



PUTTING THE DEAD TO REST

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of *The Rot from Within* Trilogy.

A Two-Hour Adventure for 5th-10th Level Characters



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INTRODUCTION

Welcome to *Putting the Dead to Rest*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

The bulk of the adventure takes place on the Mistcliff Mountains along the western shore of Chult. The characters are pointed to the Mistcliff, the sheer cliff that is on the shore of the Shining Sea. Here is located the Ruins of Matolo, a long-forgotten pilgrim site for worshipers of Ubtao, the Creator of Chult.

This adventure is designed for **three to seven 5th – 10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

He was like an undead boomerang. A zomberang.
—Devon Monk

ADVENTURE BACKGROUND

Faerûn has its share of seemingly immortal entities. Among them is Larloch, a Netherese lich who is the oldest non-draconic being in Faerûn. His immense power has made him almost impervious to mortal intervention. Although the power he wields his power over many creatures, his preferred slaves are other less powerful liches. One of these, Rhaugilath, has attempted escape many times only to be unsuccessful.

This time Rhaugilath hopes to harness the energy of the remains of the Soulmonger to accomplish this goal. To fulfill this goal, he has infiltrated the dreams of an aarakocra shaman by the name of Ullal. Ullal was in deep despair over the death of his son Zuccass, who was killed by pterafolk during a hunting expedition into the jungles. Feeding his desire to get his son back, Rhaugilath taught Ullal the art of animating the dead. Ullal used the powerful necrotic energy of a piece of the destroyed atropal, the Cyst, to bring his son to life.

Zuccass, now a powerful mummy, guards the Cyst while Chult's undead flock to it. This bundle of necrotic energy empowers the undead, making them stronger and more aggressive. Ullal has brought creatures of all kinds to the Cyst to feed its insatiable appetite for their life force. Each sacrifice increases the power of the Cyst—which Rhaugilath plans to use to break the bonds of servitude.

The undead, emboldened by the Cyst, are encroaching on the city of Port Nyanzaru. They have infested the refuse pit outside the city and have even ventured into parts of the Old City. The factions, for good reason, are concerned about the brazen actions of the undead. They have reason to believe that the source of the problem lies in the abandoned town of Matolo.

Matolo was the site of a large temple to Ubtao, the creator of Chult. Many Chultans made the pilgrimage to the Mistcliff in order to pay homage their patron deity. The Spellplague destroyed the town and it has been forgotten. In the millennium that has passed, the jungle has devoured Matolo. The lower levels of temple of Ubtao is where Zuccass is hiding the Cyst.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Rhaugilath (RAW-gill-ath). An ancient Netherese lich, Rhaugilath has spent centuries exploring the dreams of mages and cultural personalities all around Faerûn.

Ullal (UHL-lahl). Ullal is an aarakocra shaman of the Tribe of the Fallen Feather. He raised his dead son Zuccass with the help of Rhaugilath.

Zuccass (zoo-KASS). Zuccass is a mummy entrusted with the Cyst. He has been empowered by the incredible necrotic energy of the Cyst.

The Cyst. The Cyst is a fragment of a destroyed atropal, a rejected creation of an evil god. The Cyst is what is giving the undead of the jungle increased power and aggression.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The characters meet with the faction leaders and are told that the source of the undead that has been plaguing the jungles is located on Mistcliff. Their destination is the Ruins of Matolo.

Part2. The characters find themselves at the foot of the Mistcliff Mountains and start to make the climb. They are impeded by creature sent to stop them.

Part3. The characters reach the Temple of Ubtao in Matolo and have to battle the individual responsible for putting in motion the circumstances that have created the powerful undead that have been roaming the jungles. After defeating that foe, they need to destroy the item that is empowering the undead. It lies deep beneath the temple, and has protector.

ADVENTURE HOOKS

The character has been involved in a series of missions that gathered information concerning the origin of the empowered undead plaguing the city of Port Nyanzaru. You are called to the home of Alastar Bol, the faction contact for the Order of the Gauntlet in the area, in hopes that you'll act on the information you found.

Enjoying the Sights. The character has come to Port Nyanzaru to experience the port city. Losing a lot of money on the dinosaur races, you decide that you need to make some money to continue to enjoy the great city. You hear word that the factions are looking to hire mercenaries.

Faction Agents (Secret Mission). Members of The Lords' Alliance, the Oder of the Gauntlet, and the Zhentarim (that are Rank 2 or higher) are asked to attend an important meeting at the home of Alastar Bol in the Market District in Port Nyanzaru.

PART 1. FINAL PUSH

Estimated Duration: 20 minutes

The characters are contacted by the faction contacts in Port Nyanzaru to further investigate the aggressive and powerful undead that have been plaguing the city as of late.

1. LET'S FINISH THIS

The characters find themselves at the home of Alastar Bol, the faction contact for the Order of the Gauntlet in Chult. All the faction leaders have gathered here to hire the party to follow clue concerning the source of the empowered undead in the area.

You are ushered into a well-appointed parlor in the manse of Alastar Bol, contact for the Order of the Gauntlet in Chult. There is food and drink laid out for you. There are five individuals sitting or standing around the room. As you enter, all eyes fall on your group.

A portly man steps forward and greets you, "Ah, welcome to my home! We have much to discuss, please have a seat and take some food and drink."

He continues, "My fellow faction leaders and I have obtained some important clues to the reason for the increased undead activity on Chult. We believe we know the source of their power. We would like you to investigate this location and destroy the source."

The others in the room are the contacts for the other factions.

ROLEPLAYING THE FACTION LEADERS IN CHULT.

Soggy Wren (REN) - Harpers. Wren is a human male likely to be found in his normal state, drunk. He is overly friendly, often to the point where he makes one uncomfortable. He is intimately familiar with the city of Port Nyanzaru and on good terms with some of the nearby native tribes.

Alastar Bol (BOWL) – Order of the Gauntlet. Bol is smart and wise human male; always willing to give his opinion and advice on a subject. He also gets irritated when that information is ignored. He is overweight and absolutely hates the city in which he was assigned. Everything he does is in hopes of making a good enough impression to get reassigned.

Screaming Wind – Emerald Enclave. Screaming Wind is a female tabaxi of a tribe that was wiped out by undead. She is shy and tends to listen from the sidelines. She rarely speaks, but when she does people listen. She has incredible insight for her age and is an accomplished hunter.

Klevin Van'sheran (VAN-share-uhn) – Lord's Alliance. Klevin is a human male from the mainland of Faerûn. He was

sent here at the request of his father as the Lord's contact. He has made the most of being in Chult. He has learned the language and speaks it exclusively unless talking to a non-native. He is self-centered and is more concerned with his finances than faction business. He does not take kindly if a request is denied.

Pock-marked Po (POE) - Zhentarim. Po suffers the effects of the disease that almost killed him. His face is heavily scared, he is blind in one eye and he walks with a stooped gait. He travels with a cadre of Chultan women that handle the dealings he can't because of his gnarled hands. He never loses his temper, is cunning, and has a silver tongue.

Alastar provides the following information:

- A group of adventures followed a troop of undead that attacked the city into the jungle and encountered many undead foes along the way.
- The group had to be rescued by a tribe of aarakocra. The tribe asked the party to help defeat a tyrannosaurus rex that regularly ate the undead, but has now taken to eating living creatures, including members of the tribe.
- The group explored the lair of the tyrannosaurus and found it tainted and turned into an undead creature by accidentally consuming a foul necrotic substance.
- The substance was stuck to large pieces of masonry which provided clues that lead the factions to conclude that the undead may be coming from the ruined city of Matolo.
- The city of Matolo was once a pilgrimage site for many Chultans. The largest temple to Ubtao, The Creator of Chult, was located there.
- The factions are concerned that if the undead continue to get stronger and increase in number then Port Nyanzaru will suffer many casualties. Also, a roaming undead army isn't good for anyone.

DEVELOPMENTS

Bol tells the characters that the factions will pay the group 1,000 gp, to be paid upon completion of the mission, if they'll travel to the ruins of Matolo, see if this is where the undead are coming from, and destroy whatever is organizing them. He provides a map that shows the location of Matolo.

Bol also gives the group two vials of holy water and a *potion of necrotic resistance*.

ZHENTARIM (SECRET MISSION)

Po approaches any characters that are members of the Zhentarim. He tells them that his son, Basu, was sent to the Tribe of the Fallen Feather to deliver sensitive information for the chief. He has not

returned and he fears that he and the group he traveled with have encountered the creatures roaming the jungle. It would be unfortunate if the information he carries ends up in the hands of the wrong people. Of course, Po is concerned about his son, but he also needs to worry about the bigger family. Po asks that them find Basu and bring any missives home, "Oh and him."

LORD'S ALLIANCE (SECRET MISSION)

Klevin Van'sheran approaches the members of the Lord's Alliance. He wants someone to pay for the losses incurred for the undead incursion. If they find an individual that is responsible for what is happening, he wants them captured and brought to him so justice can be done. Of course, this doesn't include undead creatures they may face. From his experience, all undead have a master who is very much alive.

ORDER OF THE GAUNTLET (SECRET MISSION)

After he has hired the characters but before they leave, Alastar Bol approaches those in the group that are members of the Order. He explains to them that because Matolo was destroyed suddenly by the Spellplague, very few religious texts from the temple to Ubtao were salvaged. The Order has the pieces of the ruined city that came from the tyrannosaur. They believe that one of the pieces found is a book made of stone. There is a large chunk taken out of it, but they believe that it is the key to finding the texts.

TREASURE

The characters receive two vials of holy water and a *potion of necrotic resistance*. If the characters wish to purchase any equipment in the city they may do so now.

DEVELOPMENT

When the characters done preparing for their journey, proceed to Part 2. Steep Trouble.

PART 2. STEEP TROUBLE

Estimated Duration: 30 minutes

The characters make their way through the jungle to the Mistcliff Mountains. The map leads them up a steep path that ends at Mistcliff, on which the ruins of Matolo lie. Their path, however, is not clear of danger.

GENERAL FEATURES

The path up the Mistcliff Mountains has the following general features.

Terrain. The path that leads up the mountain is steep and muddy. Treat travel up the mountain as difficult terrain. If a character uses the Dash action, either up or down the mountain, they must succeed on a DC 15 Dexterity saving throw or fall prone and lose the rest of their movement. The jungle continues on either side of the path.

Weather. The weather on the mountain is the same as the rest of Chult except that the higher you go the thicker the mists are.

Light. When not raining the sun shines bright on the mountain. However, the mist never evaporates.

Smells and Sounds. The sounds of the jungle are alive all around. Exotic bird songs, monkeys high in the trees, rain dripping off the leaves of trees, and the occasional scurrying of animals are ever present. The smell of fresh rainfall permeates the air.

NO MONKEY BUSINESS

Use **Appendix. No Monkey Business Map** for this encounter.

Travel from Port Nyanzaru to the foot on the Mistcliff Mountains has been relatively uneventful and the weather has been the normal torrential rainfall and then bright sunshine.

You made it to the mountain late last evening and set up camp. The morning brings bright sunshine as it tries to dissipate the mists that cover the top of the mountains. The rain starts up again as you are breaking camp, making the path up the mountain muddy and slippery.

By late morning you can see the edge of the plateau on top of the mountain. Suddenly, out of the trees spring two apes with white fur and four arms. They beat their chests and roar at you. One of the apes then addresses you, "Ullal wants you to go back. We are here to make sure that happens."

The creatures are two **awakened girallons**. There is also an **awakened giant ape** that is hiding in one of the trees. Any character with a passive perception of 20 or higher can see the ape in the tree. These

beasts have been awakened by Ullal to protect the temple of Ubtao from those who would disrupt the plans of Rhaugilath.

SECRET MISSION: ZHENTARIM

If any characters are members of the Zhentarim (rank 2 or higher) add one **deathlock wight** and three **wights** to the initiative. When it is their turn read the following:

A young man runs out of the jungle chased by four creatures that are most definitely undead. One of the creatures reaches out and the young man stops immediately as if paralyzed. The creatures then notice what is going on around them. When they see the white furred apes, a look of recognition indicates they know one another. The undead creatures then turn toward you.

The three **wights** help battle the characters, while the **deathlock wight** keeps his attention on the young man. The young man is Basu, Pock-marked Po's son. The wight cast *hold person* on him.

TRICKS OF THE TRADE

The giant ape stays in the tree and throws rocks at what looks to be the strongest character. The girallons attack any obvious spellcasters.

By no means are these the only actions that the creatures can take. Feel free to have them act anyway you wish. The tricks above are only suggestions.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak and Weak:** Remove an **awakened girallon**
- **Strong and Very Strong:** Add an **awakened girallon**,

TREASURE

The awakened ape carries 100 gp in coin and gems in a small pouch on a belt it wears.

PART 3. THE RUINS OF MATOLO

Estimated Duration: 50 minutes

The characters finally make it to the Ruins of Matolo. They must get past the aarakocra shaman Ullal to get to the tomb of the priests of Ubtao below the temple. There they discover the Cyst and its undead protectors.

You stand in the ruins of a long-forgotten city. Most buildings have been reduced to rubble. One particular structure catches your eye. It is larger than any other foundations that you can see. The only major damage which the building has sustained was to its roof, all of which has collapsed, leaving the inside exposed to the elements. The building's foundation looks to be the mountain itself, with the floor of the temple partially underground. The far side of the building hangs over the Mistcliff. There are no clouds over the temple and tops of jungle trees can be seen over its walls.

The enormous iron-bound wooden doors to this building stand open, as if inviting you inside.

A. TEMPLE OF UBTAO

GENERAL FEATURES

The Ruins of Matolo have the following general features:

Pool. The pool is 10- feet deep from the level that the doors are on. The water is uncontaminated and perfect drinking water. There are native plants that grow in the water as well.

Weather. No clouds block the sun over the temple.

Light. The bright sunlight illuminates the entire area.

Smells and Sounds. The sounds of jungle birds and animals are just as loud in here as outside. Insects are more noticeable and nibble at your exposed skin.

As you step into the Temple of Ubtao, you see a magnificent interior with mosaics still intact on the cracked and battered walls. Jungle trees and plants decorate the area creating a beautiful aesthetic.

The floor of the temple is a large pool of clear water with a five-foot wide staircase around the perimeter and another bridging the center. Plants in the water slowly sway from an unknown breeze and two trees flank the bridge in the middle.

There are platforms on to the left and right that have altars upon them. There is also a platform opposite of the entrance. There is a large stone diorama on this platform including a large statue in the center. On this platform, stands an aarakocra in robes and holding a staff carved into the shape of a jungle tree. His voice is heard easily from this distance, "I am glad to see that my bait worked. Acting like a crazy old bird helps to hide your secrets. Now the Cyst may feed again. But I must go, my pets will welcome you properly." He then walks into a tree on that platform and disappears. From behind each of the altars emerge two large leopards with snakes coming out of its shoulders. They all let out great roars that echoes through the building.

Use **Appendix. Temple of Ubtao Map** for this encounter.

The aarakocra is Ullal, the shaman of the Tribe of the Fallen Feather. He knew from his animal spies that the characters had arrived. He used *tree stride* to travel to the tomb below. The jungle cats that appeared are four **kamadans**. The two trees that flank the center bridge are **awakened trees**. A character that succeeds on a DC 20 Intelligence (Nature) check know that the trees are not ordinary trees.

The diorama depicts Ubtao creating the island of Chult with the city of Matolo prominently surrounding the enormous statue of the god. A large chunk of the diorama has what looks to be a bite taken out of it.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **kamadans**, add an **awakened tree**
- **Weak:** Remove a **kamadan**
- **Strong:** Add an **awakened tree**, remove a **kamadan**
- **Very Strong:** Add one **awakened tree**.

DEVELOPMENTS

The **awakened trees** grab at anyone attempting to cross the bridge and bring them under water. Two **kamadon** move toward the largest group of characters and attacks. The others move to the main platform at the end of the bridge.

Behind the diorama there is a ramp that leads down into the darkness, it leads to Area B. The Chamber of the Cyst.

TREASURE

Ullal has a small chest behind one of the altars. It can be discovered with a successful DC 15 Wisdom (Perception) check. The chest contains 100 gp, a small gold statue of Ubtao worth 100 gp, and a *potion of greater healing*.

SECRET MISSION: ORDER OF THE GAUNTLET

Members of the Order of the Gauntlet received a mission to find lost texts hidden in the temple for a thousand years. The half-eaten book they were given seems to have come from the part of the diorama that is destroyed. With a closer look, there is a lectern that stands in front of the large statue of Ubtao. If the characters are having a hard time figuring out what to do, have them make an intelligence check with a DC 5. If successful, that character believes putting the book on the lectern does something.

Because the book is broken, when it is put on the lectern it triggers the guardian of the Ubtao tombs. The statue is a **clay golem**—it attacks immediately.

Once the golem is defeated, the entire diorama shifts and a compartment is revealed in the floor. Inside are several dusty leather-bound tomes. The symbol of Ubtao is engraved on the cover of each of them.

B. CHAMBER OF THE CYST

Following a descending passageway leads the party to the location of the Cyst; the cause of the undead incursion.

GENERAL FEATURES

The Chamber of the Cyst has the following general features:

Passage. The passage slowly declines into darkness. The slope is not sharp enough to cause any problems with traversing the passage.

Light. It is completely dark in the passage leading down. The chamber itself is only dimly lit by the energy of the Cyst. The room descriptions assume that the characters have a light source. Adjust what is read if that is not the case.

Smells and Sounds. A strong smell of decay and death accost the nose as one travels down the passageway. As you travel deeper, the smell gets worse. An ever-present humming is heard from the moment one steps in the passage. It increases in volume as the passage continues its descent.

A dull humming noise continues to get louder and louder as you make your way down the passage. The roughly hewn passage declines for some distance before it opens up ahead. A dim light that flickers wildly can be seen coming from the chamber.

Any character succeeding on a DC 15 Wisdom (Perception) check can hear moans and shuffling amid the humming.

When the characters enter the room read the following:

The chamber smells of decay and death—before you is the reason why. There are many shambling creatures that aimlessly wander around this room. The walls are lined with niches that have human sized figures lying inside them, some are empty. In the middle of the room is a sphere containing a thick black mucus like substance that hums and pulsates like it is breathing. There are piles of corpses on the floor. Some are dressed like adventures, other are humanoids from the various tribes around Chult. There are four trees in the area as well.

A winged humanoid wrapped in bandages paces back and forth in front of the sphere. Ullal stands across room smiling, “Good, you made it through. Now you feed the Cyst!”

Use **Appendix. The Chamber of the Cyst Map** for this encounter. **Ullal** and **Zuccass** fight to the death. The other shambling creatures, four **zombies**, provide healing energy to the protectors of the Cyst. The **zombies** don’t attack.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak and Weak:** **Ullal’s** hit points are reduced to 85; **Zuccass’s** hit points are reduced to 84.
- **Strong and Very Strong:** **Zuccass’s** hit points are reduced to 84; add a **girallon zombie**

SECRET MISSION: LORD’S ALLIANCE

If any characters are members of the Lord’s Alliance (rank 2 or higher), read this as well:

Black arms of energy reach out into the room from the Cyst.

The Lord’s Alliance characters are charged with capturing the mastermind of the rising undead. Ullal is that mastermind.

The sphere acts on initiative 15 and reaches for a character that is in melee with Ullal or last attacked him. See **Cyst Tendril** for the attack information. The sphere that surrounds the substance needs to be completely destroyed in order for the tendrils to stop lashing out. See “**Destroying the Cyst**” in **The Cyst** sidebar for details on how to destroy the sphere.

DEVELOPMENT

The Cyst is getting its power from draining the life force from living creatures, which explains the piles of dead bodies are for. **Zuccass** has the sole purpose of protecting the Cyst. He is Ullal’s dead son who was brought back to life by his distraught and desperate father. He was a necromancer in his life and has retained some of his ability.

At initiative count 0 (losing ties), two **zombies** move to the sphere and attempt to touch it. When this happens energy shoots from the sphere hitting **Zuccass** and the **girallon zombie**, healing 5 points of damage for every **zombie** that touches the sphere. Once the sphere is broken it can no longer heal. Details on how to destroy the Cyst is in “**Destroying the Cyst**” in **The Cyst** sidebar.

When there are no more **zombies** to touch the sphere, **Zuccass** must use the animate dead spell to make **one** more. He commands them with a bonus action to touch the sphere.

When the Cyst is destroyed, read the following:

The Cyst dissipates into a mist and a heart wrenching scream echoes through the chamber. An unfamiliar voice says, “No! I was so close. You will pay for your interference.”

TRICKS OF THE TRADE.

Here are suggestions on how to handle some aspects of this encounter. Note that there is not just ONE way to handle a situation. Do not hesitate to use your own ideas to run it.

There are a lot of things going on in this encounter. The important thing is to make sure that the characters are not getting overwhelmed.

Adjustments can be made to give the characters a break if they need it. Here are just a few:

- A zombie is too far away to get to the sphere.
- If the sphere is damaged it must make a death saving throw for the healing to work.
- A zombie gets confused and doesn’t move to the sphere.

DESTROYING THE CYST

In order to destroy the Cyst, the protective sphere around it has to be broken. It has an AC 14 and 40 hp. It is also immune to poison and psychic damage. The Cyst itself is destroyed by throwing holy water on it and doing 20 points of damage to it. It has an AC 9. With a successful DC 10 Intelligence (Religion) check a character knows that they need to use the holy water.

If one or more of the characters are members of the Lords’ Alliance (rank 2 or higher), the cyst can perform the following attack as an action:

Cyst Tendril: Ranged Weapon Attack: +7 to hit, reach 15 ft., one target. **Hit:** 15 (2d8 + 6) necrotic damage, and the target must succeed on a DC 15 Constitution saving throw or its maximum hit point total is reduced by half the amount of damage taken. Ullal regains an amount of hit points equal to half of the damage taken by the target.

TREASURE

The mummy wears jewelry worth 300 gp. Ullal also carries a *staff of the woodlands*.

XP AWARD

If they destroy the Cyst, award each character 500 XP.

CONCLUSION

The characters return to Port Nyanzaru after destroying the Cyst, confident that the undead incursion will subside. The factions make good on their promise and give the group 1,000gp.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (MIN/MAX XP: 2,250/3,000 EA.)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Awakened Giant Ape	2,900
Awakened Girallon	1,100
Deathlock Wight	700
Wight	700
Awakened Tree	450
Kamadan	1,100
Vine Blight	100
Clay Golem	5,000
Girallon	1,100
Ullal	3,900
Zuccass, empowered mummy	2,900
Girallon Zombie	700
Zombie	50

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Destroying the Cyst	500

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Awakened Ape	100
Ullal's chest	100
Ubtao Statue	100
Zuccass Jewelry	300
Faction reward	1000

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

STAFF OF THE WOODLANDS

Weapon (quarterstaff), rare

This item has been meticulously trimmed and tended to in such a way that it appears to be a smaller version of one of the immense jungle trees in Chult. The staff's creator even went so far as to create a small diorama of what looks like a tiny village in the upper reaches of the staff's branches—complete with tiny, string bridges connecting tiny, straw houses. This item can be found in the *Dungeon Master's Guide*.

POTION OF NECROTIC RESISTANCE

Potion, rare

This item can be found in the *Dungeon Master's Guide*.

POTION OF GREATER HEALING

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

PLAYER REWARDS

For completing this mission, the characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG). In addition, characters have the opportunity to earn additional renown as follows:

Members of the Order of the Gauntlet (rank 2 or higher) that retrieved religious texts from the Ruins of Matolo, earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

Members of the Zhentarim (rank 2 or higher) that rescued Pock-marked Po's son Basu, earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

Members of the Lord's Alliance (rank 2 or higher) that captured Ullal and brought him back to face justice, earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

DM REWARDS

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX A. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Soggy Wren (REN): Harpers. Wren is a human male likely to be found in his normal state, drunk. He is overly friendly, often to the point where he makes one uncomfortable. He is intimately familiar with the city of Port Nyanzaru and on good terms with some of the nearby native tribes.

Alastar Bol (BOWL): Order of the Gauntlet. Bol is smart and wise human male; always willing to give his opinion and advice on a subject. He also gets irritated when that information is ignored. He is overweight and absolutely hates the city to which he was assigned. Everything he does is in hopes of making a good enough impression to get reassigned.

Screaming Wind: Emerald Enclave. Screaming Wind is a female tabaxi of a tribe that was wiped out by undead. She is shy and tends to listen from the sidelines. She rarely speaks, but when she does people listen. She has incredible insight for her age and is an accomplished hunter.

Klevin Van'sheran (VAN-share-uhn): Lord's Alliance. Klevin is a human male from the mainland of Faerûn. He was sent here at the request of his father as the Lord's contact. He has made the most of being in Chult. He has learned the language and speaks it exclusively unless talking to a non-native. He is self-centered and is more concerned with his finances than faction business. He does not take kindly if a request is denied.

Pock-marked Po (POE): Zhentarim. Po suffers the effects of the disease that almost killed him. His face is heavily scarred, he is blind in one eye and he walks with a stooped gait. He travels with a cadre of Chultan women that handle the dealings he can't because of his gnarled hands. He never loses his temper, is cunning, and has a silver tongue.

Ullal (UHL-lahl). Ullal is an aarakocra shaman of the Tribe of the Fallen Feather. He raised his dead son Zuccass with the help of Rhaugilath. In return, he is to help Rhaugilath gather the power needed to be free of bondage.

Zuccass (zoo-KASS). Zuccass is a mummy entrusted with the Cyst. He has been empowered by the incredible necrotic energy of the Cyst. He is the risen son of Ullal.

APPENDIX B. MONSTER/NPC STATISTICS

AWAKENED GIANT APE

Huge Beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +3

Senses passive Perception 14

Languages Common

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The ape makes two fist attacks

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranges Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

AWAKENED GIRALLON

Large monstrosity, unaligned

Armor Class 13

Hit Points 59 (7d10 + 21)

Speed 40 ft., climb 40 ft.

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

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The girallon makes five attacks; one with its bite and four with its claws

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

AWAKENED TREE

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

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

ACTIONS

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

CLAY GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Dethek but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

DEATHLOCK WIGHT

Medium undead, neutral evil

Armor Class 12 (15 with Mage Armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Arcana +3, Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 3 (700 XP)

Innate Spellcasting. The wight's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no verbal or material components:

At will: *detect magic*, *disguise self*, *mage armor*
1/day each: *fear*, *hold person*, *misty step*

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

ACTIONS

Multiattack. The wight attacks twice with Grave Bolt.

Grave Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (1d8+3) necrotic damage.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed.

GIRALLON

Large monstrosity, unaligned

Armor Class 13

Hit Points 59 (7d10 + 21)

Speed 40 ft., climb 40 ft.

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

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages --

Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The girallon makes five attacks; one with its bite and four with its claws

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

GIRALLON ZOMBIE

Large undead, chaotic evil

Armor Class 11 (natural armor)

Hit Points 59 (7d10 + 21)

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 girallon can move up to its speed toward a hostile creature that it can see.

Undead Fortitude. If damage reduced 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 girallon makes five attacks; one with its bite and four with its claws

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

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

KAMADAN

Large monstrosity, unaligned

Armor Class 13

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages --

Challenge 4 (1,100 XP)

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

Pounce. If the kamadan moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target is knocked prone, the kamadan can make two attacks – one with its bite and one with its snakes – against it as a bonus action.

ACTIONS

Multiattack. The kamadan makes two attacks: one with its bite or claw and one with its snakes.

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

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

Snakes. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Sleep Breath (Recharge after a Short or Long Rest).

The kamadan exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if it takes damage or someone uses an action to wake it.

ULLAL, AARAKOCRA SHAMAN

Medium humanoid (aarakocra), neutral evil

Armor Class 15 (natural armor); 16 with *Barkskin*

Hit Points 105 (19d8 + 19)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	16 (+3)	8 (-1)

Skills Perception +9

Senses passive Perception 19

Languages Auran, Common

Challenge 8 (3,900 XP)

Dive Attack. If Ullal is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Spellcasting (Aarakocra Form Only). Ullal is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +7 to hit with spell attacks). Ullal has the following druid spells prepared:

Cantrips (at will): *poison spray, resistance, thorn whip*

1st Level (4 slots): *charm person, entangle*

2nd Level (3 slots): *barkskin, gust of wind, hold person*

3rd Level (3 slots): *call lightning, conjure animals*

4th Level (2 slot): *blight, polymorph*

Special Equipment: Staff of the Woodland (Aarakocra Form Only). Ullal can cast spells using his staff. See **Player Handout 1** for more information.

ACTIONS

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

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

Change Shape (Recharges after a Short or Long Rest).

Ullal magically polymorphs into an ape, remaining in that form for up to 1 hour. He can revert to his true form as a bonus action. His statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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 Common

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.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

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

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

ZUCCASS, EMPOWERED MUMMY

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (16d8 + 26)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Wis +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages the ones it knew in life

Challenge 7 (2,900 XP)

Innate Spellcasting. Zuccass's innate spellcasting ability is Wisdom (spell save DC 15). He can innately cast the following spells, requiring no material components:

1/day: *silence*

2/day: *animate dead*

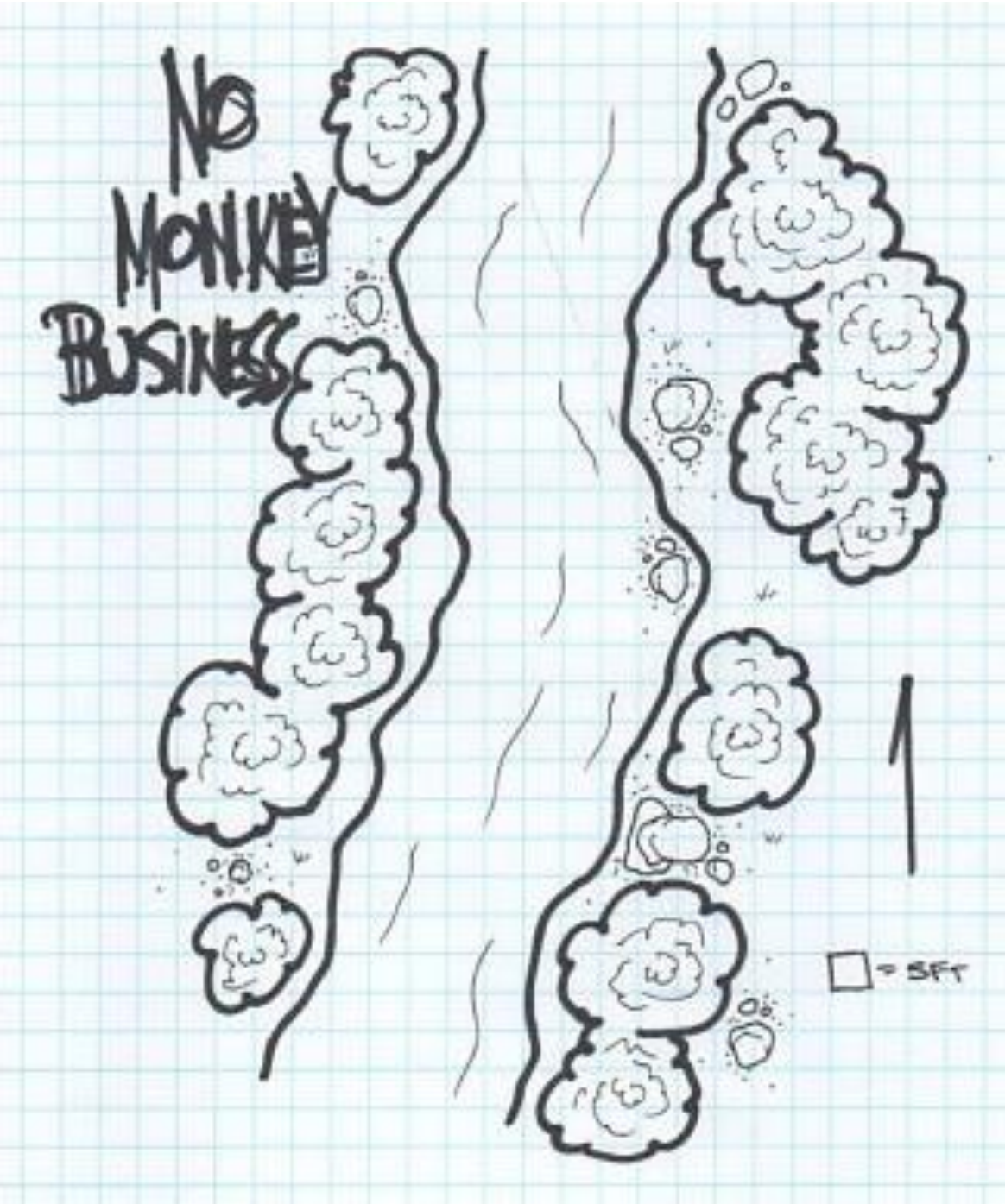
ACTIONS

Multiattack. Zuccass uses its Dreadful Glare and makes one attack with its rotting fist.

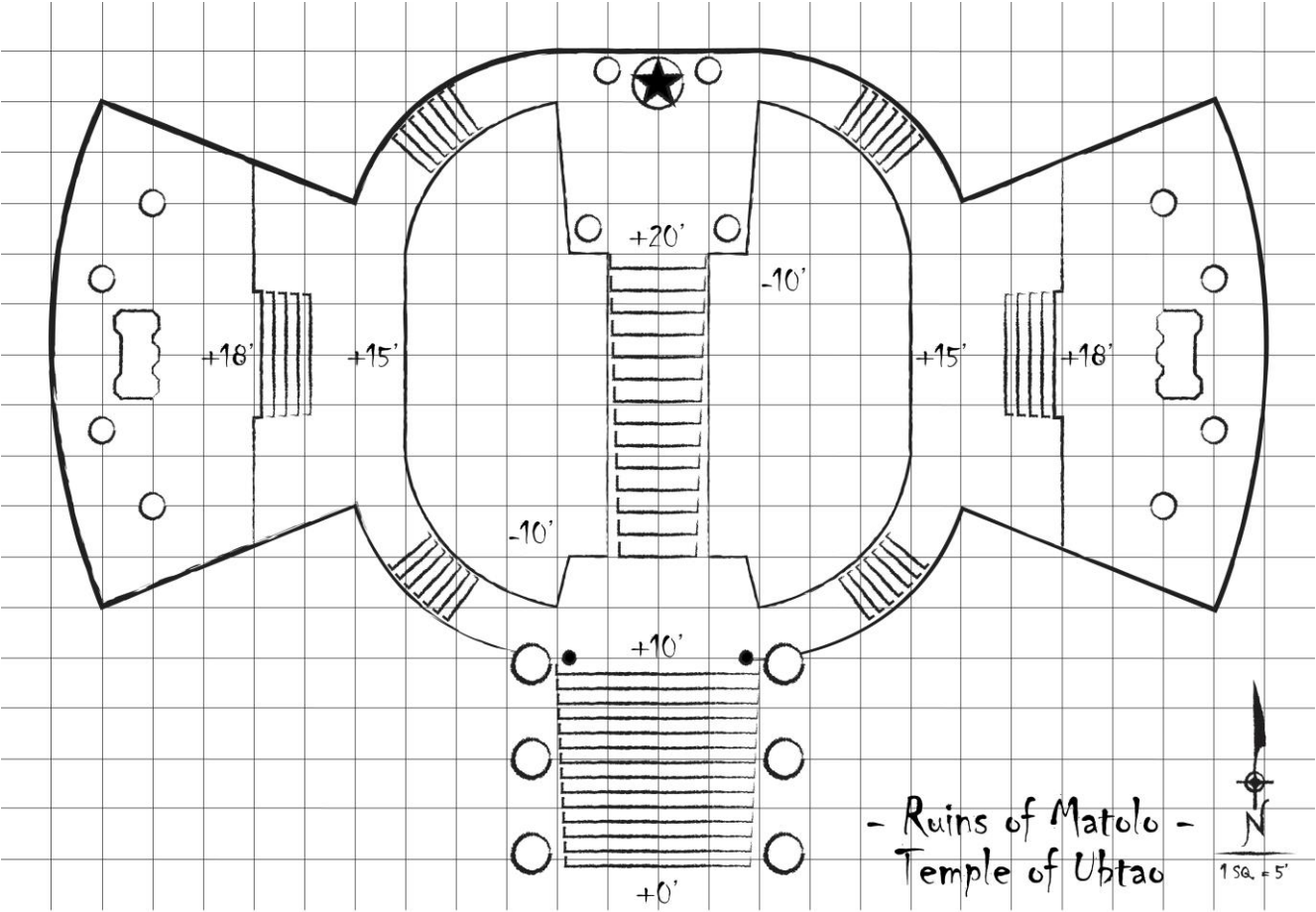
Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature it must succeed at a DC 15 constitution saving throw or be cursed with mummy rot. The cursed can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 15 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

APPENDIX. NO MONKEY BUSINESS MAP

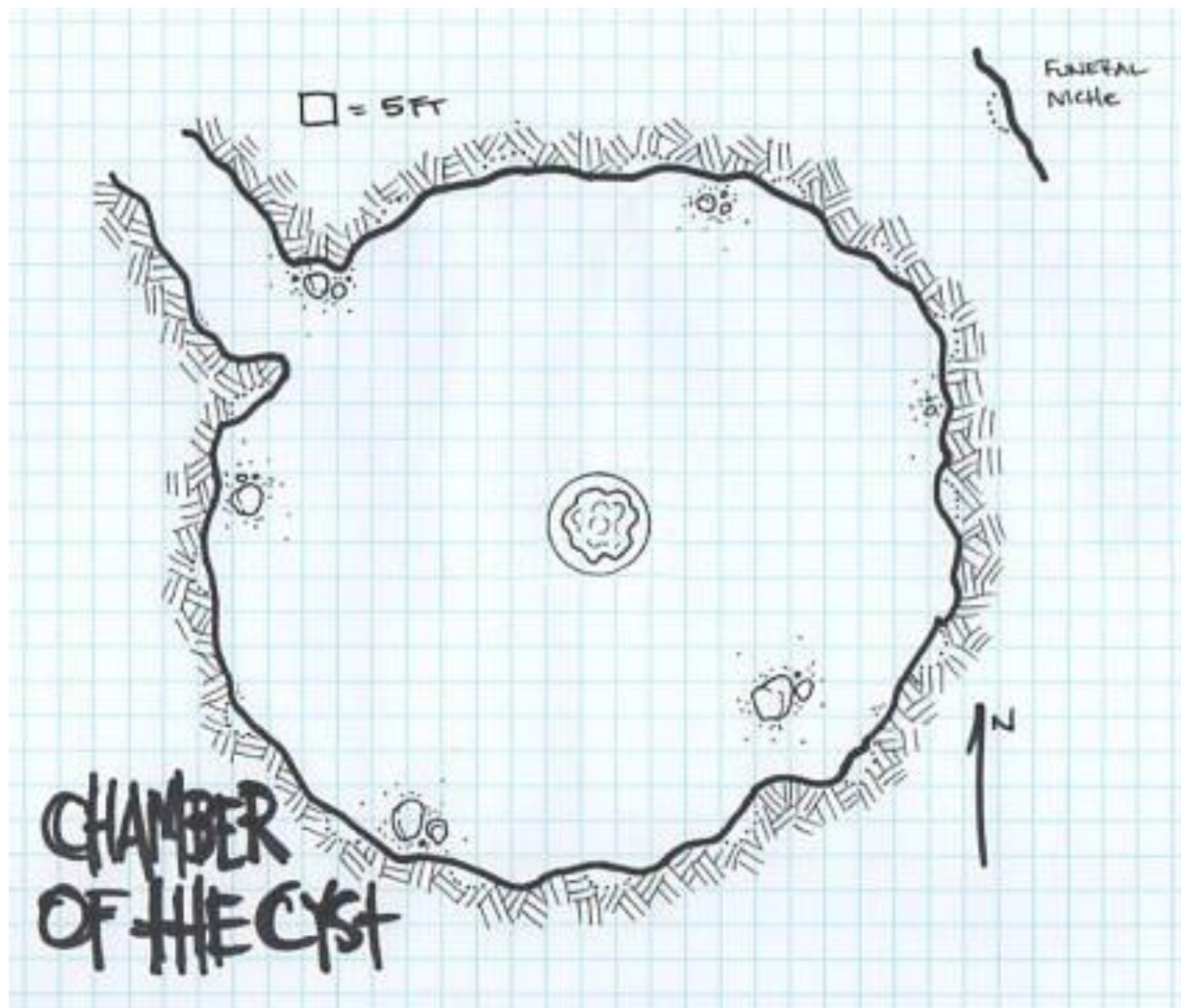


APPENDIX. THE TEMPLE OF UBTAO MAP



- Ruins of Matolo -
Temple of Ubtao

APPENDIX. THE CHAMBER THE CYST MAP



PLAYER HANDOUT 1. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

STAFF OF THE WOODLANDS

Weapon (quarterstaff), rare (requires attunement by a druid)

This item has been meticulously trimmed and tended to in such a way that it appears to be a smaller version of one of the immense jungle trees in Chult. The staff's creator even went so far as to create a small diorama of what looks like a tiny village in the upper reaches of the staff's branches—complete with tiny, string bridges connecting tiny, straw houses. This item can be found in the *Dungeon Master's Guide*.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls. The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *animal friendship* (1 charge), *awaken* (5 charges), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), or *wall of thorns* (6 charges). You can also use an action to cast the *pass without trace* spell from the staff without using any charges.

Tree Form. You can use an action to plant one end of the staff in fertile earth and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by *detect magic*. While touching the tree and using another action to speak its command word, you return the staff to its normal form. Any creature in the tree falls when it reverts to a staff.