Fotari, the darklord who watches the party as they enter his domain. They cannot be damaged and merely scatter to the ground if attacked. There is nothing else in this hall.

Creepy Scenes

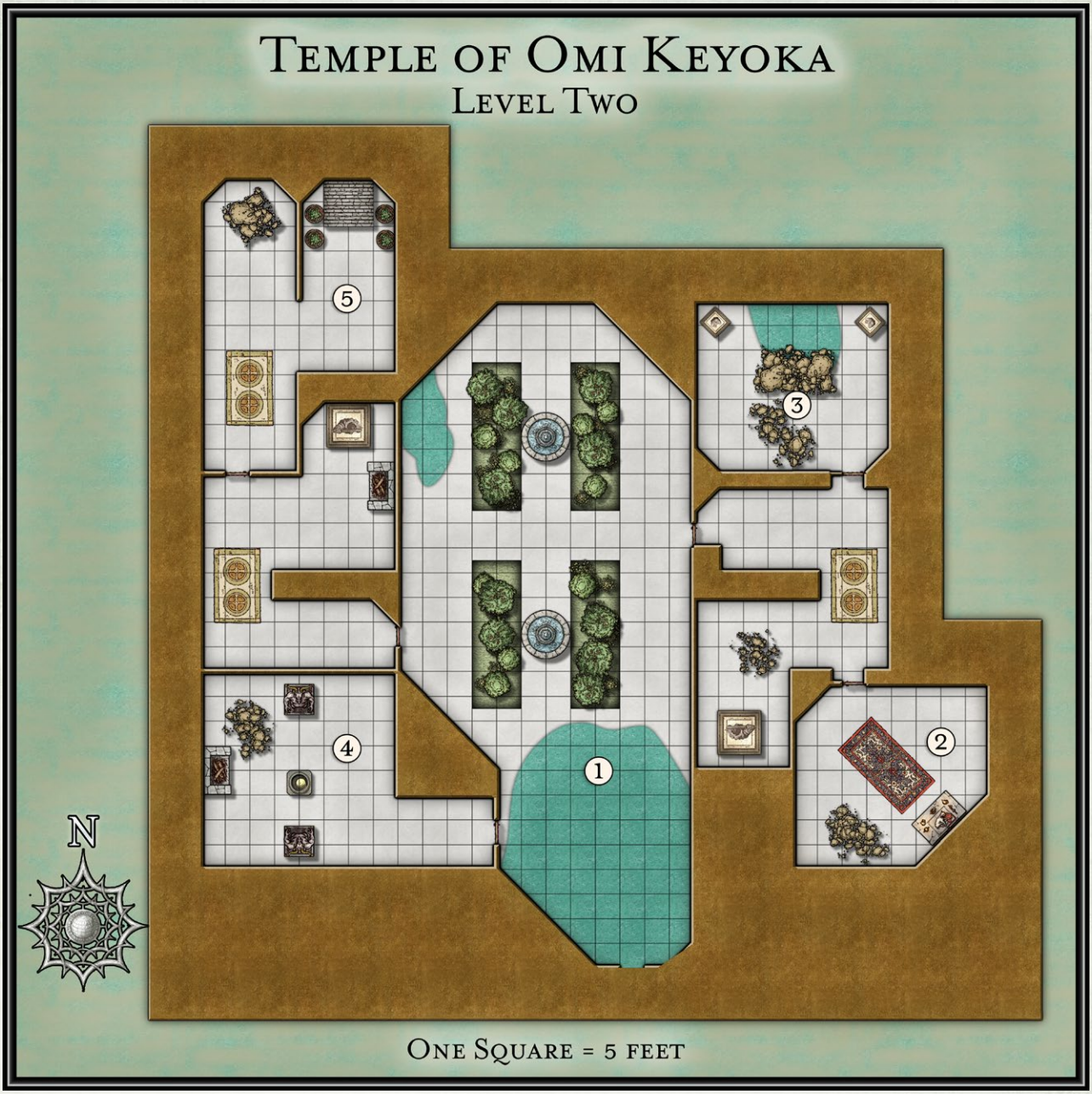
The mists carry Fotari's hate and anguish throughout the temple, creating an atmosphere that would put even daring adventurers on edge. At your discretion, you can include some sort of additional effect whenever the party enters a new room. You can makes use of the following suggestions for these random effects.

- Floating leaves into humanoid/monster shapes (as above)
- Small rocks falling a few feet from where the party had just passed.
- A large shadow following the shadows of the party as they walk.
- The blue-green flames of the torches flashing brightly for a moment, or their flames turning red.
- Unintelligible whispers coming from within the room or a distant cry of anguish from an indeterminate distance.

2. Blood Altar

The door to this room is locked, requiring a DC 16 Dexterity check to pick the lock open. It can also be forced open with a successful DC 18 Strength (Athletics) check. There is no substantial light source in this room.

A **spawn of Kyuss** lairs upon the altar in this chamber. Two **wraiths** are also here. They appear on either side of the altar and attack as soon as the spawn either attacks the party or is attacked.



Map 4.1: Temple Level Two

A rancid smell lingers in the back of this room. Dust and cobwebs cover the walls here gathered atop a large decorative rug and tattered tapestries. In the southeast corner, a large stone altar sits against the wall. Above the altar is a column half-embedded into the wall. Small trails of slightly pulsing red light travel up the cracks along the column into the ceiling, almost as if it were blood coursing through veins.

Developments

This room was once used by the yuan-ti priests in the ritual creation of its underlings. The altar is two feet tall and covered in blood stains. The spawn of Kyuss attacks the first party member to investigate the altar, followed immediately by the wraiths. They gain surprise on all party members who fail a DC 14 Wisdom (Perception) check. This check may also be passive.

The Serpent Altar

Once the altar is clear of the spawn, a two-foot wide curved indentation can be seen in the back of the altar, filled with a dark pool of blood. The pulsing column connects with the altar via this blood pool. Terminating the connection between the altar and the column deactivates the obelisk in area 10 (see "The Black Pillars" in Temple Level Four).

Breaking the connection causes the light from the columns to disappear. This can be done in one of the following ways.

Destroying the Altar. The altar is a plain stone block. It has an AC of 12 and 40 hp.

Burning the Pool. The blood will turn black if touched by any fire source, terminating the connection.

Damaging the Column. Like the altar, the column has an AC of 12. Only 20 hp of damage is required to damage the column enough to break the connection.

Treasure

A successful DC 15 Wisdom (Perception) check reveals a row of four rubies decorating the bottom of the altar. They can be easily removed and are each worth 100 gp.

3. Private Chamber

The door to this room is locked, requiring a DC 16 Dexterity check to pick the lock open. It can also be forced open with a successful DC 18 Strength (Athletics) check. There is no substantial light source in this room.

An **ooze master** resides in the pool at the rear of this chamber. Two **black puddings** are behind each of the statues in the corner.

> The walls and ceiling in this room are severely damaged. The floor is covered in rocky debris that fell from the collapsed areas above. A pool of rancid greenish water sits in the north end of the room. Patches of dark green liquid trickle through the cracks in the north wall, seeping into the larger body of water.

Developments

The debris in this room is considered difficult terrain. The ooze master and the puddings attack once the party comes within 10 feet of the pool. The pool feeds the obelisk in area 13 (see "The Black Pillars" sidebar). Destroying the ooze master deactivates the connection between the pool and the obelisk.

Treasure

If the party investigates the dark pool, a successful DC 14 Wisdom (Perception) check notices a humanoid skeleton near the bottom of the water. Its clothing and mundane gear are ruined, but it is wearing a *Heward's handy haversack*.

4. Divination Chamber

This chamber was once used by oracles to divine and share information between each other and also with their dark masters.

> Two large statues of monstrous humanoid serpents decorate the north and south side of this large chamber. In between them is a four-foot tall column, above which floats a small orb of yellowish crystal. A large fireplace to the west emanates crackling blue-green flames.

The Scrying Orb

The orb can be activated by touch and a successful DC 14 Intelligence (Arcana) check. Any party member that activates the orb is flooded with visions and must immediately make a DC 16 Wisdom saving throw or take 22 (5d8) psychic damage.

Most of the visions are of yuan-ti rituals and vague events dealing with the history of the temple, including a party of adventurers facing off against a large group of powerful yuan-ti priests.

The visions also include the connections to the obelisks in areas 10 through 13 (see "The Black Pillars" in Temple Level Four). The connections are as follows:

- The blood altar in area 2
- The dark pool in area 3
- The fireplace in the current location (area 4)
- The fountain in area 6

If more than a minute is spent scrying into the orb, the character receives a brief image of a gigantic winged creature surrounded by a torrential lightning storm. The creature appears to see the character and lets loose a roar, forcing the scrying character to make another DC 16 Wisdom saving throw or suffer 22 (5d8) psychic damage. The scrying orb then shatters into pieces.

The Fireplace

If the party investigates the fireplace, they notice small cracks in the wall leading up from the fireplace into the ceiling. The cracks appear to have a very faint, pulsing blue-green light in between them, identical to the fire in the fireplace itself.

Extinguishing the fire breaks the connection to the obelisk in area 11. The fire can be extinguished the same as any normal campfire. However, doing so triggers the magical trap within the fireplace. Any attempt to extinguish the fires causes them to erupt in a burst of flames around the fireplace. Each creature within 10 feet of the fireplace must make a DC 18 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much on a successful one.

After the trap is triggered, the fires extinguish regardless of the methods used to do so. The light within the wall cracks also disappear.

5. Northern Stairs

These stairs lead up to area 6 in Temple Level Three.

Treasure

If the party investigates the rubble pile in the northwest section of the room, they find a pile of bones and a small bag with a successful DC 19 Wisdom (Perception) check. Inside the bag is 400 gp and two *potions of greater healing*.

Temple Level Three

Refer to Map 4.2 to reference the following locations inside the temple.

6. Meeting Hall

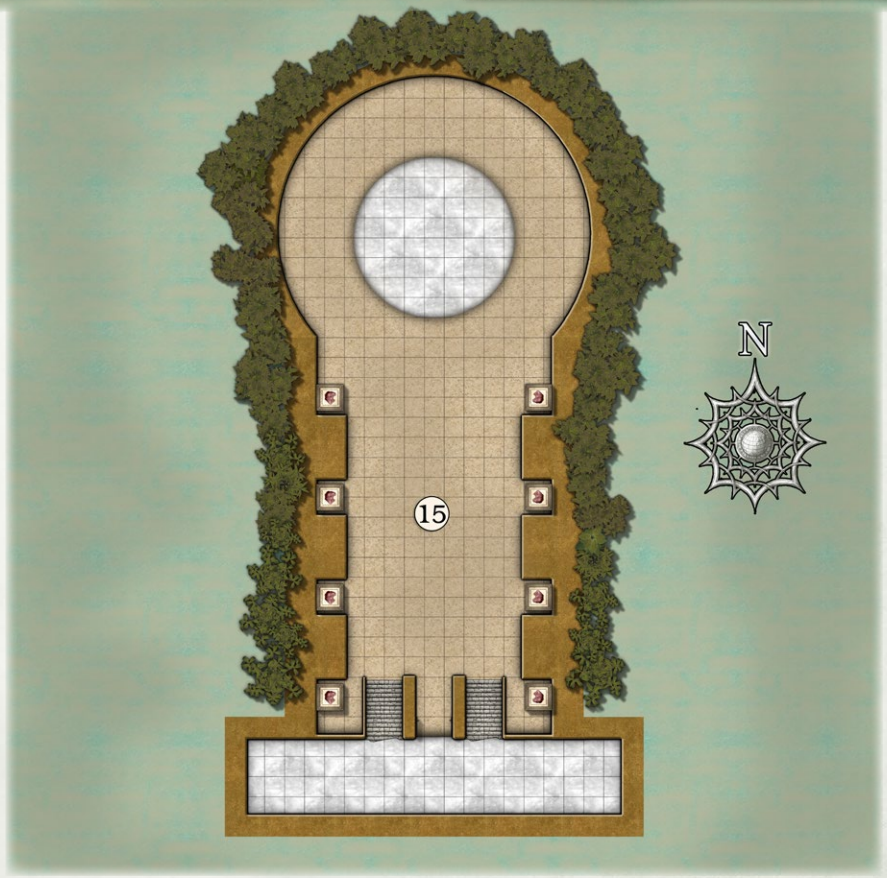
Fallen leaves once again gather together to greet the party, however, they then take the shape of two **tree blights** which take shape and attack the party one minute after the party enters the room. In addition, the two columns are covered in **assassin vines**. There is one vine on each column.

> Remnants of old wood and stone furniture lie scattered about this once opulent chamber. A grove of small trees and shrubs surround a large fountain in the room's northeast corner.

Map 4.2: Temple Level Three

Map 4.3: Temple Level Four





Map 4.4: Temple Throne

Tricks of the Trade

The assassin vines attempt to entangle as many party members as possible while the shambling mounds attack entangled party members first, then any target within reach.

The Serpent Fountain

Examination of the fountain reveals a trail of pulsating roots extending from the fountains' base and traveling up the east wall of the chamber until they meld into the ceiling. The roots form a connection between the fountain and the obelisk in area 12 (see "The Black Pillars" in Temple Level Four).

Breaking the connection causes the roots to shrivel and turn to ash. This can be accomplished in one of the following ways.

Damaging the Roots. There are four roots. Each have an AC of 10 and 15 hp.

Damaging the Fountain. The fountain has an AC of 10. Once it takes 30 or more hp of damage, it becomes inert and the clear water turns into a thick murky pool.

7. Study Room

The break in the wall on the south side of this room leads out back out to the exterior of the temple beneath the surface of the marsh.

A small study is in the western alcove. Almost all of the books are waterlogged and ruined. Atop the desk are some writing materials as well as a map of the Chultengar region. There is a small scrap of paper near the map with the words "Sanctum - L7- R4- L11". This is the sequence to the door puzzle in area 9.

Next to the map and scrap of paper is a handwritten letter. It reads:

> *It has been years since I have written anything. I know not why I even bother. Perhaps it is because I grow restless. Even now, with all of this power, I feel powerless.*
>
> *Yet I refuse to let this cursed jungle from becoming my tomb. Each day, the beast gets stronger. One day soon, it will become the conduit for the great god's return.*
>
> *Oh, great Ubtao! What newfound glories will you reward to your loyal children when your eternal power returns to the jungle?*

Treasure

There is a locked drawer on the desk that requires a DC 17 Dexterity check to open. Inside are a collection of finely crafted gold and silver trinkets worth 550 gp.

In addition, a false bottom in the drawer can be located with a successful DC 15 Intelligence (Investigation) check. Beneath the false bottom is a scroll case containing a *scroll of greater restoration*.

8. Sleeping Quarters

> A tangled mess of old wooden beds and small chairs are strewn about in this partially collapsed room.

Developments

A small hole in the collapsed part of the ceiling leads to a crack in the wall in an upstairs hallway between areas 10 and 13. It can be noticed with a DC 16 Wisdom (Perception) check. Characters gain advantage to this roll if they have darkvision or are generating a source of bright light.

9. Entrance to the Holy Sanctum

> This walls of this grand hall are covered in faded carvings depicting hordes of humanoid serpents being led by a gargantuan snake-like beast made of shadows. The stonework on the floor appears to be discolored, even scorched in different areas. To the south, past two giant serpent statues, a set of carved marble steps lead up to an ironbound door made of darkwood.

Developments

A puzzle must be solved correctly in order to open the south door without triggering the trap in the room. If the characters investigate the staircase, they notice two large iron rings attached to chains that extend out from within the stone blocks on either side of the stairs.

Under each of these rings is a small plaque with inscriptions written in draconic:

- The western plaque reads: *Fourth for the Next*
- The eastern plaque has two lines that read: *Seventh for the First. Eleventh for the Last.*

Pulling on either of the iron rings also pulls part of the chain. Each time a new link of the chain is revealed, an audible click can be heard from inside the stone block.

Solving the Puzzle. The chains need to be pulled out from the stone blocks in the correct order. Per the instructions above, the correct sequence is seven clicks from the east block, four from the west block, then four more clicks (for a total of eleven) from the east block. This opens the door at the top of the steps without triggering the trap.

The Puzzle Trap. If both chains are pulled out of the blocks without using the correct sequence, the columns on either side of the room rotate about the chamber. The statues attached to them spit streams of acid all about the chamber.

Each statue spits twice, attacking two different targets with a +8 to its attack roll. Each creature hit takes 33 (6d10) poison damage. After both statues make their attacks, they return to their original positions. The chains also retract back into the stone blocks, resetting the sequence to be used again.

Alternate Paths

If the party appears to be stuck on the puzzle, you can optionally grant them a DC 16 Wisdom (Insight) check to note that there may be a solution to the combination elsewhere. Or, you can grant the solution if they found Fotari's code in the Study Room (Area #7). Optionally, the door can be forced open with a successful DC 22 Strength (Athletics) check. Any of these, including the secret passage in Area #8 can help to keep the adventure moving forward.

Temple Level Four

Refer to Map 4.3 to reference the following locations inside the temple.

The Black Pillars

An obelisk made of black marble can be found in the center of each of the areas #10 through #13. Each has sinuous streams of pulsing light traveling up along its surface. These feed spirit energy into the altar above, where Ifalakuntho resides. Deactivating these obelisks weaken Ifalakuntho's powers. Additionally, each obelisk that is deactivated makes it easier for the party to deal with Fotari when they encounter him in Area #14. These effects are described in each corresponding section.

While activated, the pillars are immune to all physical and magical attacks and spellcasting. If examined closely, faint images of tortured faces can be seen writhing along each of the stone surfaces.



10. Blood Obelisk

The obelisk in this room pulses with red trails of energy. It is connected to the blood altar in area 2.

Treasure. In the northwest section of the hall, an altar can be found against the north wall. A successful DC 18 Wisdom (Perception) check reveals a set of gem encrusted ritual goblets beneath the altar tapestry. These can be sold for 300 gp.

11. Hellfire Obelisk

The obelisk in this room is surrounded with pulsing trails of blue-green energy. It is connected to the fireplace in area 4.

12. Blighted Obelisk

The obelisk in this room is surrounded with pulsing roots and vines. It is connected to the fountain in area 6.

13. Plagued Obelisk

The obelisk in this room has trails of thick black liquid running along paths carved into it surface. It is connected to the dark pool in area 3.

14. Inner Sanctum

Fotari is here, awaiting the party's arrival. He does not attack immediately unless the party moves to attack first.

> This grand hall is decorated in ornate stone columns and stone carvings along the walls and ceiling. A pair of small braziers shed blue-green light about the chamber. Trees and various types of plant life grow out from the floor and walls in each corner of the room. Their leaves, branches and vines are bear colors of dark red, gray, or black.

Developments

Fotari greets the party, welcoming and thanking them for their sacrifice to Ubtao. A successful DC 14 Intelligence (Wisdom) check recalls that Ubtao abandoned Chult generations ago. If the party asks about Ubtao, the darklord tells them he alone will return the jungle god to his former glory and save the jungle from darkness.

In truth, Fotari is delusional. His thirst for power and glory has been twisted into a dark vision. His corruption of the nature spirits into the beast now known as Ifalakuntho eventually transformed the Bakumora region into his own dread domain.

Anyone in the party who speaks with Fotari and makes a successful DC 16 Wisdom (Insight) check can see that the former spiritlord is clearly mad and most likely cannot be reasoned with. Fotari attacks the party after three rounds.

Trees Company. At the beginning of the combat, two trees from any corner of the room become **awakened trees** and immediately attack the party. If the first pair of awakened trees are defeated, a second set of two **awakened trees** spawn from the grove and attack. No more trees awaken after the second set.



Defeating Fotari

The point at which the party is able to defeat Fotari depends on how many of the obelisks they deactivated throughout the temple.

If no obelisks were deactivated, Fotari fights to the death. His spirit is visibly sucked out into the opening leading to the outer platform in area 15. There is no way to save him.

If one or two obelisks were deactivated, Fotari fights until he is reduced to 30 hp or less, after which he falls to the ground, screaming in horrific terror. He can be returned to his senses with a successful DC 18 Charisma (Persuasion) or Wisdom (Medicine) check. If there are no successes on these checks, Fotari screams one final time and his body dies. His spirit is pulled out into the open platform in area 15

If at least three obelisks were deactivated, Fotari fights until he is reduced to 30 hp or less, after which he surrenders. Any awakened trees that are still alive turn back into normal trees.

Fotari tells the party he has been fighting against the corruption in his soul, but he is only able to keep sane in brief moments. The true danger that threatens all within the jungle is Ifalakuntho. It is a powerful storm spirit, one of the aspects of Ubtao, that has been slowly corrupting the lifeforce of the jungle.

Fotari believes that destroying Ifalakuntho should allow the druid to maintain control over his corrupted spirit, and return the Bakumora to its normal state. He tells the party that the storm spirit has taken residence upon the outer throne at the top of the temple.

Evil Begets Evil. The party may decide to kill Fotari anyway, with the thought that ending his life would still lift the mists from the Bakumora. If Mesika is with the party, she vehemently argues against this option.

If they still decide to kill Fotari after he surrenders, Ifalakuntho becomes the new darklord. In addition, for committing such an act in a dread domain, each character participating in Fotari's execution becomes marked by the domain. They are at disadvantage to saving throws against any of Ifalakuntho's innate spellcasting abilities.

The Final Battle. Regardless of the outcome, Fotari cannot join the party to face off against the storm spirit, for fear that he may be more hinderance than help. The path to the north leads to the outer throne at the pinnacle of the temple.

Treasure

Fotari carries a *staff of the woodlands*.

15. Throne of the Storm God

Once the party moves 50 feet beyond the platform entrance, **Ifalakuntho** appears before them over the circular marble dais.

> The passage opens onto an immense outer platform that covers the much of the outer roof of the temple. A row of yuan-ti statues line the walls on either side of the wide path, ending in an 80-foot wide circular area upon which a huge marble dais is raised in the center.

Developments

Ifalakuntho is a twisted aspect of Ubtao made from rage, madness and corruption. It cannot communicate directly and stops at nothing before the party is killed and their souls become food for its body. It attacks first with its breath weapon and innate spellcasting before it moves on to physical attacks.

Pillars of Power. If any of the obelisks are still active when the party is fighting Ifalakuntho, the globe of violent storms surrounding the outer platform is still active. This time, however, the party is inside the storm globe. In addition to its normal abilities, Ifalakuntho can commune with the swirling storms and use it against the party. Refer to Ifalakuntho's Dread Tempest ability for more information. If the party deactivated all of the obelisks, Ifalakuntho cannot use this ability.

Fall of the Dread Domain

Once Ifalakuntho is defeated, the storms around the temple recede, a beautiful view of the Bakumora from the overlook. The dark mists that blanketed the jungle region have completely vanished.

The Spiritlord Returns

If Fotari was still alive when Ifalakuntho is defeated, he greets the party again as a ghost. He thanks the party for their bravery and explains that his soul is ready to join with the spirits of the jungle. It is the true destiny of all spiritlords.

If instead, Fotari was killed before the party faced Ifalakuntho, his body simply disappears.

Treasure

If the party did not kill Fotari, his ghost tells the party the location of his hidden cache behind a collapsed wall. Within the hidden cache is 1,500 gp. If the party has not already acquired it, Fotari's *staff of the woodlands* can also be found here.

Return to Kayebo

The party should be able to leave the temple region without difficulty. Upon returning to Kayebo Village, the party is graciously welcomed by Onyeka and the villagers. They tell the party that their scouts have been able to make it out of the Bakumora and there has already been a return of the jungle's normal flora and fauna. She hopes these events will also bring back peace between their people and the lizardfolk tribes.



Warm Reception

If Mesika did not accompany the party thus far, she is in the village meeting hall when the party arrives. Artus and Dragonbait were freed from their icy prison once the mists receded from the Bakumora. Dragonbait has mostly recovered, but the strong smell of ham and wood smoke echo his current concerns. Artus is in a makeshift bed. His entire body is a pale shade of gray and he appears sickly. He still graciously greets the party and says he is pleased to see them once more.

If asked about his condition, Uzoma says that though the mists are gone, the magical backlash that affected Artus cannot be healed normally. The druid believes it may have something to do with the unstable magic storm that caused the mists to appear in the first place. Any mundane or magical attempts to cure Artus of his condition simply fail.

Artus' Story

Artus explains that he discovered a tablet in the ruins of Mezro that is part of a statue of Mezro's former king, Osaw the First. It depicts a maze, with various symbols marked in different locations.

He took a rubbing of the tablet in an effort to have it translated, but all he could learn is that the inscriptions are magical in nature, similar to those inscribed by magical practitioners in Nimbral. The obelisks positioned around the city ruins also have inscriptions created by the Nimbralese.

The people of Samarach once used the same magical practices from Nimbral to create powerful enough to seemingly hide entire towns from their enemies. Artus is convinced this is the same magic that may have been used by the barae of Mezro to somehow hide themselves away, leaving the ruins of the city in their place. He recently learned of a fortress called Votaran, an outpost on the Samarach border to where emissaries from Mezro often traveled.

Visions of Home

As soon as Mesika gazes upon the tablet rubbing, she sways and nearly collapses. Dragonbait helps her before she falls if no one in the party moves to do so. After she recovers, she tells the party that she has seen the tablet before and it does hold some measure of great importance. However, she is not sure whether this knowledge is from a vision or memory.

Quest: The Nimbralese Tablet. Mesika offers the party an additional 1,000 gp if they travel to Votaran to find a way to cure Artus and also possibly translate the runes from his tablet rubbing. If the party refuses, she still awards them the initial promised reward of 1,500 gp and bids them all farewell.

Assuming the party agrees, Artus suggests that either Mesika or Dragonbait accompany the party while he recovers. The party can choose to take one of them while the other stays with Artus. They can also decide to decline assistance and strike out on their own.

Once the party is ready to journey toward the mountains, continue on to Part 3.



Part 3. Dark Mirrors

Tasked with finding a way to cure Artus Cimber and decipher the mysterious tablet runes, the party travels toward the mountain border in the hopes of locating the hidden fortress of Votaran.

Journey of Hidden Paths

Before the party leaves the village, Uzoma mentions that they may have to locate a hidden path in the mountains in order to reach Votaran, as it is located on a plateau high up within the mountain range and is closely guarded by the Samarachians.

He gives them an old scroll, once given to emissaries journeying from Chult in days long past. He is not sure of its use, but knows it opens paths to trusted visitors traveling into Samarach. He advises them upon entering the pass to look for a symbol resembling the one etched onto the back of the scroll.

Heading into the Mountains

Traveling at a normal pace, the party should take about three days to reach the border pass at the base of the Sanrach Mountains. If you are using random encounters, use the Mountains column of the Wilderness Encounter Table in the *Tomb of Annihilation* hardcover.

The Lost Patrol

After the first ten minutes through the pass, the party encounters the effects of the wild magic storm for the first time.

> The skies darken overhead as you make your way through the mountain pass. A streak of purple lightning flashes sideways across a sky that periodically shifts from blue to a dusky gray.

A group of Samarachian guards used to patrol this section of the pass. Now, they are a group of five **ghosts** trapped within the planar limbo of the wild magic storm. They appear approximately 50 feet away from the party. If the party does not immediately attack, one of them waves to the party and politely asks them to turn back.

Any attack made upon the ghosts simply causes them to disappear. Otherwise, they can approach the patrol without incident. The leader introduces himself as Josal. He explains their spirits have been trapped here for years, and they have been doing their best to ward away travelers.

After the first minute of conversation, read the following.

> The light in the area quickly shifts colors casting everything around you into muted grays and browns. Huge cracks appear along the sides of the mountain wall, each one oozing with a thick, black liquid. An unearthly cry fills the air as the shadow of a large winged beast flies overhead. Within the next instant, everything shifts back to normal as quickly as they had first changed.

After the event, Josal explains that the entire area is caught in a chaotic rift between the Feywild and the Shadowfell. He again urges the party not to continue, but also says he will make no move to stop them if they choose to pass.

Unless the party has anything else to say, the patrol simply moves on. If the party mentions they are on the way to Votaran, have them make a DC 16 Charisma (Persuasion) roll. Grant them advantage if they show Uzoma's scroll to the ghosts. If successful, Josal tells them about a laboratory within the Votaran fortress that unleashed this magical storm.

He also tells them they are nearing the point where they can open the walking path that can take them to Votaran, but there is no telling what strange things lurk up there. Magic may also work unreliably in the area, so he warns them to be cautious when casting spells. The ghosts do not know much more beyond this.

Planar Shifts

Throughout this section, the players encounter points where they are shifted between the Material Plane and the chaotic region that exists within the Shadowfell. The main features of the area usually do not change, but all colors are gray or muted. The air is stale and the surroundings appear corrupted or tainted. In addition to the prompts provided during the following sections, shifts can occur every half hour, usually lasting anywhere from 10 seconds to 2 minutes.

Path of Stars

After traveling another mile beyond where they encountered the patrol, the party reaches a small rounded clearing that cuts in between the pass. A large symbol is carved into a flattened section of the wall, resembling a group of curved lines extending downward from an ellipse. This symbol matches the one etched on the back of Uzoma's scroll.

Opening the scroll reveals several lines of strange words written in the Common alphabet but with no meaning. Reading the incantation summons a 20-foot wide trail made of sparkling gold lights that spirals upward along the pass. The path travels a few hundred feet to eventually reach an upper platform running alongside a large waterfall.

DM Note. If the players are confused on how to use the scroll, they can either be prompted by one of the NPCs or can figure it out with a successful DC 11 Wisdom (Insight) check.

Attack Along the Path

When the party reaches about halfway up the path, the air flashes around them and they experience a planar shift. Two gray-skinned **grick alphas** burst from the oozing cracks in the mountain wall and land along the glowing path, immediately attacking the party. They gain surprise on any party member with a passive Perception of less than 14.

Over the Bridge

Once the party reaches the waterfall outcropping, a 20-foot wide shimmering bridge can be seen stretching to the cliff on the other side of the pass. On the other side of the bridge, the swirling chaotic storm can be seen in the distance. Beyond the bridge, the environment changes drastically.

Terrain. The ground becomes rough and jagged with large fissures in random areas.

Lighting. The sky is almost pitch black. The light in the sky only barely pushes through the thick fog and swirling thunderclouds providing only dim light and a visibility of 30 feet.

Smell and Sounds. The air here is dry and carries a mingled smell of scorched earth and burnt flesh. The wind and occasional bursts of thunder can be extremely noisy. Any Wisdom (Perception) checks that deal with sound are made with a disadvantage.

DM's Option: That Old Wild Magic

While the party is in this region, you can choose to have the effects of the wild magic storm affect the spellcasting abilities of the party. If you choose to do so, all spells cast in this region are subject to a possible wild magic surge (see Wild Magic in the Chapter 3 of the *Player's Handbook*.) In addition, every minute a spell's duration is extended by Concentration, another d20 roll must be made to check for a wild magic surge. If one occurs, the spell immediately ends before the surge effect takes place.

On the Road to Ruins

Not far beyond the bridge, a four foot tall stone block juts out from the ground next to a shallow path carved into the rocky surface. The faded carving on the stone block reads "To Votaran". Beneath that is a smaller set of letters hastily carved into the rock that read "where only Death awaits."

Thunderstruck

The carved path soon splits into a collection of narrow winding paths that run along extremely uneven rocky terrain. Large black scorch marks line the floor all about the area. Several wide, jagged rocks slant upward from the ground in random spots. They measure anywhere from two to five feet in height.

This blighted area is 120 feet in diameter continually bombarded by lighting strikes created by Taherako, the living tempest within Votaran. The only path across is to the north, as it is blocked by a mountain wall to the east and a large ravine to the west. Any creature who ends their turn on the blighted ground must make a DC 18 Dexterity saving throw or take 17 (5d6) lightning damage.

Any player looking for alternate ways to cross the terrain can make a DC 16 Wisdom (Insight) check. Success reveals that the large jagged rocks protruding from the ground can be used for cover. Moving from one rock to the next while crossing the terrain grants advantage to the Dexterity saving throw. The party can also resort to abilities or spells such as *haste* or *teleport* to quickly reach the other side.

End of the Road

The shadow of the fortress can be seen from the other side of the blighted area. Two rounds after the first party member reaches the other side of the lightning-blasted ground, a lightning flash 30 feet north of the party reveals two **air elemental myrmidons**.

Tricks of the Trade. If one or more of the party is still traveling through the blighted area, one of the myrmidons move toward them to attack while the other remains to deal with party members who have already made it to the other side.

Once the myrmidons are defeated, the party can continue on to Votaran.

Votaran

The fortress is located a few hundred feet beyond the lightning plagued area.

Main Courtyard

The outline of a small, battered fortress pierces through the thick fog and whipping winds. In front of the main structure, the remnants of a shattered stone wall marks the path to a debris covered courtyard. Of the few small ruined buildings that remain in this area, only one appears to have not yet completely collapsed.

The Architect

The only standing structure in the courtyard is an old guard post. Shamar Reedwise (NG male halfling **noble**), an architect from Lantan, is hiding out inside the guard post. He calls out to the party if they decide to head directly to the main building.

Shamar introduces himself as one of the fortress' last survivors. He asks the party if they had anything to do with ridding the jungle of the strange mists down below. A character making a successful DC 15 Wisdom (Insight) check can tell that the halfling is somewhat excited to see the party. If asked, he tells the party they are the first people he's seen in over a year.

Beyond introductions, Shamar warns the party against entering the fortress, as the few who have entered the building after what he calls "the event" has never made it back out. If the tell Shamar their reason for being there, they can learn the following information from him.

- Votaran was an outpost marking the mountain border between Samarach and the Chult It was also a meeting grounds for guild artisans from the neighboring nations of Lantan, Nimbral, and Chultans from Mezro.
- With the passing of the Spellplague, the strange magical backlash reacted with the experiments of the Nimbralese artisans, creating dimensional and planar rifts all about the lower areas of the fortress.
- While the remaining artisans worked on ways to seal the rifts, Diro, Shamar's guild partner, decided instead to secretly experiment with them.
- Diro disappeared after a few weeks, then re-emerged, crazed and wielding strange elemental powers. He called himself "Taherako". He killed most of the fortress' inhabitants.
- Taherako is now a living tempest, slowly corrupting the weave of magic throughout the region.

Quest: The Tempest. Shamar managed to escape the fortress, but is incapable of leaving the area on his own. Two of his associates, Etallo and Nenet are hiding in a secret lab beneath the fortress, looking for a way to stop Taherako. Shamar is certain that they can also help the party translate the tablet rubbing.

Shamar mentions that Etallo often conceals the entrance to the lab with a puzzle he changes every few days. When the party is ready, the halfling leads them to one of the nearby collapsed buildings where he reveals a secret set of stairs beneath a pile of rubble.

Taking the Front

If anyone in the party decides to investigate the outer wall of the main building, they cannot move within 10 feet of the walls nor the main door. They are instead pushed away by a strong wind gust. Any spellcasting or spell-like abilities used in attempt to move past the wall simply fail. They cannot enter until after they reach the secret lab.

Beneath the Fortress

Shamar navigates the party through a small network of tunnels that lead beneath the main fortress.

The winding tunnels lead to an 20-foot square chamber. Though the area appears to be well traveled, the room itself is mostly bare. A large gold-framed mirror is mounted against the north wall with a gold plaque hanging beneath it. A lit brazier sits in the center of the chamber, its firelight casting shadows of your group all about the room.

The Mirror Puzzle

To gain entrance into the secret lab, the party must solve the puzzle left behind by Etallo. Examining the plaque reveals an inscription that reads:

Light and Shadow are mirrors of each other.
Find those without their dark companion and present them to me.
For only then, shall you be granted passage.

Choose two players at random or one player and one NPC. For these characters, the light from the brazier does not cast a shadow for them in the room. However, when looking into the mirror, their shadows can be seen off of their reflections.

This effect is reversed for everyone else in the room. All other characters aside from the ones chosen cast shadows inside the room, but their reflections in the mirror do not. The shadow effects can be noticed by any character with a successful DC 14 Wisdom (Perception) check, which can also be made passively.

Solving the Puzzle. The puzzle can be solved in one of two ways. If only the characters whose shadows are not present in the room stand in front of the mirror, the mirror vanishes, revealing a door in its place. Placing only characters whose shadows are present in the room in front of the mirror also solves the puzzle and reveals the door.

The newly revealed door is unlocked and leads into Votaran's underground lab.

Remaining Puzzled

If the party is having difficulty resolving the mirror puzzle room, you can allow them to notice the shadow effects without having to make a skill check. You can also grant them a DC 14 Wisdom (Insight) check to figure out what to do with the mirror. If you would like to just keep the adventure moving, one of the NPCs, most likely Shamar, points out the clues and tells the party how they can solve the puzzle.

Secret Lab

This large area is cluttered with tables, shelves, and desks of all different shapes and sizes. Notes are scrawled along collections of books and sheets of parchment scattered all about the room between various piles of alchemical and crafting tools.

Etallo (NG male human **mage**) and Nenet (LG female dwarf **priest**) are both here and somewhat startled when the party enters. Shamar introduces the party to his associates and allows the party to continue the conversation.

Etallo and Nenet aren't able to provide the party with much more information than they received from Shamar. They do, however mention that they have been trapped here for a few years. A successful DC 13 Wisdom (Insight) check recalls that since the Spellplague was over a century ago, there is a large gap in time missing. If mentioned, Nenet points out that the chaotic planar shifts in the area may also cause time to pass differently while within the region.

If shown the tablet rubbing, Etallo verifies the arcane inscriptions are indeed from Nimbral. They are more than happy to research and translate them after dealing with Taherako. Speaking in somber tones, they both agree the only way to save the region is to eliminate their former companion. They have a way to stop him, but require the party's help to do so.

Once the party agrees, the two sages offer to heal them of any wounds or conditions they may have. When the party is ready, they are led back into the tunnels .

Treasure

The lab is littered with all types of tools and equipment. There are enough materials here to make one of each set of *alchemist's supplies, cartographer's tools, mason's tools*, and *tinker's tools* (see "Tools" in the *Player's Handbook*).

There are several other items in the room that are only accessible after the party defeats Taherako (see the "The Calm After" below).

The Calm Before

The sages lead the party through a separate tunnel path, eventually leading to a hallway ramping up toward the ground level of the fortress. Beyond that, several flights of steps lead up to another door.

Nenet pulls a set of small metal bracelets from her sack and hands one to each party member. She tells them the bracelet reacts with the energy created by Taherako's power, allowing them to move within the tempest without being flung away from the fortress. She advises them to open the door only when ready. Both sages then leave back down the stairs to return to the lab.



Wrath of the Storm

The door opens into the middle of a vast open area where the heart of the fortress used to be. **Taherako**'s form takes up most of this area.

> Beyond the door is a small platform leading off into a large open area. The center of Votaran has been hollowed out into a 100-foot wide area filled with powerful winds carrying swirling mists and small trails of lightning. The tempest extends into both the open sky above all the way down into the depths below. In the center, a gargantuan spectral form with a terrifying visage floats within the chaos spiral.

Ride the Lightning

Anyone wearing the bracelets given by Nenet notices a faint glow coming from them. While within 60 feet of Taherako, each creature wearing a bracelet can hover and gain a flying speed equal to their walking speed. If not immediately attacked, Taherako attacks the party a round after the party enters the area or if any creature comes within 20 feet of him. He has long since been driven mad and cannot be reasoned with.

Tricks of the Trade. Taherako uses his sonic nova or whirlwind ability as soon as three or more of the party are within range. Otherwise he fires his thunderbolts from a distance.

When Taherako is brought down to 80 hp or less, the strong winds subside and the spectral form becomes physical. At this point, he can no longer use his sonic nova ability.

After being brought down to 0 hit points, Taherako's form completely disintegrates into the air, leaving no trace of a body.

> **Drop It Like It's Hot**
>
> After the party defeats Taherako, the enchantment in Nenet's bracelets begin to fade. Anyone wearing the bracelets can notice this without having to make any rolls or ability checks. If within the next three rounds, they do not land upon the platform, they instead fall to 80 feet to the basement floor below, taking 28 (8d6) falling damage.

The Calm After

The climate and terrain change mere minutes after the party defeats the tempest. The bright sun shines upon Votaran for the first time in over a century.

Shamar, Nenet, and Etallo emerge from the fortress a minute after the end of the conflict. They rejoice at the light of the sun and fervently thank the party for their skill and bravery.

The Mezroan Tablet

After returning to the lab, Etallo and Nenet within an hour. The arcane text contains two phrases: "We are hidden" and "shadows within the maze". They are certain these phrases are connected to the markings on the maze depicted on the tablet rubbing.

Treasure

Nenet offers up whatever lab equipment she can provide if the party hasn't already gone through them (see "Secret Lab" above). She also rewards the party with a *potion of clairvoyance* and a jar of *keoghtom's ointment*.

In addition, Etallo rewards the party with a longsword of blackened steel. It belonged to the former commander of Votaran, who often kept it here in storage. He called it *Spare* (This item's description and statistics can be found in Appendix A).

Conclusion

The journey to Kayebo Village is made without incident. Either during their travels or when they arrive at the village, they discover that quite a bit of time has passed. Due to the chaotic magic and planar shifts within the mountain region, the passage of time was greatly affected. From the time the party entered the mountain pass to the point where they defeated Taherako, for each hour spent with that region, a full day has passed everywhere else.

Return of the Stormreavers

The party receives a warm welcome from the Kayebo villagers. Onyeka tells the party that they have re-established their territorial agreement with the lizardfolk tribes. Uzoma greets the party in reverence, telling them of his assurance that the Stormreavers would return to them victorious. He hopes that with such grand efforts to bring peace the jungle, Ubtao will one day find his people worthy of his return.

One Step Closer

Artus has completely recovered and is still accompanied by either Dragonbait or Mesika depending on who the party took with them. He was worried the party may have perished in the mountains and is pleased to see them return. His hope is even further renewed when the party presents him with the translation of the tablet rubbing.

Treasure

With the party's successful return with the translated inscriptions, Mesika awards the party with their promised payment of 2,500 gp.

What Comes Next

With stability returned to the Bakumora, Artus and Mesika plan to journey to the ruins of Mezro with the hopes of finally locating the true city and its lost peoples. The party members are amongst a chosen few who know of their secret mission. The party is likely to encounter them again in the near future.

> **Continuing the Series**
>
> This module is part of the **Lost City of Mezro** series of adventures, which concludes with *Maze of Shadows*.
>
> You can also choose to follow up this adventure with *Parting the Veil*, an adventure found within the **Ruins of Mezro** supplement by Will Doyle.
>
> Though the stories between these two adventures are connected, it is only recommended but not required to play *Parting the Veil* before playing *Maze of Shadows*.

Appendix A. Magic Items

Upon completion of this adventure, player characters can obtain the following item as an adventure reward.

Spare

Weapon (longsword), legendary (requires attunement by a creature of non-evil alignment)

Only recently uncovered from the depths of the Sanrach Mountains, *Spare* is an exquisitely crafted longsword with a blackened steel blade and a hilt fashioned into the head of a dragon. It has all of the properties of a *flame tongue* (see "Treasure" in chapter 7 of the *Dungeon Master's Guide*).

Once per day, while the weapon is unsheathed, it can be used to cast *vicious mockery* as a 7th-level spellcaster (spell save DC 14). Once used, this ability cannot be used again until a the completion of a long rest.

Sentience. *Spare* is a sentient chaotic good weapon with an Intelligence of 14, a Wisdom of 11, and a Charisma of 16. It has hearing and normal vision out to a range of 60 feet.

The weapon can speak, read, and understand Common, Elvish, and Drow.

Personality. *Spare* is extremely haughty and proud, demanding that its user portray the same level of integrity and dignity that it requires for itself. It periodically mocks enemies in combat and has truly earned the name of a *flame tongue*.

If the sword's wielder takes action outside of the sword's good-aligned tendencies, or shows an extremely poor performance (such as rolling a 1 on an attack roll or skill check), *Spare* will openly berate the wielder. If such an even happens more than twice in a row, the sword will use its *vicious mockery* ability upon the wielder itself.

Lore. This ancient sword was once wielded by the legendary warrior, Sabashin Gatorhead. After his rival was soundly defeated in an honorable duel, instead of taking his life as was custom, his soul was ensorcelled into the blade.

Though the sword insisted on being called "Fire of Destiny", Sabashin thought it was a silly name and thus didn't call the sword anything. After Sabashin's passing, the sword had passed through various hands until it fell into the ownership of Lord Galoray, a ruthless overlord. Galoray became so tired of the sword's constant beratement, he left it in his keep, mounted on a decorative display with a plaque that read "Spare".



Appendix B. Non-Player Characters

This appendix details the non-player characters that can accompany the party during this adventure.

Dragonbait

Dragonbait is a champion of good and a saurial-a race that originated on a distant world and whose members have long lives. Very few saurials dwell in the Forgotten Realms, and no saurial communities are believed to exist anywhere in the world.

The saurial's language is a combination of clicks and whistles beyond the human range of hearing, so Dragonbait tends to rely on scents to communicate emotions. To be understood by most speaking creatures, he must "shout" a scent. Dragonbait's known scents include: brimstone (confusion), roses (sadness), lemon (pleasure or joy), baked bread (anger), violets (danger or fear), honeysuckle (tenderness or concern), wood smoke (devotion or piety), tar (victory or celebration), and ham (nervousness or worry).

Dragonbait stands 4 feet 10 inches tall, weighs 150 pounds, and has a dry, wrinkled hide. He wields a *holy avenger* longsword and carries a blue, red, and white shield. Though be bas traits in common with paladins, Dragonbait isn't a member of any class. Using an ability known as the Shen-state, he can determine the alignment of any creature within 60 feet of him.

An Unexpected Friendship. Dragonbait met Artus Cimber in Port Nyanzaru, and the two became fast friends. As Artus spoke of his quest to reunite with his wife, Alisanda, be was comforted by Dragonbait's quiet manner and unusual methods of communication. With a smile and a nod, Dragonbait agreed to help Artus. A frequent visitor to Chult, the saurial understood the dangers of the jungle all too well.

Using Dragonbait. Dragonbait has never been to Omu and doesn't know where the city is located. If the characters convince Artus Cimber to help them destroy the Soulmonger, Dragon bait wants to help as well.

Dragonbait's Traits

Ideal. Dragonbait emits a lemon scent while thinking about exploring the world, seeing its many wonders, and helping others along the way. (Translation: He has the heart of an explorer.)

Bond. Dragon bait gives off the scent of wood smoke while doing things to aid a friend's quest. (Translation: He would do anything for a friend.)

Flaw. Dragonbait "shouts" the scent of ham while going where others fear to tread. (Translation: He will burl himself into danger no matter bow frightening.)

Dragonbait

Medium humanoid (saurial), lawful good

Armor Class 17 (breastplate, shield)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Athletics +5, Medicine +6
Senses passive Perception 13
Languages understands Common but can't speak
Challenge 5 (1,800 XP)

Divine Health. Dragonbait is immune to disease.

Magic Resistance Aura. While holding his holy avenger, Dragonbait creates an aura in a 10-foot radius around him. While this aura is active, Dragonbait and all creatures friendly to him in the aura have advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Dragonbait makes two melee weapon attacks.

Holy Avenger (+3 Longsword). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage when used with two hands. If the target is a fiend or an undead, it takes an extra 11 (2d10) radiant damage.

Sense Alignment. Dragon bait chooses one creature he can see within 60 feet of him and determines its alignment, as long as the creature isn't hidden from divination magic by a spell or other magical effect.

Mesika

Mesika is a warrior the city of Mezro and a devout servant of Ubtao. As one of the temple's brightest students, she one day aspired to becoming one of Mezro's *barae*, the city's immortal paladins.

In 1385 DR, the Year of Blue Fire, the Spellplague had engulfed all of Chult. Mesika was near the outskirts of the city when she was enveloped in what she could only describe as a rainbow of fire. When she awoke, the city was nothing more than a flooded ruin. Parts of her memory are missing, but they have slowly been returning to her through visions. She journeyed to Port Nyanzaru where she soon discovered that over a century had passed, and the land was plagued by a mysterious death curse. After learning that Ras Nsi was still of this world, she was convinced the remaining barae must have survived somehow.

Now, under the guise of a traveler named Nerissa, she searches for the mystery behind what happened to Mezro, all the while fulfilling her vow to vanquish the forces of darkness and corruption in Chult. She believes wholeheartedly that Ubtao has kept her alive for a reason, and that one day she may yet return home.



Mesika's Traits

Ideal. We must do everything in our power to protect our world from the forces that seek to corrupt it.

Bond. I have long been separated from my home and people. I hope the memories and visions that I receive will in time help me to return home.

Flaw. I despise all forms of dark magic to a fault, and often place myself in grave danger to eradicate it.

Mesika

Medium humanoid (human), lawful good

Armor Class 16
Hit Points 78 (12d8 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +4, Dex +6
Skills Acrobatics +7, Athletics +4, Insight +6, Perception +6
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Common
Challenge 5 (1,800 XP)

Evasion. If Mesika is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Unarmored Defense. While Mesika is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Unarmored Movement. While Mesika is wearing no armor and wielding no shield, her walking speed increases by 20 feet (included in her speed).

Actions

Multiattack. Mesika makes three melee attacks.

Khopesh Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Reactions

Parry and Counter. Mesika adds 3 to her AC against one melee or ranged attack that would hit her. To do so, she must see the attacker. If the attack misses, Mesika can make one melee attack against the attacker if it is within her reach.

Appendix C. New Monsters

This appendix details new monsters that do not appear in the *Monster Manual* or *Tomb of Annihilation*.

Dracotaur

Dracotaurs are fearsome creatures with the reptilian torsos atop a set of powerful legs akin to those of dragonkind. They are ruthless territorial predators whose primary purpose is to hunt, conquer, and assert dominance over all other species.

Power Absolute. Power represents supremacy in the dracotaurs' tribal society. They are often led by those in their ranks that have proven themselves to be the strongest warriors or spellcasters.

Allies and Enemies. Dracotaurs view other reptilian species, such as lizardfolk and nagas, as allies or, at the very least, worthy servants. Dragons are commonly revered amongst dracotaurs as most of their knowledge and practices come from the teachings and practices of the ancient draconic races.

Centaurs are hated enemies of the dracotaurs. Any dracotaurs or centaurs found within the same area would not hesitate in the brutal extermination of the other.

Seekers of the Ancients. With tendency to be nomadic, dracotaur tribes gather in small settlements either in or nearby ancient ruins or remote sanctuaries. They use these areas as either study or training grounds before moving on toward their next conquest.

Versatile Hunters. Though dracotaurs are most often warriors and barbarians, there are many who also pursue studies, both arcane and mystical. Archeology and alchemy are not unheard of practices. Those who follow the tenets of faith are most likely to venerate Tiamat as their patron deity.

Dracotaur

Large dragon, neutral evil

Armor Class 13 (leather armor)
Hit Points 52 (7d10 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	11 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 2 (450 XP)

Aggressive. As a bonus action, the dracotaur can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The dracotaur makes two attacks, one with its glaive and one with its tail, or two with its longbow

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Fire Breath (Recharge 6). The dracotaur exhales a fiery blast in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Dracotaur Rager

Large dragon, chaotic evil

Armor Class 14 (leather armor)
Hit Points 76 (9d10 + 27)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	11 (+0)	15 (+2)	11 (+0)

Skills Athletics +7, Perception +4, Survival +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the dracotaur can move up to its speed toward a hostile creature that it can see.

Reckless. At the start of its turn, the rager can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The dracotaur makes three melee attacks, two with its battleaxe and one with its tail, or two ranged attacks with its longbow.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Spiked Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Fire Breath (Recharge 5-6). The dracotaur exhales a fiery blast in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.



Dracotaur Sovereign

Large dragon, neutral evil

Armor Class 16 (studded leather armor)
Hit Points 123 (13d10 + 52)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	17 (+3)	11 (+0)	15 (+2)	16 (+3)

Saving Throws Dex +8, Wis +5
Skills Athletics +8, Perception +5, Survival +5
Senses passive Perception 13
Languages Common, Draconic, Dwarvish, Goblin
Challenge 7 (2,900 XP)

Innate Spellcasting. The dracotaur's innate spellcasting ability is Charisma (spell save DC 14). The dracotaur can innately cast the following spells, requiring no material components:

3x/day: *enthrall*
1x/day: *fear*

Magic Resistance. The dracotaur has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dracotaur makes three attacks, two with its spear and one with its tail.

Heavy Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft., or range 20/60 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, or 10 (1d10 + 5) piercing damage if used with two hands to make a melee attack.

Spiked Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Fire Breath (Recharge 5-6). The dracotaur exhales a fiery blast in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The dracotaur adds 4 to its AC against one melee attack that would hit it. To do so, the dracotaur must see the attacker and be wielding a melee weapon.

Lizardfolk, Poison Dusk

It is uncommon knowledge that there are different tribal factions of lizardfolk, often determined by their location, habitat, and threats they must face. In far more remote parts of the jungle, the poison dusk lizardfolk make use of the natural flora and fauna to ensure the survival and prosperity of their people.

Lighter and Faster. The poison dusk are slightly shorter than their other reptilian cousins, with slim, wiry builds and elongated tails. They tend more toward agility and prowess over brute force. Their lack of physical power is made up for with sharp senses and quick reflexes.

Cunning and Covert. Like most lizardfolk, survival takes precendence above all else. Though not particularly strong, the poison dusk instead use their size and stature to their advantage when hunting and dealing with their enemies. Their can shift the color and shade of their scales, allowing them to effortlessly camouflage themselves against most natural terrain.

Most are also skilled hunters and trackers, cautiously stalking their prey until they gain the best position and planning for an assault, regardless of the prey.



Poison Dusk Lizardfolk

Medium humanoid (lizardfolk), neutral

Armor Class 14 (natural armor)
Hit Points 18 (4d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	11 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +6, Survival +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/2 (100 XP)

Forest Camouflage. The lizardfolk has advantage on Dexterity (Stealth) checks made to hide in any forest or jungle terrain.

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

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

Actions

Multiattack. The lizardfolk makes two melee or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target must succeed on a DC 11 Dexterity saving throw or be knocked prone.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage.

Resourceful Artisans. The adept survival skills of the poison dusk are complimented by their ability to fashion tools and weapons essential to their survival within an unyielding environment. They have learned how to treat hardwoods in the fashioning of bows and arrosws, as well as harvesting venom from poisonous predators.

Aside from weapons and poisons, they often fashion trinkets and jewelry using a combination of surrounding flora and the remaining skin and bones of their prey.

Ancient Customs. Many of the poison dusk believe themselves to be superior to other types of lizardfolk. Their rituals and tactics have been rigidly passed down throughout many generations. Like most other lizardfolk, they venerate dragons and dragon-kind, often seeking to impress any dragon with gifts, flattery, and entertainment in order to gain its approval and largess.

Poison Dusk Lieutenant

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., swim 30 ft.

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

Skills Perception +4, Stealth +7, Survival +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Forest Camouflage. The lizardfolk has advantage on Dexterity (Stealth) checks made to hide in any forest or jungle terrain.

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

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

Actions

Multiattack. The lizardfolk makes two melee or two ranged attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 4 (1d8) poison damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) poison damage.

Poison Dusk Captain

Medium humanoid (lizardfolk), lawful neutral

Armor Class 16 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft., swim 30 ft.

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

Saving Throws Dex +7, Wis +5
Skills Insight +5, Perception +5, Stealth +10, Survival +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 5 (1,800 XP)

Forest Camouflage. The lizardfolk has advantage on Dexterity (Stealth) checks made to hide in any forest or jungle terrain.

Innate Spellcasting. The lizardfolk's innate spellcasting ability is Charisma (spell save DC 12). The lizardfolk can innately cast the following spells, requiring no material components:

1x/day each: *entangle, longstrider* (self only), *poison spray*

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

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

Actions

Multiattack. The lizardfolk makes two melee or two ranged attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 9 (2d8) poison damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Appendix D. Monsters and Threats

Air Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft., swim 90 ft..

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages Auran, one language of its creator's choice
Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

Actions

Multiattack. The myrmidon makes three flail attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. If the attack hits, it deals an extra 18 (4d8) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Allosaurus

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5
Senses passive Perception 15
Languages --
Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 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 allosaurus can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Assassin Vine

Large plant, unaligned

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances cold, fire
Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 30 ft., passive Perception 10
Languages --
Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant.

Actions

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* The target is grappled (escape DC 14). While it is grappled, the target is restrained and takes 11 (2d6 + 4) bludgeoning damage plus 21 (6d6) poison damage at the start of each of the vine's turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots in a 15-foot square starting at a point within 30 feet of it. A creature in the area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by the entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute, or when the assassin vine dies or uses its Entangling Vines again.

Awakened Tree

Huge plant, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d12 + 14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 10
Languages one language known by its creator
Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Black Pudding

Large ooze, unaligned

Armor Class 7
Hit Points 85 (10d10 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Actions

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* The target is grappled (escape DC 14). While it is grappled, the target is restrained and takes 11 (2d6 + 4) bludgeoning damage plus 21 (6d6) poison damage at the start of each of the vine's turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots in a 15-foot square starting at a point within 30 feet of it. A creature in the area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by the entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute, or when the assassin vine dies or uses its Entangling Vines again.

Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Medicine +4, Nature +3, Perception +4
Senses passive Perception 14
Languages Druidic, Common, Goblin
Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 +2) bludgeoning damage with *shillelagh*.

Fotari (Archdruid)

Medium humanoid (human), neutral evil

Armor Class 16 (hJde armor, shield)
Hit Points 132 (24d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9
Skills Medicine +9, Nature +5, Perception +9
Senses passive Perception 19
Languages Druidic, Common, Primordial
Challenge 12 (1,800 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin*
3rd level (3 slots): *conjure animals, meld into stone, water breathing*
4th level (3 slots): *dominate beast, locate creature, stoneskin, wall of fire*
5th level (3 slots): *commune with nature, mass cure wounds, tree stride*
6th level (1 slot): *heal, heroes' feast, sunbeam*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*
9th level (1 slot): *foresight*

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form. The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Froghemoth

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5
Skills Perception +9, Stealth +5
Damage Resistances fire, lightning
Senses darkvision 60 ft., passive Perception 19
Languages —
Challenge 10 (5,900 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: tis speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

Actions

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and the creature is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the creature is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

Ghost

Medium undead, any alignment

Armor Class 11
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Grick Alpha

Large monstrosity, neutral

Armor Class 18 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	5 (-3)	14 (+2)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 7 (2,900 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes two attacks: one with its tail and one with its tentacles. If it hits with its tentacles, the grick can make one beak attack against the same target.

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

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Beak. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Hadrosaurus

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 19 (3dl0 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2
Senses passive Perception 12
Languages --
Challenge 1/4 (50 XP)

Actions

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

Ifalakuntho

Gargantuan fey, chaotic evil

Armor Class 16 (natural armor)
Hit Points 188 (13d20 + 52)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	19 (+4)	17 (+3)	17 (+3)	20 (+5)

Saving Throws Dex, +6, Con +8, Wis +7
Skills Perception +7
Damage Resistances acid, cold; bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 17
Languages Common, Primordial, Sylvan
Challenge 13 (10,000 XP)

Innate Spellcasting. Ifalakuntho's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship, druidcraft*
3/day each: *darkness, entangle, faerie fire, suggestion*
1/day each: *divine word*

Legendary Resistance (3/day). If Ifalakuntho fails a saving throw, it can choose to succeed instead.

Magic Weapons. Ifalakuntho's weapon attacks are magical.

Actions

Multiattack. Ifalakuntho makes two wing spike attacks and one tail lash attack.

Tail Lash. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 6) bludgeoning damage and the target must succeed on a DC 16 Constitution saving throw or become poisoned. A poisoned creature takes 17 (5d6) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wing Spike. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 80/320 ft., one target. *Hit:* 16 (4d6 +6) piercing damage.

Dread Tempest (Recharge 5-6). Ifalakuntho calls the chaotic storm winds down upon all creatures in a 30-foot radius. Each creature in that area must make a DC 18 Constitution saving throw, taking 21 (6d6) necrotic damage and 21 (6d6) lightning damage on a failed save, or half as much on a successful one. A creature who fails their save is immediately knocked prone.

Legendary Actions

Ifalakuntho can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. Ifalakuntho regains spent legendary actions at the start of its turn.

Detect. Ifalakuntho makes a Wisdom (Perception) check.
Wing Spike. Ifalakuntho makes a wing spike attack.
Wing Buffet. Ifalakuntho beats its wings. Each creature within 10 feet of Ifalakuntho must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Ifalakuntho can then fly up to half its flying speed.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6, Perception +3
Senses passive Perception 13
Languages Common, Sylvan, Elvish, Draconic
Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slots): *cone of cold*

Actions

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

Ooze Master

Huge undead, lawful evil

Armor Class 15
Hit Points 114 (12d12 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	1 (-5)	16 (+3)	17 (+3)	8 (-1)	12 (+1)

Damage Resistances acid, cold, fire
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages Common
Challenge 10 (2,300 XP)

Spellcasting. The ooze master is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *eldritch blast*
1st level (4 slots): *charm person, magic missile, sleep*
2nd level (3 slots): *detect thoughts, Melf's acid arrow, suggestion*
3rd level (3 slots): *fear, slow*
4th level (3 slots): *confusion*

Actions

Caustic Touch. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one creature. *Hit:* 7 (2d6) bludgeoning damage plus 7 (2d6) acid damage.

Instinctive Charm. When a creature the Ooze Master can sense within 50 feet of it attacks it, it can use its reaction to force the attacker to succeed on a DC 15 Wisdom saving throw or target the creature closest to it other than the Ooze Master. The attacker chooses among valid targets, wasting the attack if no targets are in range.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4
Senses passive Perception 13
Languages Common, Sylvan
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

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

Actions

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

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spawn of Kyuss

Medium undead, chaotic evil

Armor Class 10
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	7 (-2)	3 (-4)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 5 (1,800 XP)

Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

Actions

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Claw. *Melee Weapon Attack:* +6 to hit, reach S ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Taherako the Tempest

Gargantuan elemental, chaotic evil

Armor Class 16
Hit Points 290 (20d20 + 80)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	19 (+4)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Con +8, Wis +7
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13
Languages Common, telepathy 120 ft.
Challenge 13 (10,000 XP)

Air Form. Taherako can enter a hostile creature's space and stop there.

Immutable Form. Taherako is immune to any spell or effect that would alter its form.

Lightning Absorption. Taherako is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. Taherako has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Taherako makes two slam or lightning strike attacks and then can use either cyclone or sonic nova once.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (7d6 + 7) bludgeoning damage.

Lightning Strike. *Ranged Weapon Attack:* +10 to hit, reach 120 ft., one target. *Hit:* 31 (9d6) lighting damage.

Cyclone. When Taherako hits with a slam attack, it can summon a violent twister around the target. The target must succeed on a DC 18 Strength saving throw or become enveloped within storm force winds. An enveloped creature is blinded and restrained, taking 35 (10d6) bludgeoning damage at the start of each of it's turns. The creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

Thunder Nova (Recharge 5-6). Taherako unleashes a sonic wave of storm fury upon all creatures in a 30-foot radius. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) thunder damage on a failed save, or half as much on a successful one.

Tiger

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Senses darkvision 60ft., passive Perception 13
Languages --
Challenge 1 (200 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger 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 tiger can make one bite attack against it as a bonus action .

Actions

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:* 7 (1d8 + 3) slashing damage.

Tree Blight

Huge plant, neutral evil

Armor Class 15 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	3 (-4)

Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Common and Druidic but doesn't speak
Challenge 7 (2,900 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead tree.

Siege Monster. The blight deals double damage to objects and structures.

Actions

Multiattack. The blight makes four attacks: two with its branches and two with its grasping roots. If it has a target grappled, the blight can also make a bite attack against that target as a bonus action.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Branch. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one tar get. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Grasping Root. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature not grappled by the blight. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target takes 9 (1d6 + 6) bludgeoning damage at the start of each of its turns. ' The root has AC 15 and can be severed by dealing 6 slashing damage or more to it at once. Cutting the root doesn't hurt the . blight but ends the grapple.

Wraith

Medium undead, any alignment

Armor Class 15
Hit Points 67 (9d8 + 27)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages any languages it knew in life
Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.