GUILD

HEART OF THE WILD



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LOST CITY OF MEZRO

HEART OF THE WILD



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

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"Magic has always been an integral part of each clan's practice of the Hunt, which brings promise and prosperity. But such power must be treated with respect. If we turn away from Ubtao's guidance, all life in the jungle will once again suffer the consequences."

– Xhosala, Mage Hunter of the Obanashi

Introduction

The city of Mezro once stood as a shining beacon of hope, safety, and stability for the people of Chult. Protected by the mighty barae, the holy city was the center of most of Chultan civilization for thousands of years. Now, it is little more than a shadow of its former self. Ravaged by the Spellplague, these ruins have long since been plundered for its remaining treasures. There are two, however, that still hold a great deal of interest in the once splendored capital. One is Artus Cimber, a former Harper seeking to unravel one of the jungle's great mysteries. The other is Mesika, a noble warrior who claims to have once been a protector of the ancient city.

This adventure is set in Chult, the jungle peninsula in the Forgotten Realms, and may be used as a part of the *Tomb of Annihilation*™ setting storyline. It is designed for **three to seven 5th through 10th level characters**.

This module is the first of a series of adventures featuring the ruins of the lost city of Mezro. They can be identified by the *Lost City of Mezro* logo on the front page. Information regarding other adventures in this series are located in the *Continuing the Series* sidebar at the end of the module.

Adventure Background

For years, Artus Cimber has tirelessly sought for clues that may lead him to reunite with his wife, Alisanda. As a barae, a protectorate of Mezro, she was presumed dead when the ancient city was engulfed by the Spellplague. Artus, however, knows that his wife yet lives and the true city of Mezro is hidden away.

In recent days, Artus' efforts had finally gained him some concrete leads into where the true Mezro and all of its inhabitants may be hidden. One of these rumors is of an ancient enchantment much like the elven mythals that had been active for millenia, ever since Chult was once part of a great empire. Artus believes this mystical essence may have been used to shield Mezro from destruction. If such a power can be tapped, it may open a path to reach Mezro, where his wife, Alisanda, awaits him.

Daijobi Senga

There is some truth to the rumor of this ancient enchantment. The scholars of Mezro called it *Daijobi Senga* (day-JOH-bee SENG-ah), loosely translated as the "Heart of the Wild". It is a mystical essence that connects the jungle to the spirits of the Feywild. These guardian spirits are believed to have been part of the ancient empire that arose before the first humans settled in Chult.

The existence of this magical essence was known to many within the College of Wizards, but not much else. Its nature has been a closely guarded secret to a select few within Chult's oldest tribal clans.

The Mage Hunters

Magic is a part of life in Chult, however, its practice was closely regulated. A select group of spellcasters called Mage Hunters were tasked with stopping the practices of unsanctioned magic.

With Mezro gone, so is the College of Wizards that kept control over magic use in Chult. Without direct guidance from the god Ubtao, who abandoned the Chultans, the few Mage Hunters that remained outside



of the city refocused their practices over the next few generations. Now, they strive to purge the jungle of tainted magic and fiendish invaders.

Since the Spellplague, evil magics have run rampant throughout the jungle. The Heart of the Wild has not been felt throughout the Chult for the past century. One of the oldest clans, the Obanashi, have been trying to revive the source of the enchantment, but for now, all they can do is protect it from those who would usurp its power.

Adventure Overview

The adventure is divided into three parts.

The Runestone Guide. Artus Cimber hires the party to track down a reclusive sage. During their quest, they crosses paths with the servants an evil spirit who also desires the sage's secrets.

Temple of the Fallen Sun. To eradicate a foul curse, the party journeys into the ruins of an ancient temple to find and eliminate the source.

The Dark Hollow. The party ventures into the bowels of the Forsaken Tree to vanquish the dark entity that lairs beneath its roots.



Beginning the Adventure

The adventure begins with the party being approached by Artus Cimber. This can happen during any of the possible times they cross paths with Artus during the *Tomb of Annihilation* adventure. If the players have already completed the finale in that adventure, Artus will seek them out in Port Nyanzaru. For information on using Artus Cimber, refer to Appendix D in the *Tomb of Annihilation* hardcover.

The Death Curse?

If you are running this adventure as part of *Tomb of Annihilation*, and the players have not yet destroyed the Soulmonger, the Death Curse is still active and affects their characters in the same manner. Refer to "Running the Adventure" in *Tomb of Annihilation* for details on the Death Curse.

The Reclusive Sage

Artus is following several leads to find out what happened to Mezro. He has heard rumors of the Heart of the Wild and an old sage named Wainrath, a member of an old Chultan clan who knows plenty of the subject.

When the party encounters Artus, he is in the midst of following another lead, all the while being pursued by one of the many factions seeking to capture him and claim the *Ring of Winter*. Due to this, the former Harper has been unable to meet with the sage.

Artus offers the party a 250 gp reward if they meet with Wainrath in his stead and return with information on where to find the source of the Heart of the Wild. If the party accepts, he will direct them to the village of Tamalka near the edge of the Mistcliff Mountains.

Additional Adventure Hooks

You might need to provide additional incentive to accept Artus' mission. If the players have other quests that are yet unfinished, Artus tells the party that Wainrath knows much about Chult, and could have valuable information they might need.

Allow the player to rest and purchase provisions as needed before heading out into the wilderness.

Part One: The Runestone Guide

Refer to the Overland Map for a general overview of the adventure's locations. If you choose to use Random Encounters during wilderness travel, use the Random Encounters table in Appendix A of *Tomb of Annihilation*.

The Village of Tamalka

By the time the players arrive, Tamalka has already been attacked by a group of zealots under the sway of an evil spirit named Shavolak. These zealots are also here seeking Wainrath and the secrets of his clan. Many of the villagers were able to escape, but the warriors and priests who stayed behind to protect the village did not survive.

When the players arrive on the outskirts of Tamalka, obvious signs of smoke and debris within the village can be seen from several hundred feet away.

The Village Path

Read the following as the party approaches.

> Following Artus' directions, the maze of trees slowly clears way into a small path with a visible clearing in the distance. Though you can make out a few of the village structures from here, you also see wisps of black smoke rising from several areas within the village. A putrid stench permeates through already the thick, humid air. A few yards away from your location, you spot several battered corpses strewn along the path leading to the village entrance.

Path Ambushers

An **archer** and a **veteran** lie in wait to ambush the party as they approach. They are concealed in the brush along the side of the road near the corpses of the villagers they killed earlier. They can be noticed with a successful passive or active DC 15 Wisdom (Perception) check.

The enemy gains surprise on any characters who fail to notice them. They wait until the party either moves toward or attempts to pass the corpses before attacking. The archer attacks first, followed the veteran.

Treasure. The archer carries no treasure. The veteran carries an emerald signet ring worth 40 gp. The ring is engraved with a symbol resembling a scaled claw.

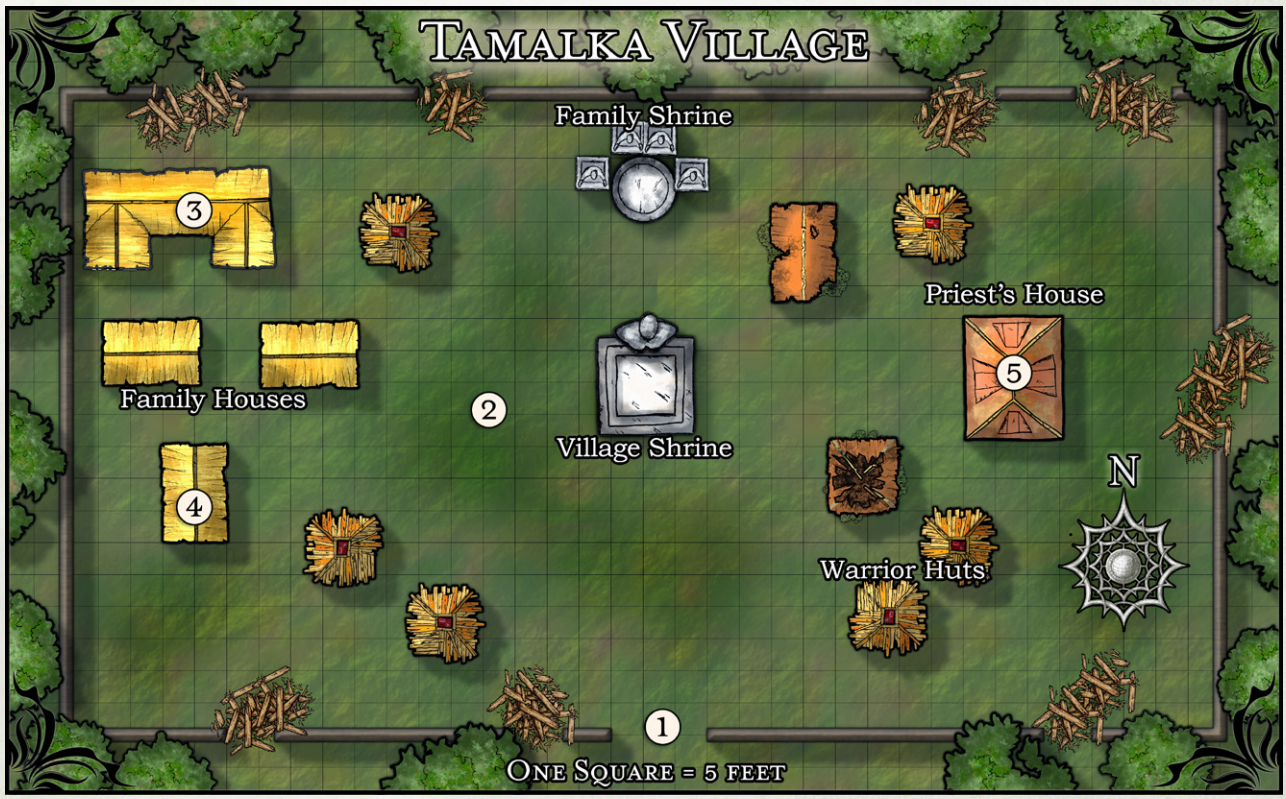
The Rival Clan

If the characters carefully examine the clothing and signet rings acquired from the veterans, a successful DC 18 Intelligence (History) check identifies their symbol as belonging to Clan Kambahal, one of the oldest of the Chultan clans who were prominent before the lands had fallen to the Spellplague over a century ago. They wear colorful reddish and brown garments with decorative patches sewn into the sleeves to denote family ties and clan rank.

Due to their strict code of honor, none of the Kambahal attackers willingly provide any information to the party as to why they have attacked the village.

The Dead Scouts

If the party chooses to investigate the corpses, they can be easily identified as guards or scouts that patrol the perimeter of the village. A successful DC 14 Wisdom (Medicine) check reveals that in addition to being stabbed and shot by arrows, one of them was mauled to death by some sort of large beast.



1. Village Entrance

A five-foot wooden wall surrounds the village, most of which has been destroyed or burned. A small wooden archway marks the village's entrance.

Perimiter Alarm and Pit Trap

The invaders set up two defenses at the village entrance.

Debris Alarm. Along the broken stretches of the southern wall, thin criss-crossed ropes are concealed within the debris with metallic trinkets, cups, and pottery tied into them. Attempting to pass through the debris filled openings causes the items to clatter, making enough noise to alert the enemy searching the nearby homes.

The ropes can be noticed with a successful DC 14 Wisdom (Perception) check. If noticed, they can be carefully stepped through with a successful DC 13 Dexterity (Acrobatics) check. They can be bypassed by climbing over the wall, requiring a successful DC 13 Strength (Athletics) check.

Spiked Pit Trap. Traversing along the ground beyond the entrance archway leads into a pit filled with poisonous spikes. The pit trap can be spotted with a successful DC 14 Wisdom (Perception) check.

If the trap is triggered, all characters passing through the archway must make a successful DC 14 Dexterity saving throw to avoid falling into the pit. Any character that falls in suffers 11 (2d10) piercing damage from the pit spikes. They must then make a DC 13 Constitution saving throw or take an additional 11 (2d10) poison damage from the poison laced along the spike tips.

2. The Grounds

The majority of the area is abandoned. If either of the traps were triggered in Area #1, the two archers that were in the Meeting Hall (Area #3) attack as soon as the party comes within thirty feet of the building.

> Most of the buildings in the area have been raided, torched, and sacked. The bodies of a few villagers are strewn about near the entrances of the various huts. The vile stench is even stronger in this area than it was outside the village.

Treasure. If the party searches the clan altar in the center of the village, a successful Intelligence (Investigation) check reveals a jade sun statue beneath the debris. The statue is worth 40 gp.

3. Clan Meeting Hall

Unless they were defeated in Area #2, two clan **archers** are here searching for Wainrath. Other than tables, chairs, and a few empty barrels, there is nothing in this building. The archers carry nothing of value.

4. Family Hut

Dapro, the enemy clan's shaman (NE male human druid), is here with his companion, a **catoblepas**. They attack the party on sight.

> The walls in this building mostly have been knocked over, revealing what was once a large central area separated by two large rooms and two smaller rooms.

Tactics and Developments

Dapro already has *barkskin* cast upon himself before the party arrives. When combat begins, the catoblepas will attack with its death ray while Dapro stay behind the beast and attempt to weaken the party with either *entangle* or *thunderwave*. After the catoblepas is defeated, the awful stench in the area vanishes after approximately five minutes.

Treasure

The catoblepas carries no treasure. Dapro has a pouch containing 42 gp and a *potion of greater healing*.

5. Wainrath's House

> Various wooden carvings and trinkets decorate this small house. The furninture has been tossed about. A desk and dresser in the corner of the main room has all of their drawers pulled out. The bed is turned on its side in the rear wall. An open trap door can be spotted in the floor where the bed once stood.

Wainrath recently fled through the trap door into tunnels leading beneath the Tamalka family shrines. If anyone searches the desk and makes a successful DC 13 Intelligence (Investgation) check, they discover a *scroll of protection from evil and good* hidden beneath one of the drawer compartments.

The Tunnel Maze

To honor Ubtao, Wainrath built a maze beneath the village leading to a private shrine where he and the elders perform occassional prayer rituals. Gavori (LE half-elf blackguard), leader of the invaders, is chasing Wainrath through these tunnels.

Traversing the Maze

Several spike traps are positioned through the tunnels of the maze. Each wrong turn along the path runs the possibility of encountering one of these traps.

When the party begins down the maze, roll 1d6. This is the number of halls the party will need to traverse before reaching the shrine.

Each path has a concealed pressure plate that can be spotted and avoided with a successful DC 14 Wisdom (Perception) check. If the pressure plate is stepped on, a row of spikes shoots up from the ground into the hall. Each person in the hallway must make a DC 13 Dexterity saving throw or take 9 (2d8) piercing damage.

Upon reaching the next intersection, the party (or the group leader) can make a DC 13 Wisdom (Insight) check. Success reduces the number of halls remaining by 1. Failure leads the party down another trapped hallway. Repeat this roll at each intersection until the number of hallways remaining is zero. When this happens, the party reaches the shrine.

The Other Shrine

Gavori and **Wainrath** are both here along with the blackguard's two **thug** followers. The blackguard is in the middle of interrogating the sage when the party arrives.

> The ground here is decorated with colorful urns, candles, and tapestries. Ritual carvings line the floor leading to a draped stone altar in the rear of the cavern.

Facing the Blackguard

Wainrath is severely beaten and unable to participate in any sort of conflict. If the party does not immediately attack, Gavori asks for a truce. He tells the party that Wainrath is a traitor to the clans who swore fealty to an evil spirit, and that he is here to discover the truth behind the disappearance of the Daijobi Senga. Gavori agrees that if the party leaves the chamber to let him finish his interrogation, he will share whatever he learns from Wainrath with them.

Gavori is, of course, lying to the party. A successful DC 14 Wisdom (Insight) check reveals that the blackguard is most likely being dishonest. If the party disagrees to his terms, Gavori and the thugs attack immediately.

If the party agrees to Gavori's terms, he returns from the shrine after five minutes and provides the party with the information they would have gotten from Wainrath (see "Talking with Wainrath" below). The party can interrupt Gavori's interrogation at any point in time, at which he and his followers will attack. If the party allows Gavori to leave, they encounter him again in the Seething Halls in Part 2.



Treasure

If defeated in battle, Gavori carries a sack of 7 emeralds worth 20 gp each.

Talking with Wainrath

If Wainrath is still alive after dealing with Gavori, he thanks the party for their help and will provide any assistance he can give. He explains that the Kambahal clan heard rumors of Wainrath's valuable knowledge regarding the Heart of the Wild, most likely from a similar source to where Artus Cimber heard the same.

If asked about the Heart, Wainrath tells the party the following.

- The Daijobi Senga is a protective enchantment that surrounded the jungles of Chult over a century ago. It is millenia old. High Priests of Ubtao believed it was this power that was used to breathe life into the jungle from the Feywild.
- After Ubtao abandoned his people, there was no one to protect Chult from the destructive lash of the Spellplague. After destruction washed over the land, a powerful evil corrputed the source of the Daijobi Senga, and the "Heart" had stopped beating for the jungle.
- A group of mage hunters from the Obanashi tribe are guardians of the mystical source that once powered the Daijobi Senga. Wainrath knows where to find their hidden temple, which the clan abandoned long ago.
- The only two clans who knew of the source's location were the Tamalka and the Obanashi. Others have sought to locate the Heart's source, many for their own evil ambitions.
- The head of the Obanashi clan is named Xhosala (Zho-SAH-lah). She is also the leader of an ancient order of spellcasters known as Mage Hunters.

Wainrath gives the party directions to the Obanashi temple. He also gives them a *sounding stone*. It is a smooth, obsidian rock with the symbol of his clan engraved into the base. He explains that the entrance to the temple is hidden and guarded. The stone will signal when the party is close to the entrance and allow them passage into the temple.

Gavori's Bargain. If the party instead accepted Gavori's offer, they learn all of the above information but do not receive the *sounding stone*.

Part 1 Conclusion

After the party returns to Artus with the information, he thanks the party and rewards 250 gp as promised. If they give Artus the sounding stone, he rewards them with an additional 50 gp.

Quest: The Seething Halls. Artus plans on heading toward the Mistcliffs to investigate the Obanashi temple. As he is seeking to avoid attracting the attention of certain powerful figures, he could use the party's help with his search. He offers the party a 400 gp reward if they can venture into the Obanashi temple and discover the source of the Daijobi Senga. In the meantime, he intends to follow a rumor on where to find members of the reclusive Obanashi.

If the party agrees to help Artus, he leaves them with the sounding stone and requests they meet him back in Port Nyanzaru after they succeed. Continue onto Part 2.

Part Two: Temple of the Rising Sun

In this section, the party ventures into the ruins of a cursed temple searching for the mystical source that powers the Heart of the Wild. During their quest, their paths cross with the ancient order of Mage Hunters.

Fate of the Obanashi

A century ago, the Obanashi tribal clan were one of the largest in Chult. Each family had at least one expert hunter, priest, or spellcaster, some of the latter even being ranking members of the College of Wizards.

They performed a ritual hunt during the change of each season. During that time, their priests and spiritlords paid tribute to Ubtao in the Hall of the Rising Sun. A sacred font of water in the hall opens a portal into an extradimensional space between the Prime plane and the Feywild. It is within this space that the Heart of the Wild had once flourished.

The Stolen Heart

The Heart itself is an enchanted stone that once contained a shard of Ubtao's essence. It is said to have been imbued during the height of the Quomec empire, a time when the first humans arrived in Chult. With Ubtao's departure, the Heart's connection with Chult had weakened severely.

After Chult fell to the Spellplague, an evil wizard named Kolate (KOH-la-teh) manipulated the head of the Obanashi tribe to reveal the Heart's location. Kolate stole the soul's energy from the sacred stone, trapping it into an enchanted coin from which Kolate could harness its power. Kolate had disappeared soon after, and the Heart of the Wild was no more. For years after the Spellplague, most of the surviving old clans in Chult began either vanishing or were absorbed into newer clans.

The Seething Halls

Once known as the Temple of the Rising Sun, this secret locale houses the portal in which the Heart of the Wild was kept. After the Heart was stolen, Kolate had placed a curse upon the temple and its worshippers, spreading madness, corruption, and death throughout the area. The Obanashi clan fought to remove the spreading corruption from their lands to no avail.

After nearly five years, the curse had vanished on its own. The tribal clan of the Obanashi still survives to this day, though much smaller than they once were. With their remaining numbers, they decided to form a new faction of mage hunters, dedicated to eliminating all forms of magical corruption in Chult.

Though the curse was lifted, the damage had already been done. The remainder of the Obanashi clan left the safety of the mountainside and journeyed eastward. Over the next century, the location of the halls had been lost in the mists of history.

A spirit naga recently took residence within the main hall of the temple and claimed it as his lair.

Locating the Seething Halls

If the party follows the map left behind by Wainrath, they should reach the entrance to the halls within a day. During that time, you may use the "Lesser Undead" section of the Wilderness Encounters tables in Appendix B of *Tomb of Annihilation*.

When the party reaches the mountainside, Wainrath's stone reacts to being in proximity of the temple.

> Though the air is not as thick at this height, the tree cover down below no longer shields away the unyielding light of the midday sun. A gentle mist hangs low over the foliage leading along the base of the mountain. There is a disturbing silence in the area, with no signs of wildlife to be found. If Wainrath's information proves true, the entrance to the temple cannot be far.

If the party has the *sounding stone*, it gently pulls whomever is holding it toward the secret entrance along the wall of the mountain. Either way, once the party comes within 50 feet of the entrance,they spot a large magical rune carved along the wall. If the party approaches any closer with the *sounding stone*, the rune glows a bright orange before vanishing, revealing the northern entrance into the former temple.

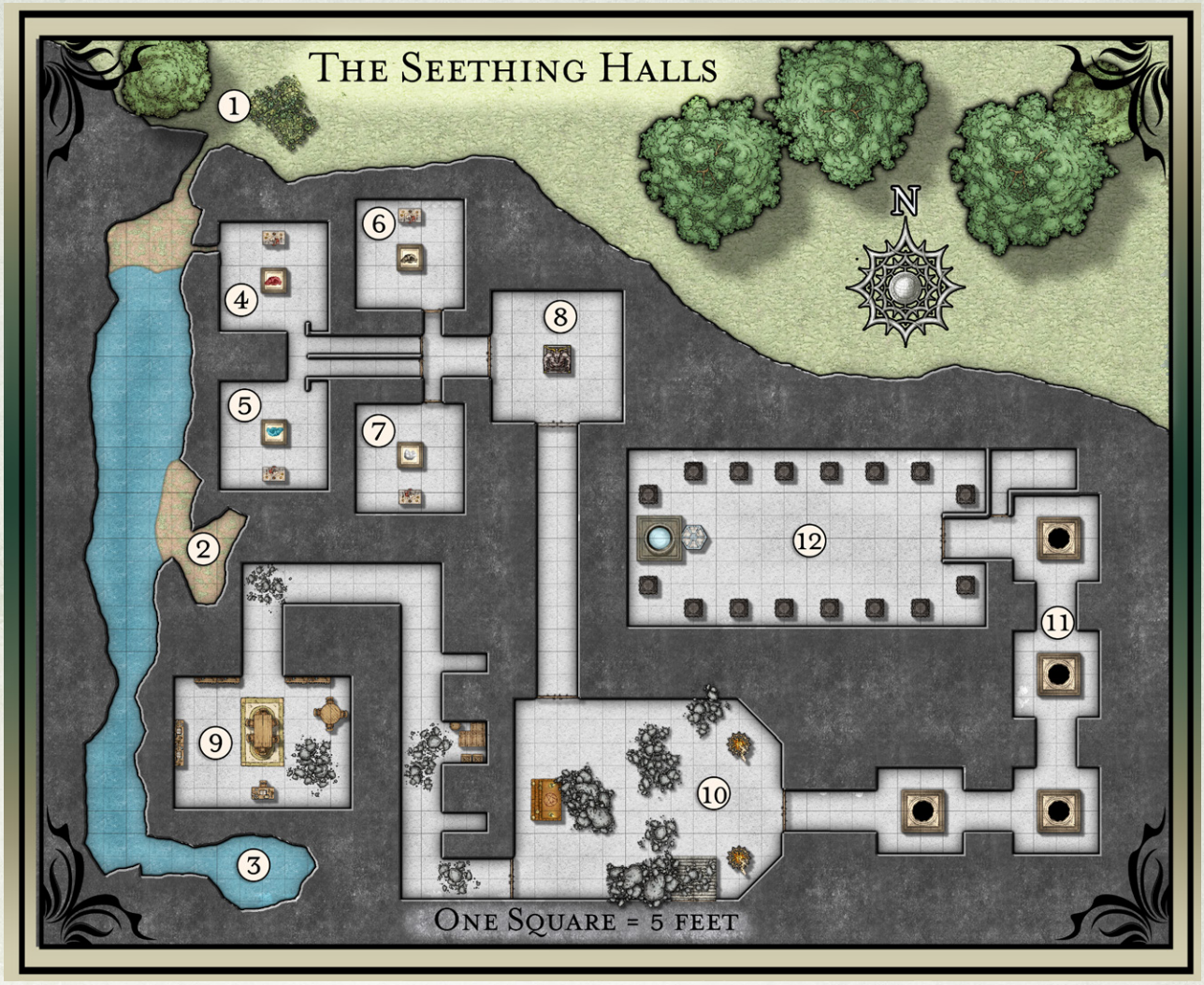
> **The Obanashi Hunters**
>
> Artus Cimber is already on his way here with the mage hunters of Obanashi not too far behind. With Master Xhosala leading them, they arrive at the entrance to the temple either two hours after the party first enters or when they meet Mesika in Area 10, whichever comes first. They do not enter the hall but instead position themselves at Area 1 to await the party's return.

Once the entrance wall and the rune disappear, Wainrath's stone ceases to hum and becomes dormant. It does not activate again until the party reaches Area 12.

1. The Capricious Guardian

A **chwinga** named Nava lives in a small shrub patch outside the tunnel entrance. It has been decades since she has seen so many new visitors and is overjoyed to see the party. She appears from her shrub and calls out to the party upon their approach.

If the party is hostile, she immediately retreats into her shelter or uses her *pass without trace* spell to flee, eventually returning after a few minutes. If the party speaks with her, Nava introduces herself as the guardian of the area and the party must pass her test in order to enter. This is actually untrue if the party posesses the *sounding stone*. The party may freely move past her if they wish as the entrance is already open. If they do, however, choose to entertain Nava, they may still learn the correct sequence of the column puzzle in Area 11. If asked, she also mentions that other visitors have been here recently, but does not reveal any details about them, other than that they have passed her challenges.



Nava's Challenges

Nava has three tests the party must pass in order to prove themselves worthy.

A Simple Riddle. Nava asks the party a simple question: "Who are the true Children of Ubtao?". The answer is "the dinosaurs". If no player knows this to be the answer, they can figure out the answer with a successful DC 13 Intelligence (History) check. Nava give the party three tries to answer correctly.

Catch the Glow. Nava produces a small globe of light, and challenges the party to catch it with their hands and bring it back to her. The light globe drifts about the area no more than four feet above the ground and no further than 30 feet from Nava's location.

Physically catching it requires successful DC 13 check using either Strength (Athletics) or Dexterity (Acrobatics). If a player tries to anticipate the light's movement and makes a successful DC 15 Wisdom (Insight) check, grant them advantage to their roll to catch the globe.

Reward the players for ingenuity if they use magic. Only if the light is dispelled or snuffed out will Nava accuse the party of cheating and demand they start again. Each party member gets three tries to catch the globe.

Make Me Laugh. Nava hasn't been entertained in years, and asks the party to make her laugh. This can be done in a multitude of ways. Whichever method they choose, any attempting player can succeed with a successfuil DC 13 Charisma check, using either Persuasion or Performance depending on what they try. Using magical means to force Nava to laugh will automatically fail. Nava will allow the party three attempts at this task.

Worthy Enough

If the party passes all three challenges, Nava tells the party they are worthy to pass. If the entrance is still sealed, it opens in the same manner as if the party had used the *sounding stone*. Nava also tells the party that to reach the main hall, they need to know the numbers 3, 1, and 5, and 4, in that order. This is the correct sequence to the column puzzle in Area 11, but she does not reveal this to the party.

If the party does not pass all of the challenges, Nava opens the entrance anyway, telling the party that she is letting them in because she likes them, but if they can't pass her tests, they may not like what they face inside the temple halls. She also does not provide them with the numerical sequence to the column puzzle.

Quest: The Beguiling Snake. Regardless of what happens with Nava's Challenges, she asks the party to rid her home of a foul snake that has taken up residence in the temple. If they return to her with the snake's head, she call upon the spirits to grant them a special boon.

Regardles of whether or not they accept her mission, the party will have to deal with the spirit naga in the temple's main hall.

Should the party return with the naga's head, Nava grants a single player of the party's choice with a *charm of heroism*.

The Lingering Darkness

Though the temple is no longer cursed, remnants of the ancient corruption still lingers through the halls. At the DM's option, each character walking through the halls may experience feelings of unease, as well as occassionally hear faint sounds of angry shouting or wails of terror. These have no effect on the party in game other than to keep the players on edge and provide for a little extra setting environment.

2. Flooded Hall

The water in this hall flows slowly from a northern source within the mountain down into the draining pool in Area #3. Before entering the water, any character who makes a successful DC 13 Wisdom (Perception) check notices the small crevasse in the east wall leading into Area #4.

> A slow stream enters from the west, flowing along this long, cavernous passage. Though there is no steam rising from the water, a strange formation of bubbles occasionally forms in various spots before gently bursting into mists along the surface.

The floor of this hall slowly ramps downward. The water starts at approximately a foot deep at the northernmost point, up to three feet deep near the alcove halfway down, then up to approximately five feet deep at the south end before the draining pool.

Poisoned Waters

A poisonous fungus breeds beneath the water's surface. Anyone treading into the water for more than two rounds must make a DC 13 Constitution saving throw. If failed, they grow ill and are considered to be poisoned for the next 10 minutes (see "Conditions" in Appendix A of the *Player's Handbook*).

If still in the water the end of the 10 minutes, they must repeat the saving throw again.

Red, Red, Vine

The elevated alcove is choked with vines, moss, and foliage. Two **assassin vines** lair in this alcove and attack one round after the first character enters the alcove.

Treasure. A successful DC 12 Wisdom (Perception) check notices a small crate buried in the vines in the rear of the alcove. Once the assassin vines are defeated, the remaining vines can be cleared within two minutes. Inside the crate, hidden beneath a pile of rotted clothing, is a *driftglobe*.

3. Draining Pool

The ground in this small cave is a little over six feet beneath the surface. The small pool drains out at the bottom through an extremely small crack on the southern end of the cave.

A **water elemental** lairs within this pool. It attacks the party only if they enter the small cave.



Trial of the Elemental Spirits

Areas 4, 5, 6, and 7 each contain a statue representing a prominent elemental spirit of the jungle. Each altar requires a specific action be accomplished to avoid the trap in the room from being sprung. Performing the tests at the altars rewards the players with a stone, which when all four are placed in the statue in Area #8, the door leading into the inner halls will open.

The statue will provide its stone whether the task is successfully completed or not. If the players ever get stuck on what to do in these rooms, feel free to remind them of the clues, or let them make a DC 11 Wisdom (Insight) check.

4. Altar of Salamandri

The walls of this chamber are dressed with runic carvings and intricate stone inlay. A reddish stone statue of a tall humanoid with flaming hair sits atop a four foot pedestal. A small stone altar sits atop a dais against the north wall.

A Burning Sensation

The statue has an inscribed plaque showing a carving of a humanoid hand placed within a circlular sun symbol set atop a stone block.

If the party examines the altar, they notice a tapestry draped across the top, decorated with flames. The center of the tapestry is cut out in a circular pattern with a large sun symbol carved into the stone beneath. The imprint of a hand is burned into the center of the symbol.

Any character who places their hand onto the sun symbol feels a wave of intense heat shoot through their arm. It does not matter if they are wearing armor, gloves, or are bare handed. They must make a successful DC 14 Constitution saving throw to avoid immediately pulling away. If they succeed, they suffer 5 (1d10) fire damage. If they fail, a cone of fire shoots out from the statue . Each creature within 10 feet of the altar must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much on a successful one.

Regardless of how the trial ends, the base of the statue opens revealing a smoothly rounded piece of red granite.

5. Altar of Undina

This chamber is similar to Area #4. The statue here is of a female humanoid rising out from a column of water. Carved into the plaque is the image of a humanoid figure staring down into a pool of water. Investigating the altar reveals the center has been hollowed out and filled to the top with crystal clear water.

Gazing into the Abyss

The first character to walk all the way up to the altar and stare directly into the pool will see visions in the water representing their worst of fears. They must make a DC 14 Wisdom saving throw to avoid running away in terror. Any bonuses or immunities to fear also apply to this saving throw. If the save fails, the character suffers a form of short term madness (see "Madness" in Chapter 8 of the *Dungeon Master's Guide*).

Regardless of how the trial ends, the base of the statue opens revealing a smooth piece of lapis-lazuli rock.

Tampering with the Pool. Any attempt to throw items into, cast spells at, or tamper with the altar triggers the statue's trap, causing all creatures in the room to make the saving throw above, suffering the same effects if they fail their save.

6. Altar of Sylpha

The gray and white statue in this chamber is of a lithe, somewhat amorphous humanoid with legs made of smoke or mist. Carved into the plaque at the statue's base is the image of a humanoid shape reaching into a ring of floating orbs.

Shock Factor

As soon as a character comes within 5 feet of the altar, a ring of six stones each the size of a fist rise from the base of the altar and begin to spin. Each one periodically shoots a small stream of lightning into a seventh stone in the center of the floating circle. The lightning streams seem to follow some type of pattern, with small moments in which there is no lightning at all.

A character can attempt to grasp onto the central stone during a break in the lightning streams by making a successful DC 13 Dexterity (Sleight of Hand) check. If they take an extra two rounds to study the pattern first and make a successful DC 14 Wisdom (Insight) check, they gain advantage to their Dexterity check.

Failing the save triggers the trap, causing the statue to spit a bolt of lightning in every direction. Each creature in the room must make a DC 13 Dexterity save or suffer 10 (3d6) lightning damage.

Regardless of how the trial ends, the base of the statue opens revealing a smooth piece of white quartz.

Tampering with the Stones. Any attempts to attack, cast spells at, or tamper with the stones immediately triggers the statue's trap.

7. Altar of Pygmis

In the center of this room is a granite statue of a stocky figure standing atop a large, rocky outcropping. Carved into the plaque at the base is a pattern of squares, some filled in solid, and the rest of them empty.

Button Mashing

The top of the altar has a block of stone buttons along the surface, four raised on the left, and four lowered on the right. If one stone is pushed down, another two raise from the base of the altar.

To solve the puzzle, the raised and lowered stone buttons must match the pattern carved into the statue's plaque. This can be solved by making three successful DC 13 checks using either Intelligence (Investigation) or Wisdom (Insight). This can be performed either as group checks or individual.

If the roll is failed three times before three successes are made, the statue's trap is triggered, causing poisonous gas to fill the chamber from the statue's base. Each character in the room must make a successful DC 13 Constitution saving throw or suffer 10 (3d6) poison damage.

Regardless of how the trial ends, the base of the statue opens revealing a smooth piece of obsidian.

Tampering with the Altar. Any attempts to attack, cast spells at, or tamper with the altar or the buttons immediately triggers the statue's trap.

8. Spiritlord's Shrine

> Tapestries and carvings of many different types of creatures line the walls of this room. In the center stands a 12-foot tall statue of a collection of three humanoids, each wearing masks with bestial features such as horns, beaks, fangs, or snouts. The statue is carved from an amalgam of different types of stone. A huge set of iron double-doors takes up a large portion of the south wall.

The door in the south wall has no handles and is surrounded by an *anti-magic field*. In the center of the double door are four indentations approximately the size of an average human fist. These are for the four stones gained from completing the tasks in Areas 4 through 7.

Placing the stones in any order into the door's indentations dispels the *anti-magic field* and opens the door. The door can also be pushed open with a successful DC 20 Strength (Athletics) check. Doing so, however causes the statue of figures to come to life. Use the stats for a **shield guardian** and two **animated armors** to resolve the encounter.

9. Priest's Quarters

This area was primarily used for resting and holding meetings amongst the worshippers of the temple. The crates in the east hallway contain old clothes, spoiled food, and rusty trinkets.

Spirit of the Past

Rhoga, a **ghost** inhabits the large chamber. In life, Rhoga was the head of the Obanashi clan before being duped by Kolate (see "Fate of the Obanashi" at the beginning of Part 2). Now, she simply wanders this hall, unable to move on to the afterlife. She makes no move to attack the party unless threatened.

If the party attempts to communicate with her, she responds if they make a successful DC 13 Charisma (Persuasion) check. If they fail the roll, she drifts into the Ethereal Plane and leaves the party alone.

If they succeed, Rhoga introduces herself. She can tell the party the history of the temple as well as it's fall after the Spellplague. She claimed to have found Kolate hiding deep in the jungle wilderness, but perished trying to stop the evil wizard. Refer to the beginning sections of Part 2 for any information the party can learn from Rhoga. She also tells the party that a cunning naga has taken over the main hall. Other than that, however, she knows nothing of current events in Chult.

Rhoga mentions she is certain, somehow, that Kolate must still be of this world. She believes it is the reason why Ubtao will not allow her spirit to move on into the afterlife. If the party requests help from Rhoga, she cannot leave this room, but tells the party where she hid the key to her armoire (see "Treasure" below).

Treasure

Most of the desks contain old writings and rituals that are useless to the party. In a slot beneath a drawer of one of the desks is a small key that can be discovered with a successful DC 15 Intelligence (Investigation) check. The key opens the armoire in the northwest corner.

The armoire is locked and trapped with a poison needle trap. The trap can be spotted with a successful DC 14 Wisdom (Perception) check. Both the lock and trap can be disabled with a successful DC 15 Dexterity check. On a failed check, the trap is sprung, requiring the character to make a DC 15 Constitution saving throw or suffer 11 (2d10) poison damage. Using Rhoga's key to unlock the armoire automatically disables the trap.

Inside the armoire are finely tailored robes with gold and silver trim worth 50 gp. In addition, on the top shelf is a *scroll of lesser restoration*.

10. Main Entrance

This room was once the main entrance into the temple, leading from a cavern in the mountains that had collapsed about a century ago.



Mesika is here and greets the party in a friendly, yet cautious manner. She will defend herself if threatened. If the party is unreasonably hostile, she will use her belt to *teleport* out of the temple.

Blackguard's Ambush. If the party made the deal with Gavori in Part 1, he is here instead with his two thug followers. They followed the party past the spirit trials and attempt to ambush them in this room.

They rush into the room a round after the party enters and gain surprise on any character who fails to make a DC 14 Wisdom (Perception) check. As the party has already gotten him to where he wishes to be, Gavori has no desire to negotiate with the party.

One round after combat begins, Mesika arrives and senses the evil magic surrounding the blackguard. She attacks Gavori immediately.

> This large room may have once been a beautifully crafted hall of worship to Ubtao. Now, most of the walls are marred or scorched. Large chunks of rocky debris from the walls and ceiling are scattered about the chamber along with piles of broken furniture. The remains of an old dais lies near the west wall. A set of wide stone steps leads a broken path up to an archway that had collapsed long ago.

Warrior of Mezro

Mesika introduces herself as a warrior from the Lost City of Mezro. The last thing she remembers is the Spellplague hitting Chult before awakening somewhere near the ruins nearly a century later, with very little memory of who she was (Refer to Mesika's entry in Appendix A for details).

She tells the party that her visions have led her to this temple which hopefully holds some clue as to how she can return home. The party can share as much or as little information as they choose. Either way, Mesika offers to help the party reach the temple's main hall, where she may also find her own answers.

If the party agrees, Mesika joins their group. Should the they instead decline, she simply leaves and does not encounter the party again until they leave the temple.

> **Caught Between the World and Nyanzaru**
>
> If the party completed the Adventurer's League adventure, *A City on the Edge (DDAL 07-01)*, they may recognize Mesika as the warrior, Nerissa. Depending on their actions in the adventure, they may already know Mesika's real name and her quest to investigate the Death Curse and current state of affairs in Chult.

The Ritual Shrine

If the party investigates the shrine, most of the carvings and decorations are either faded or broken, but a few of the carvings can be seen upon the surface depicting eight figures standing in a circle. There are four such carvings.

A successful DC 14 Wisdom (Religion) check identifies these carvings as formations for certain rituals, each one with a different priest leading the ritual, marked with a sun symbol beneath them. These carvings provide a useful clue to the column puzzle in Area #11.

Treasure

If Gavori is defeated here, he carries a sack of 7 emeralds worth 20 gp each, and Wainrath's *sounding stone*.

11. Walk of the Faithful

> Several huge stone columns run along the center of this hallway. A ring made of dark metal encircles the bottom of each column at the base, in sharp contrast to the pristine while marble forming the columns themselves.

Examining any of the columns reveals carvings in the metal rings. They are hash mark counters numbered 1 through 8. Directly above the ring is a sun symbol carved into the column.

Column Puzzle

Each column is rigged with a blade trap which can be avoided if the party knows the correct sequence to disarming the columns.

Trap Trigger. As soon as any character passes the second column, sharp blades shoot out from the sides of the columns and spin about, covering the entire hall. Each creature within 10 feet of an active column must make a DC 13 Dexterity saving throw or take 7 (2d6) slashing damage. Each round thereafter, the saving throw must be repeated until the creature moves far enough away from the column or the trap is disarmed.

Disarming the Column Trap. Each column can be disarmed by turning the metal ring, matching the correct number to the sun symbol on the column. From south the north, the numbers are 3, 1, 5, and 4. They can learn this in one of three ways:

- Completing Nava's challenges in Area #1
- From the altar carvings in Area #10. If the party examined the altar in the Entrance Hall, they can figure out the puzzle with a successful DC 12 Wisdom (Insight) check.
- If anyone makes it to the small room north of the hallway, they will see carvings on the floor similar to the ones on the altar in Area #10. Allow them the same Insight roll to figure out the puzzle.

Regardless of whether or not the columns are disarmed, the door leading to Area #12 is unlocked.

12. Hall of the Rising Sun

Hajoka, a **spirit naga**, is here with its companion, a **giant constrictor snake**. The naga has claimed this hall as his lair. Feeding off the remaining power within the font portal, it intends to one day build a powerful army to crush its mortal enemies, the yuan-ti.

> Decorative columns and tapestries line the walls of this grand chamber. A large platform can be seen opposite the entrance, atop of which sits a stone cylinder filled to the brim with glowing, crystal clear water. A huge iron carving of the sun with the symbol of Ubtao in it's center hangs from the ceiling over the platform.

Facing the Serpent

Hajoka does not welcome any visitors. If the party did not enter the room cautiously, or they triggered the column trap in Area #11, Hajoka is already expecting them. Though Hajoka cannot enter the font portal, the power within provides the naga with a special enhancement to its magical abilities, which it uses first in attempt to dominate one of the party members.

Hajoka taunts the party in battle, claiming they are to soon become its soldiers in its immortal army. It will only engage in physical combat if it is forced to do so, instead sending the constrictor snake into the fray.

The Stone and the Portal

The font pool is a portal that leads into an extradimensional space between the Prime Material plane and the Feywild. If the party is carrying the *sounding stone*, the stone emits a sharp hum until brought within 10 feet of the pool, after which the portal inside the pool opens. Once the portal opens, the stone crumbles into dust.

The extradimensional space is approximately 100 feet in diameter, filled with lush vegetation and surrounded by a golden mist that generates its own bright light. The mists form a magical barrier that cannot be entered or bypassed. In the center of the area is a pool of water from which the party enters and exits. An old, withered tree nearby marks where the Heart of the Wild once flourished.

A peaceful sensation can be felt by all who enter here. The party can gain the benefits of a long rest here by resting for just one hour. Other than that, no other benefit can be gained from this area. If she is with the party, Mesika prods at them to leave if they choose to linger unnecessarily.

Treasure

Hajoka kept a small hoard in a jeweled box sitting near the platform. The box contains 225 gp and a collection of necklaces and rings worth 90 gp. The box itself is worth 40 gp.

Leaving the Temple

Once outside, the party encounters Artus, who is in a heated discussion with the Obanashi leader, Xhosala (NG human **mage**), her second, Josok (LG human **priest**), two Obanashi hunters, along with two **acolytes**.

A Difference of Opinion

Xhosala and Artus appear to be in a shouting match when the party arrives. The mage hunters have quite a few reservations with adventurers romping through their once sacred halls. Xhosala takes even greater issue with Artus' quest regarding the Heart of the Wild, stating that even if such a power returns, it should still never be used for selfish gain.

The party can interject in this discussion at anytime. If they stand and watch the interaction for more than three rounds, the confontation grows more tense and Xhosala immedately accuses the party of being Artus' companions in his blasphemous quest. If Mesika is with the party, she attempts to calm things down if the party still decides to do nothing.

Diffusing a soon to be violent situation requires a successful DC 14 Charisma (Persuasion) check. Have the players roleplay this if you choose. If Mesika is with the party, or if anyone mentions Wainrath, or the defeat of the naga and Gavori, grant them advantage to the roll. They receive two attempts at this and need only one success. Failure on both rolls causes the mage hunters to attack the party as heretics.

Ending the Battle. If combat ensues, Xhosala surrenders when she is brought down to less than 30 hp. and offers a truce, stating that only she and her clan can help the party achieve their goal.

Part 2 Conclusion

Assuming a truce has been struck or the argument has been diffused, Xhosala agrees to help Artus and the party if they help her clan.

Kolate and the Forsaken Tree

She tells the party that the Daijobi Senga was stolen from the temple a century ago, and she believes to know where it was taken.

The Nimbrese wizard that stole the Heart hid deep in the jungle while trying to escape the hunters who pursued him. The Obanashi high-priest, Rhoga, eventually found Kolate and tried to take the Heart back from him. In the battle that ensued, Kolate released the corrupted power of the Heart, causing a massive wave of destruction that killed them both.

Since then, the Heart has become a source of corruption and death, taking the form of a giant tree of darkwood that towers over the jungle canopy. It's roots sink deep beneath the ground, corrupting the land around it. Those that venture within its depths become food for the tree's eternal hunger.

Quest: The Forsaken Tree. Xhosala and her people have tried to reach the source of the corruption deep beneath the Forsaken Tree, but to no avail. She and her clan can perform a ritual that allows a group to enter the depths of the tree, but they must keep the ritual active in order to protect those venturing within from instantly becoming food for the ancient tree.

Xhosala asks the party to enter the Forsaken Tree with their help and retrieve the *heart of blight*, the cursed coin that contains the Heart of the Wild. In return, the Obanashi will commune with the spirit held within the Heart to discover any knowledge they can obtain regarding the city of Mezro.

Xhosala's last request is that Artus remain with her clansfolk during the ritual to protect them. She is well aware of the former Harper's desperation to return to Mezro, and does not trust his intentions should the Heart be found. This stipulation is non-negotiable.

It is clear that Artus cannot accomplish this task without the party. He intends to honor his original arrangement with the party but offers to increase his payment to them by an additional 400 gp if they agree to help him with Xhosala's request. Mesika volunteers to help, regardless of what the party decides.

If the party chooses to help, Xhosala tells them the location of the tree. Artus tells them he will meet them there. They may continue on to Part 3. If they refuse, their adventure ends here. Artus pays them the 400 gp as promised.

Part Three: The Dark Hollow

In the last part of the adventure, the party ventures into the bowels of a cursed tree in order to recover the essence of the Daijobi Senga.

The Forsaken Tree

The Forsaken Tree is a massive darkwood structure hundreds of feet wide and reaches far up past the jungle canopy.. The canopy and branches are home to twisted creatures. The entire jungle terrain within a mile of the tree is blighted and sickly.

Travel to the Forsaken Tree is hazardous. If you choose to roll for andom encounters, use the Wasteland Wilderness Encounter Table in Appendix B. of the *Tomb of Annihilation* hardcover.

When the party arrives at the base of the tree, read the following.

> The trunk of the Forsaken Tree is a twisted miasma of sinuous, ashen-colored wood that rises up beyond the thick jungle canopy. The stench of death and decay permeate the humid air, making it harder to breathe as you near the tree's base. A chain of twisted roots rise out of the ground like a petrified wave, extending hundreds of feet from the trunk. In the center, an opening about thirty feet wide can be spotted, surrounded by an arch of twisted vines and branches which appear to subtely twist and writhe around the opening.

Performing the Ritual

Xhosala, Artus, and the mage hunters arrive a few minutes after the party. Preparing for the ritual takes 10 minutes, during which time the party may make preparations themselves.

Mesika. If the party befriended Mesika in Part 2, she is here as well and volunteers to join the party. If the party refuses, she will graciously accept their decision and remain to protect the camp.

Xhosala's Stone. Xhosala gives the party her *sounding stone*. She tells them it will help them reach the location where the Heart of the Wild is hidden.

Binding the Entrance. When the ritual begins, the writhing entrance noticeably stops its shifting motions, the vines and branches becoming dormant. It is at this point that Xhosala tells the party they may enter and wishes them all good fortune.

Watching the Front

It is possible that a player wishes to remain with Artus and protect Xhosala's camp. If this happens, Xhosala reminds them their group will need them more down within the depths than outside. Do your best to remind the player of that as well. If the player absolutely insists, then let them remain outside and allow the rest of the players to continue on. There is no threat to the camp.

Into the Depths

There is no map to the tunnels beneath the base of the Forsaken Tree. The twisted paths beneath the roots travel in hundreds of different directions. The humming of the *sounding stone* can guide the party down the proper paths until they reach the center.



Darkness Below the Root

The passages beneath the tree are lined with thorny, twisted vines and roots that writhe and pulse as the party makes their way down. Sometimes they even bleed, or form into the visages of tormented faces. In addition, any light source carried by the party seems to shed a tinge of deep red. Though this has no direct effect on the characters, it does help to provide a bit of flavor for the environment.

The Horrors Within

The Forsaken Tree is a twisted version of the Heart of the Wild. It represents a distorted link to the Feywild, absorbing the life essence of everything around it and corrupting it into its worst possible form.

While traveling through the depths, the party can run into a variety of encounters. Roll 1d6. This is the number of hours it will take for the party to reach the cursed hollow beneath the tree. During each hour, roll a d20 and consult the table below. Encounter listed as "Special" are described in the next section.

Encounters in the Forsaken Tree

d20	Complication
1-2	Two **assassin vines** and two **vine blights**
3-4	A pack of three **su-monsters**.
5-6	A **redcap** and two **meenlocks**
7-8	Two **girallon zombies**.
9	Special: Aviline the Huntress
10	Special: Lavan the Wanderer
11–20	No encounter.

Aviline the Huntress. Aviline was once an elven adventurer who ventured into the Forsaken tree. Now, she is a **ghost** who eternally walks these tunnels. She does not immediately attack the party unless visibly threatened. Instead, she is interested in hearing tales of the world abo. If the party decides to accomodate her, have them make a DC 14 Charisma (Performance) roll.

If they fail their roll, Aviline grows bored and vanishes. If they are successful, she is delightfully entertained and offers to guide them through the next passage they are heading toward. If the party agrees, reduce their travel time by one hour.

Lavan the Wanderer. Lavan is a **korred**, and an expert at wandering through these tunnels. He defends himself if attacked, but is far more interested in what brings the party this far beneath the base of the Forsaken Tree.

If the party lies to Lavan, have them make a DC 14 Charisma (Deception) check. If they fail, Lavan calls them on their bluff. If they lie again to Lavan, have them make the same check. On a failure, Lavan uses stone shape to block the party's current path. Add one hour to their travel time.

If the party either succeeds in their roll or they simply tell Lavan the truth, the korred tells the party he is in a good mood and decides to help them out. He creates a shortcuty to the end of the party's current path. Reduce their travel time by one hour.

Chamber of the Cursed Heart

When the party's travel time reaches zero, they reach the central chamber deep below the tree's roots, where the *heart of blight* can be found.

> You reach a large circular chamber. Most of the walls are covered in dead branches, brambles, and vines. In the center of the chamber is a column that appears to be a gigantic 20-foot tree root winding up from the floor into the ceiling. An opening in the center of the root contains a small reddish circular disc. Tiny flecks of gold light shine from the disc's surface.

The Forsaken Guardian

Kolate, a **necromancer** is here He does not appear until the party comes within 30 feet of the *heart of blight*. The cursed coin absorbed Kolate's spirit into itself, enslaving the greedy necromancer as its guardian. Kolate to this day believes that he turned the world into this vile lair of corruption. Once Kolate appears, he attacks the party immediately.

Treasure. Kolate carries a pouch of components worth 120 gp. and *goggles of night*.



The Twisted Heart

With Kolate defeated, the party can recover the cursed coin. Touching the coin causes the reddish spores on its surface to burst out into a poisonous cloud. All creatures within 20 feet must make a DC 14 Constitution saving throw , taking 22 (4d10) points of poison damage on a failed save, or half as much on a successful one.

With the *heart of blight* in their possession, the party has no issues traveling back to the surface.

Adventure Conclusion

Xhosala and the Obanashi rejoice when the party emerges from the bowels of the Forsaken Tree. The massive trunk of the tree has already begun to change color into dark grayish brown. The vines and brambles have begun to thin and fall apart.

Cleansing the Heart

After returning to the Seething Halls, the Obanashi perform the ritual to return the Heart of the Wild to its rightful place, Xhosala tells the party that though the spirit has been sanctified, it will take some time before its power can truly spread across Chult again.

The mage hunter was, however, in communing with the eternal spirit, able to confirm the existence of the great city of Mezro. She says it is sealed far away from the world, shielded from the corruption that has infected the lands of Chult. She believes that before Mezro can once again be as it was, Chult must be cleansed. Once this happens, perhaps even Ubtao may once again take pride in his people.

Mesika

If Mesika was with the party, she bids them farewell. She did not find a path home, but she tells the party that her mission is now clear. She is determined to bring order back to this region and hopes that someday both her home and her memories will return to her.

Artus Cimber

Artus thanks the party and awards them with 800 gp as promised (400 gp for Part 2 and the additional 400 gp for Part 3). Though he did not gain exactly what he was looking for, he does, for now, have reassurance that the true Mezro exists and that he will once again be reunited with his wife someday.

Continuing the Series

This adventure is the first in a series connected to discovering the Lost City of Mezro. Some time after the conclusion of this adventure, Artus learns of the existence of a portal that may lead directly to the ancient city. His tale continues in the upcoming adventure, *The Risen Mists*.



Appendix A. Non-Player Characters

Artus Cimber

A former member of the Harpers, Artus Cimber is the keeper of the *Ring of Winter*. He is currently focused on finding his beloved wife, Alisanda, who disappeared along with the city of Mezro during the Spellplague.

Artus has many evil forces searching for him with intentions on claiming the *Ring of Winter* for their own. This has unfortunately placed Artus in a position where he must constantly keep moving. He often travels on his own in order to avoid attention and not endanger those who would travel with him.

For a more detailed background on this NPC, refer to his entry in the *Tomb of Annihilation* hardcover.

Artus Cimber's Traits

Ideal. "The preservation of knowledge and history is important to me."

Bond. "I long to be reunited with my wife, Alisanda."

Flaw. "I am slow to trust strangers - adventurers in particular."

Artus Cimber

Medium humanoid (human), neutral good

Armor Class 15 (natural armor)
Hit Points 123 (13d10+52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +5, Cha +7
Skills Deception +7, History +9, Insight +6, Survival +9
Damage Resistances cold (while wearing *Ring of Winter*)
Senses passive Perception 13
Languages Common, Draconic, Dwarvish, Goblin
Challenge 7 (2,900 XP)

Special Equipment. Artus wears the Ring of Winter. He and the ring can't be targeted by divination magic or perceived through magical scrying sensors. While attuned to and wearing the ring, Artus ceases to age and is immune to cold damage and the effects of extreme cold.

Artus wields Bookmark, a +3 dagger with additional magical properties. As a bonus action, Artus can activate any of the following properties while attuned to the dagger, provided he as the weapon drawn:

- Cause a blue gem set into the dagger's pommel to shed bright light in a 20-foot radius and dim light for an additional 20 feet, or make the gem go dark.
- Turn the dagger into a compass that, while resting on Artus's palm, points north.
- Cast dimension door from the dagger. Once this property is used, it can't be used again until the next dawn.
- Cast compulsion (save DC 15) from the dagger. The range of the spell increases to 90 feet, but the spell targets only spiders that are beasts. Once this property is used, it can't be used again until the next dawn.

Actions

Multiattack. Artus makes three attacks with Bookmark or his longbow.

Bookmark (+3 Dagger). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Ring of Winter. The Ring of Winter has 12 charges and regains all of its expended charges daily at dawn. While attuned to and wearing the ring, Artus can expend the necessary number of charges to activate one of the following properties:
Artus can expend 1 charge and use the ring to lower the temperature in a 120-foot-radius sphere centered on a point he can see within 300 feet of him. The temperature in that area drops 20 degrees per minute, to a minimum of -30 degrees Fahrenheit. Frost and ice begin to form on the surfaces once the temperature drops below 32 degrees. This effect is permanent unless Artus uses the ring to end the effect as an action, at which point the temperature in the area returns to normal at a rate of 10 degrees per minute.
Artus can cast one of the following spells from the ring (spell save DC 17) by expending the necessary number of charges: Bigby's hand (2 charges; the hand is made of ice, is immune to cold damage and deals bludgeoning damage instead of force damage as clenched fist), cone of cold (2 charges), flesh to ice (3 charges; as flesh to stone except that the target turns to solid ice with the density and durability of stone), ice storm (2 charges), Otiluke's freezing sphere (3 charges), sleet storm (1 charge), spike growth (1 charge; the spikes are made of ice), or wall of ice (2 charges.
Artus can expend the necessary number of charges and use the ring to create either an inanimate ice object (2 charges) or an animated ice creature (4 charges). The ice object can't have any moving parts, must be able to fit inside a 10-foot cube, and has the density and durability of metal or stone (Artus's choice). The ice creature must be modeled after a beast with a challenge rating of 2 or less. The ice creature has the same statistics as the beast it models, with the following changes: the creature is a construct with vulnerability to fire damage, immunity to cold and poison damage, and immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, and poisoned. The ice creature obeys only its creator's commands. The ice object or creature appears in an unoccupied space within 60 feet of ARtus. It melts into a pool of normal water after 24 hours or when it drops to 0 hit points. In extreme heat, it loses 5 (1d10) hit points per minute as it melts. Us the guidelines in chapter 8 of the Dungeon Master's Guide to determine the hit points of an inanimate object if they become necessary.

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.



Roleplaying Mesika

Mesika is human woman in her mid-20's. She has long, dark hair and green eyes. She is proud and honorable, but despises dark magic almost to a fault. She is opposed to Ras Nsi in all things and often places herself in grave danger in order to eradicate any trace of necromancy and dark magics tied to the dead.

Mesika

Medium humanoid (human), lawful good

Armor Class 15
Hit Points 58 (9d8+18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +4, Dex +6
Skills Acrobatics +6, Athletics +4, Insight +6, Perception +6
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Common
Challenge 3 (700 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 10 feet (included in her speed).

Actions

Multiattack. Mesika makes three melee attacks.

Khopesh Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) 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 B. Monsters and Threats

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Medicine +4, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (At will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Animated Armor

Medium construct, unaligned

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Languages --
Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

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

Archer

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing 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.

Catoblepas

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 84 (8d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages --
Challenge 3 (700 XP)

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

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

Actions

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

Chwinga

Tiny elemental, neutral

Armor Class 15
Hit Points 75 (2d4)
Speed 20 ft., climb 20 ft., swim, 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Acrobatics +7, Perception +7, Stealth +7
Senses blindsight 60 ft., passive Perception 17
Languages --
Challenge 0 (0 XP)

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

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material or verbal components:

At Will: *druidcraft, guidance, pass without trace, resistance*

Actions

Magical Gift (1/day) The chwinga targets a humanoid it can see within 5 feet of it. The target gains a supernatural charm of the DM's Choice. See chapter 7 of the Dungeon Master's Guide for more information on supernatural charms.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The chwinga can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use its action to emerge from a shelter. If the shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.

Dapro (Druid)

Medium humanoid (human), neutral evil

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, or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

Gavori (Blackguard)

Medium humanoid (half-elf), lawful evil

Armor Class 18 (plate)
Hit Points 153 (18d8+72)
Speed 30 ft.

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

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5
Senses passive Perception 12
Languages Common
Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, thunderous smite*
2nd level (3 slots): *branding smite, find steed*
3rd level (2 slots): *blinding smite, dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

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.

Giant Constrictor Snake

Huge beast, unaligned

Armor Class 12
Hit Points 60 (8d12 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2
Senses blindsight 10ft., passive Perception 12
Languages --
Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Girallon Zombie

Large undead, chaoitc evil

Armor Class 11 (natural armor)
Hit Points 59 (7d10 +31)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	3(-4)	7 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages --
Challenge 3 (700 XP)

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

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

Actions

Multiattack. The zombie makes five attacks, one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

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
Senses passive Perception 11
Languages any four languages
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.

Meenlock

Small fey, neutral evil

Armor Class 15 (natural armor)
Hit Points 31 (7d6+7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +6, Survival +2
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages telepathy 120 ft.
Challenge 2 (450 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as wwell as on Wisdom (Perception) checks that rely on sight.

Shadow Teleport (Recharge 5-6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4+2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed 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.

Necromancer

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Damage Resistances necrotic
Senses passive Perception 11
Languages any four languages
Challenge 9 (5,000 XP)

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

Cantrips (at will): *chill touch, dancing lights, mage hand, mending*
1st level (4 slots): *false life, mage armor, ray of sickness*
2nd level (3 slots): *blindness/deafness, ray of enfeeblement, web*
3rd level (3 slots): *animate dead, bestow curse, vampiric touch*
4th level (3 slots): *blight, dimension door, stoneskin*
5th level (2 slots): *Bigby's hand, cloudkill*
6th level (1 slots): *circle of death*

Dark Harvest (1/Turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 5 (2d4) necrotic damage.

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 any two languages
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.

Redcap

Small fey, chaotic evil

Armor Class 13 (natural armor)
Hit Points 45 (6d6 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't pose disadavantage to attack rolls.

Actions

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

Shield Guardian

Medium construct, unaligned

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Languages understands commands given in any language but can't speak
Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Reactions

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Spirit Naga

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 30 ft.

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

Saving Throws Dex +6, Con +5, Wis +5, Cha +6
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60ft., passive Perception 12
Languages Abyssal, Common
Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the fol lowing wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*
1st level (4 slots): *charm person, detect magic, sleep*
2nd level (3 slots): *detect thoughts, hold person*
3rd level (3 slots): *lightning bolt, water breathing*
4th level (3 slots): *blight, dimension door*
5th level (2 slots): *dominate person*

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or ha lf as much damage on a successful one.

Su-Monster

Medium monstrosity, chaotic evil

Armor Class 12
Hit Points 27 (5d8 + 5)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	9 (-1)	13 (+1)	9 (-1)

Skills Athletics +6, Perception +2
Senses passive Perception 12
Languages --
Challenge 1 (200 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The su-monster makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage, or 12 (4d4 +2) slashing damage if the su-monster is hanging by its tails and all four of its feet are free.

Psychic Crush (Recharge 6). The su-monster targets one creature it can see within 30 feet of it. If the target fails a DC 11 Wisdom saving throw, it takes 17 (5d6) psychic damage and is stunned for 1 minute. A stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Vine Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +1
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages --
Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48).
Speed 30 ft., swim 90 ft..

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.