

# LOCATIONS IN THE TEMPLE

## GENERAL FEATURES

- **Ceilings.** 20 ft. in chambers, 10 ft. in corridors.
- **Doors.** Stone, 4-inch-wide holes in bottom for snakes to pass through. Locked unless otherwise noted.
- **Illumination.** Oil lamps, green flame, bright as torch
- **Portcullises.** 1 inch thick, spaced 4 inches. Combined 30 Str or more to raise. *Knock* also works.
- **Ramps.** No stairs, only ramps.
- **Teleporters.** 5 teleporters in areas 8–12. Ras Nsi can use these, so can character with DC 20 Arcana check. If no destination, appears on random teleporter.

## 1. MAIN GATE

- If characters approach this area from the north, read:

A wide passage slopes down to a set of bronze doors. Coiled serpents decorate the metal, with a sliding hatch at head height. Four-inch-wide holes pierce the base of each door.

- To pull doors apart, yuan-ti broodguards tug on chains on south side of gate, doors slide into niches in walls. Yuan-ti bypass without opening by transforming into snakes and slide through holes at bottom of doors.
- Nahth (**type 1 yuan-ti malison**) and 4 **yuan-ti broodguards** defend gate. Strangers denied entry unless accompanied by yuan-ti. After allowing entry, Nahth demands bribe – meat or treasure (min 10 gp). If they don't pay, yuan-ti attack. Combat here draws reinforcements from 2. Hall of War.
- **Snake Pits.** Three 5 ft. across, 10 ft. deep pits filled with poison snakes covered with iron grates. If attacked, broodguards remove covers and form defensive line on south side of pits. DC 10 Acrobatics to skirt edge without falling in. Can also jump across.
- **Treasure.** Nahth has 28 gp and gold bracers (150 gp)

## 2. HALL OF WAR

Four pillars carved with serpent reliefs support the 20-foot-high ceiling of this large room, in the middle of which is an 18-foot-high statue of a coiled cobra, facing north. Torches with green flames flicker on the walls, and the air reeks of dung. Two wagons are parked in one corner, and a triceratops is confined to a metal pen in another. To the west are a pair of dark alcoves, and to the south is a wide, pillared hall.

- Soakosh (**yuan-ti pureblood**, fat, forked tongue, eats candied grung eggs from bag) and 4 **yuan-ti broodguards** here. 2 **basilisks** chained to western alcoves, trained not to look at yuan-ti. **Triceratops** in metal pen docile until threatened. If alarm raised, broodguards unchain basilisks & lead them into battle.
- If no alarm raised, but combat breaks out here, one broodguard sounds gong in 9. The Fane.
- **Giant Cobra Statue.** DC 15 Athletics to climb.
- **Wagons.** Wagons are empty.

## 3. HALL OF SERPENTS

The walls of this pillared hall bear reliefs of a giant serpent and its yuan-ti worshipers doing terrible things.

- Wall reliefs show legend of Dendar the Night Serpent and the rise of Ras Nsi: Giant serpent in underworld, devours dreams – yuan-ti terrorize chultans, feed nightmares to serpent – yuan-ti malison (Ras Nsi) with flaming sword and gold crown lead snake people to a great door to

underworld – releases serpent who devours the sun and plunges world into darkness.

- DC 15 Perception discovers black opal in Ras Nsi's crown is stone button. If success by 5 or more, also sees tiny holes hidden among scales of Night Serpent.
- If button in crown is pressed, carvings of Night Serpent expel gas that lingers for 1 minute. When moving into gas or start at turn, DC 13 Con save or fall unconscious for 1 hour.

## 4. ARMORY

- Door to armory has *arcane lock*. Ras Nsi, Sekelok, Fenthaza know command phrase (“white feather”), which suppress lock for 1 minute. Otherwise, DC 25 Strength (Athletics) or *knock* spell to open.
- If characters peer inside:

Gleaming scimitars, serpent helms, and suits of scale armor cram the racks of this vault. Large bones and horned skulls litter the floor, and a shield made from the shell of a tortoise hangs on the far wall.

- Ukurlahmu (**bone naga**) protects armory. Attacks if right passphrase (“black mask”) isn't used. Characters have 3 chances. Before it attacks, naga uses bonus action to make 2 **minotaur skeletons** from bones.
- Ukurlahmu preface sentences with “it will”/“they will”. Ends sentences with “..so Ukurlahmu has spoken”.
- **Treasure.** 10 suits of scale armor, 50 scimitars, 20 longbows, 20 shortbows, 50 quivers with 20 arrows. *Detect magic* reveals transmutation on shield hanging on wall, has magical property that 10x amplifies words spoken by the shield's bearer. Shield is Sekelok's. If taken, Naga demands characters put back, or attacks.

## 5. FENTHAZA'S QUARTERS

- Two type 2 **yuan-ti malisons** stand guard outside. Combat in hallway alerts **yuan-ti broodguards** in 6. Sacrificial Chamber, arrive 1 round later.
- If peering inside room:

A haze of incense lingers inside the chamber. Faded murals decorate the walls, and throw rugs and cushions lie scattered on the floor. An engraved chest rests in one corner next to a stone urn covered with snake carvings. A creature with the head and upper body of a dark-skinned woman and the lower body of a serpent coils in the middle of the room.

- Fenthaza (**yuan-ti nightmare speaker**) lairs here.
- If alarm raised, Fenthaza releases creature in the stone urn (see below). Fenthaza tries incapacitating intruders and imprison in 8. Prisoner Pits or 6. Sacrificial Chamber for torture.
- Fenthaza ruled after abomination leader died, transformed Ras Nsi into malison, recently has visions that make her doubt Ras Nsi.
- **Stone Urn.** 4 ft. tall, 250 lb. Lid weighs 25b. **air elemental** trapped inside, obeys Fenthaza, attacks anyone else that remove the lid.
- **Treasure.** Fenthaza has ring of keys for chains in 8. Prisoner Pits and holy symbol of Dendar (25 gp). Chest is unlocked and contains 200 gp, black leather quiver with quartz-studded star map (75 gp), ceremonial dagger in gold scabbard (25 gp).

## 6. SACRIFICIAL CHAMBER

- 4 **yuan-ti broodguards** here, one in each corner.

A bloodstained altar stands in the middle of this room. It has shackles bolted to its top and niches carved into its sides. Housed in each niche is a human skull. Grooves run down the altar to gutters on the floor, allowing spilled blood to drain into the walls. Clay urns overflow with wet bones and gore.

- When Fenthaza sacrifices prisoners, blood runs to area 9.

### CHANTING SKULLS

- Altar has six niches, human skull in each radiate abjuration if seen with *detect magic*. If combat breaks out here, skulls chant in Abyssal. Stops after combat.
- A skull has AC 9, 1 hp, immune to poison & psychic.
- Chanting skulls give yuan-ti have resistance to bludgeoning, piercing and slashing from nonmagical attacks, and advantage on saving throws against spells and other magical effects.

### PORTCULLIS

- A portcullis seals entrance to '8. Prisoner Pits'. Bronze lever in wall south of gate pulls portcullis up/down.

## 7. EVIL ORACLE

Steam rises from a stone basin filled with viscous black and purple liquid. Three serpentine creatures surround the pool. Each has the head and upper body of a dark-skinned woman and the lower body of a snake.

- **Yuan-ti priests** use pool to commune with Dendar. 3 priests (Arakiti, Kultha, and Nyss) loyal to Fenthaza here.

### ORACLE POOL

- Sludge in pool conducts the reveries of Dendar. Enter or starts its turn in pool takes 1d10 psychic damage.
- If gazing into pool receive vision of being swallowed by giant snake. DC 15 Wis save. Fail: 1d10 psychic damage and random long-term madness (*DMG, Chapter 8*).

### PRISONERS OF THE YUAN-TI

- Yuan-ti captives that are not slaves are imprisoned in cells until sacrificed to Dendar. Prisoners wear manacles, stripped of armor and weapons unless noted otherwise. Want to escape temple and get back to home or civilization. 10 sample prisoners below.
- Tahvo, 10 year old boy (LG Chultan human, AC 10, 2 hp), wears a flower garland and prays constantly to Tymora.
- Sev, **yuan-ti pureblood** looks human except for forked tongue, has mad monkey fever and confined here until he regains sanity. Roll on Long-Term Madness table in chapter 8 of the *DMG* to determine Sev's madness.
- Oloma Authdamar (CG female Turami human **scout**), was crew member of the Star Goddess (chapter 2). Leapt from it as it crashed, captured by yuan-ti, has concealed dagger.
- Pottery Shard, a **tabaxi minstrel**, kidnapped while traveling from Port Nyanzaru to Fort Beluarian.
- Gorvax, a **firenewt warrior** from Valley of Lost Honor.
- A Harper named Lomar Dral (LG Turami human **mage**, no spell slots). Drugged by yuan-ti guide Salida while searching for Artus Cimber in Port Nyanzaru, woke up a prisoner.
- Mung (Batiri **goblin**), caught by yuan-ti in jungle, malnourished and suffers from 3 levels of exhaustion.
- Kanush Natombe (N Chultan human **tribal warrior**) traveled to Omu to prove worth to another man. Is malnourished and suffers from 4 levels of exhaustion.
- Zilla Atazi (LE female Chultan human **bandit**), pirate on the Dragonfang. Captain Elok Jaharwon threw Zilla overboard for insubordination, washed ashore, captured by yuan-ti.

## 8. PRISONER PITS

- Portcullis seals chamber, lever in area 6
- If characters captured by yuan-ti confined here, read:

The stench of sweat fills the humid air. You are chained to the wall of a dank, partially flooded pit. Other prisoners whimper nearby, lit by faint torchlight from the hole above.

- If characters peer into room through portcullis, read:

Muffled sobs and moans rise from four pits with circular iron grates covering them. A chain hooked to each grate stretches over a pulley bolted to the ceiling and coils around an iron winch set into a nearby wall. Iron manacles dangle from hooks on the south wall. To the north, a faintly glowing stone disk covers the floor of an otherwise empty alcove, and carved into the top of the disk is a serpentine symbol.

- Room has four pits, each one a bell-shaped chamber 10 ft. deep and 10 ft. in diameter, flooded to depth of 3 feet. Each pit covered by 600 lb. circular iron grate, combined 20 Str score to lift, or use iron winch and DC 12 Str check to lift. DC 25 Athletics to climb.
- New prisoners are chained and dropped into a pit. Yuan-ti take belongings, put them in 13. Storeroom.
- If they need to get a prisoner, yuan-ti disconnect hook from the lid and use it to hoist prisoners out of pit.
- Each pit has 1d3 prisoners. If player character dies, you can introduce a replacement character as prisoner.
- Prisoners manacled and shackled. Manacles give disadvantage on ability checks made to climb or swim, shackles on feet halve walking speed, impose disadvantage on ability checks made to jump. Fenthaza in area 5 has keys. See "Adventuring Gear" in chapter 5 of the *Player's Handbook* for rules on breaking, escaping, and unlocking manacles (and shackles).
- **Teleporter**. Engraved stone disk in the northern alcove is one of Ras Nsi's magic teleporters.

## 9. THE FANE

An underground cathedral opens before you. At one end, a sculptured balcony perches atop five rearing stone serpents. Blood dribbling from the serpents' jaws falls into a semicircular basin, and from there flows along a sloped trough into a wide stone bowl set into the floor. South of the bowl is a mezzanine, prominently situated atop which is a cauldron of steaming broth that exudes fleshy odors. To the west, a huge gong carved with snake patterns stands on a second balcony.

- Many yuan-ti during rituals, unguarded otherwise.
- Gong can be heard in all temple. One strike: start of serpent ritual, all yuan-ti in temple arrive in ½ hour. 2+ strikes: alarm, all yuan-ti arrive as quick as possible

### BLOOD POOL

- Blood from 6. Sacrificial Chamber channeled here, pool has 3d6 inches blood from previous sacrifices. Yuan-ti often wallow in blood, and slaves sometimes eaten alive here or transformed into yuan-ti.

### CAULDRON

- Boiled flesh stew in cauldron, heated by volcanic vent in floor. DC 15 Strength check as an action to upturn. When tipped, creatures within 15 ft. cone must make DC 12 Dex save, 1d8 fire damage on fail, success half.

### NORTH BALCONY AND TELEPORTER

- DC 13 Athletics to climb. Balustrades provide half cover from ranged attacks from below.
- Engraved stone disk (teleporter) by back wall.

## PORTCULLIS

- Portcullis seals entrance to 10. Harem. Lever to raise and drop portcullis set into wall north of gate.

## YUAN-TI RITUALS

- Every 10 days, yuan-ti gather in fane for ritual. Takes 1 night, while skeleton crew guards rest of the temple.
- During ritual, incense is burned in the wall sconces. (see area 13 for more information on the incense.) Fenthaza preaches from north balcony. As ceremony reaches fever pitch, she joins revelers in blood pool to feast on the slaves. Sometimes, human slaves are transformed into yuan-ti purebloods or broodguard, by bathing with snakes in blood of sacrificial victims while under the influence of temple drugs. Transformation gives 1d6 levels exhaustion. If they survive are taken to new home in 18. Yuan-ti Nests. Those who die are fed to hydra in 21. Hydra's Lair.
- Fenthaza can arrange for captured characters to be transformed to yuan-ti purebloods so they can roam freely and get closer to Ras Nsi. Transformation is undone by *wish* or divine intervention. Characters who survive, gain random form of indefinite madness (see "Madness" in chapter 8 of the DMG). Human that undergoes and survives ritual gains these traits: Darkvision 60 ft., Magic Resistance, Poison Immunity and Innate Spellcasting (*poison spray* cantrip, *animal friendship* on snakes at will, *suggestion* after 3rd level, once per long rest, Charisma spellcasting ability)

## 10. HAREM

- Sealed by iron portcullis, lever to raise in 9. The Fane.

A fountain of cool water bubbles on the floor ahead. The scent of lilies fills the air, and silken drapes drift lazily in the heat. Archways open into shaded booths heaped with cushions and trays of sugared sweets. Lounging about are a dozen scantily clad humanoids with eyes like those of snakes and scaly patches on their arms, legs, necks, and backs. Watching over them are a pair of inhuman bipedal reptiles.

- Ras Nsi's concubines here: 11 **yuan-ti purebloods** and a **doppelganger** disguised as a pureblood. 2 **yuan-ti broodguards** watch over the harem.
- Ras Nsi used to spend much time here, but since death curse took hold, has cloistered himself elsewhere. Purebloods neither help nor hinder characters, fear Ras Nsi enough not to betray him, knows that Ras Nsi is sick and dying.
- Ras Nsi's yuan-ti champion, **Sekelok**, has dangerous affair with concubine Neema and visits her at night. Neema threatens other concubines to cover up affair.

## DOPPELGANGER SPY

- Doppelganger infiltrated temple by killing and taking form of a male yuan-ti pureblood named Ishmakahl. Sent by Red Wizard Zagmira to spy on Ras Nsi. Has had little contact with Ras Nsi, but has eavesdropped on Neema and Sekelok's conversations.
- Ishmakahl appears as handsome Chultan man with snake eyes. If characters contact doppelganger on behalf of Red Wizards, it can help steal puzzle cubes from 12. Ras Nsi's Lair. Knows layout of temple and that secret door somewhere in 11. Throne Room leads to Ras Nsi's lair. Also knows that Ras Nsi's lair can be reached via teleporters, but doesn't know how to activate. Advises characters to break into lair when Sekelok visits harem at night.
- Ishmakahl secretly thinking about defecting to yuan-ti. If his plan shows signs of backfiring, doppelganger rats out characters to Ras Nsi or Sekelok.

## TELEPORTER

- Faintly glowing stone disk (teleporter) in eastern booth

## TREASURE

- In chamber are white gold tiara of intertwined vipers with topaz eyes (750 gp), jade trinket box shaped like a flytrap with curling golden leaves (250 gp), two golden cobra candlesticks (75 gp each).

## 11. THRONE ROOM

Four pillars support the vaulted ceiling, and steps ascend to an iron throne carved in the likeness of a hydra. Painted on the wall behind it is a large blue triangle. To the south, an engraved stone disk is set into the floor of an alcove. A ten-foot-wide opening in the east wall leads to a flooded cave.

- **During Day.** Ras Nsi on throne addressing 2 **type 1 yuan-ti malisons** advisors. Sekelok and 3 **yuan-ti broodguards** in middle of room. 4 **ghouls** with blue triangles on forehead hidden behind throne.
- **At Night.** Ras Nsi retires to 12. Ras Nsi's Lair, other yuan-ti, Sekelok and ghouls remain. Sekelok may sneak off to 10. Harem.
- If gong in 9. is rung, Sekelok and yuan-ti investigate, ghouls hide behind throne, Ras Nsi withdraws to lair.

## SEKELOK

- Sekelok is tall, muscular yuan-ti pureblood. Ras Nsi's bodyguard, loves slaughtering master's enemies. Ras Nsi likes forcing those who offend him to duel Sekelok, either to the first cut or to the death.
- Sekelok has secret affair with Neema, (see 10. Harem). Is torn – while staunchly loyal to Ras Nsi, the subterfuge fuels his ego. If Ras Nsi discovers affair, he flays them alive and feeds to hydra in 21. Hydra's Lair.

## SECRET DOOR

- DC 16 Perception while searching walls to find secret door in western corner of north wall, leads to 12. Ras Nsi's lair. Advantage if they know about the door.

## TELEPORTER

- Engraved stone disk (teleporter) in southern alcove.

## 12. RAS NSI'S LAIR

Shadows dance over this opulent bedchamber. Cushions lie in one corner, and decorative shields line the walls. Treasures are heaped around the room: gold and silver coins; a gilded harp; a jeweled wine flask; pillows of silk; and fine clothes draped over wooden mannequins. To the east, an engraved stone disk is set into the floor of an alcove. To the west, a rectangular steel plate mounted on the wall is polished to a mirror-like sheen.

- At night, Ras Nsi rests here.
- If characters defeat Ras Nsi and question him:
  - Ras Nsi slowly rotting to death, don't know why.
  - Wants to bring forth Dendar and destroy the world.
  - Yuan-ti believe locked gate somewhere under Peaks of Flame prevents Dendar from entering the world. Acererak promised to help Ras Nsi unlock gate, in return, Ras Nsi defends the Tomb of the Nine Gods.
  - 9 puzzle cubes needed to enter Tomb of the Nine Gods. Ras Nsi doesn't know how they are used.
  - Tomb entrance marked with obelisk, Ras Nsi can provide directions and/or an escort.
  - Acererak slew nine gods of Omu before enslaving city's inhabitants, which he used to build his tomb.

## FLYING SHIELDS

- As bonus action, Ras Nsi can speak command word (“Ssilum”) causing 5 shields to fly off walls and levitate around him, giving him +10 AC bonus. If an attack that would normally hit Ras Nsi is blocked by shields, 1 shield is disabled and drops, reducing bonus by 2. When no more active shields, effect ends, Ras Nsi can’t use power again until long rest. Transmutation aura on shields. Only Ras Nsi can activate and only here.

## TELEPORTER

- Engraved stone disk (teleporter) in eastern alcove.

## TREASURE

- Ras Nsi has *flame tongue longsword* and *sending stone* (Salida has other stone, see “Finding a Guide”)
- Lair also has these treasures: Sembian wine flask (50 gp), bejeweled Amnian doublet + pouch (75 gp), Cormyrean cloak (100 gp), gilded Moonshae harp (250 gp), and 3 Turami silk cushions (25 gp each). Hidden under a cushion is Ras Nsi’s spellbook with all his spells. Also thirty 50 gp gemstones in clay urn, 150 pp in unlocked wooden chest, 350 gp and 900 sp on the floor, and froghemoth statuette made of painted wood with three amethyst gemstones for eyes (100 gp each).
- **Puzzle Cubes.** Any puzzle cubes taken are also here.

## 13. STOREROOM

- Southwest doors locked. DC 15 Thieves’ Tools unlock.

Stacks of sturdy wood crates, bundles of cloth, and clay amphorae litter the floor.

- Azi Mas, awakened **giant constrictor snake** here. Check any arriving supplies, otherwise remains coiled in the shadows, bored, enjoys chatting with yuan-ti. If non-yuan-ti enter, Azi Mas tries to take a hostage. If outmatched, whines and pleads for mercy.
- Long ago, jungle druid used *awaken* spell on Azi Mas. After enchantment ended, slithered off and got to Omu. Azi Mas can remember names and faces, quick to warn yuan-ti if he sees someone he doesn’t know.

## TREASURE

- 50 bolts of cloth; 6 crates of bronze bars; 3 barrels of salt and spices; 3 chests with rope, oil, lanterns, paper, and blankets. Enough gear to make 5 explorer’s packs.
- **Mesmerizing Incense.** Sealed case with 10 blocks of incense. If lit, creates hazy 20-foot-diameter cloud, moves with block. If creature starts turn in cloud, DC 16 Con save or enter dreamlike stupor with nightmares, remains awake but poisoned. Yuan-ti also vulnerable to this effect, lasts for 1 hour after leaving cloud, or if cured with *lesser restoration*.

## 14. VENOM DISTILLERY

- Door locked, loch has poison needle trap.
- DC 15 Thieves’ tools to pick lock, DC 20 Perception check to spot trap, DC 12 Sleight of Hand to disable.
- If not disabled, character picking lock makes DC 16 Dex save, on fail 1d10 poison damage and blinded until cured with *lesser restoration* or similar magic.

The air in here is moist and sticky. Natural light spills from cracks in the ceiling, and mud coats the floor. Stone workbenches are laden with clay bottles of various shapes and sizes. Toadstools, snakeroot, and belladonna plants grow among the clutter, fed by water seeping from above. Standing near the plants is a hairless man with scaly skin and a bronze syringe. Lurking in the shadows around him are five slouching humans that reek of decay.

- Chamber used to extract venom from snakes by Xopal (**yuan-ti pureblood**) and create new deadly venoms.
- 5 human **zombies** serve Xopal as laborers.
- Xopal has special syringe with poison (included in statblock in Chapter 4 Encounter Sheets).
- Xopal believes his destiny is to become much more powerful form of yuan-ti, and it will happen when he makes poison so virulent that it can overcome poison immunity. Uses zombies test subjects; plans to conduct further tests on live yuan-ti.

## BOTTLED POISONS

- If workbench exposed to explosive force, such as from *thunderwave* or *fireball*, bottles smash and create 15 ft. radius sphere of poisonous vapors that last 1 minute. When moving into gas or start at turn, DC 15 Con save, 4d8 poison on failure. Creatures affected even if they don’t breathe.
- Among poisons is stoppered jug with soporific gas. If stopper is removed, soporific gas fills 15 ft. radius sphere. When moving into gas or start at turn, DC 13 Con save or fall unconscious for 1 hour.

## TREASURE

- Xopal has brass key that unlocks south door.
- 20 doses *serpent venom*, 5 doses *essence of ether*, 5 doses *torpor* (see “Poisons” in chapter 8 of the DMG).

## 15. SNAKE PIT

A rickety wooden walkway threads around the walls of a deep pit. Foul odors waft up from below. Somewhere in the gloom beneath you, thousands of snakes writhe.

- Walkway is safe.
- Pit is 50 feet deep and filled with poisonous snakes.
- When creature comes into pit, *swarm of poisonous snakes* forms around it and attacks. Endless swarms form this way, swarm that has nothing to attack dissolves into individual snakes.
- DC 15 Athletics check to climb slick walls.

## 16. BLOOD BATHS

The iron stench of blood floods this chamber. Along one wall, a row of gore-filled pools sink into the floor. Blood trails and bloody footprints run between the pools.

- Each day, yuan-ti ritually bathe in blood of sacrifices.
- Blood contained in baths, heated by thermal vents.
- 4 **yuan-ti purebloods** and 2 **type 2 yuan-ti malisons** bathing in pools. 5 slaves (**commoners**) tend to them.
- Yuan-ti’s weapons at back of each alcove. If gong alarm sounds, yuan-ti command slaves to remain, arm themselves and head to area 9.
- If combat breaks out here, reinforcements arrive from 17. Sauna in 1d3 rounds

## 17. SAUNA

Heat rises from an enormous oval stone set into the floor of this chamber. Discarded skins are heaped around it, and shelves underneath it are lined with jars. A snake-headed yuan-ti sheds his skin while two strong, bare-chested human men with spears look on.

- Oval stone is 8 feet tall and made of porous rock, sits atop volcanic vent, transfers heat evenly through room.
- Yuan-ti come here to shed skin and polish their scales.
- 30 jars line shelves under oval stone, contains scented ointments yuan-ti use to keep skin supple, not valuable.
- 2 enslaved **gladiators** watch Yahru (**type 1 yuan-ti malison**) as he sheds his skin (takes up to 1 hour).

- Yahru is Ras Nsi's spymaster, doesn't like to be disturbed. Characters disguised as yuan-ti purebloods are told to leave the room. Enslaved characters ordered to smear ointment on Yahru's skin.
- Yahru doesn't want to fight or risk his bodyguards. Unless characters provoke fight, he tries to find out more about them without revealing anything.
- If Yahru learns information can tell either Fenthaza or Ras Nsi, enjoys playing them off against each other.
- If bodyguards defeated, Yahru offers small bits of information freedom. Knows temple layout and:
  - Ras Nsi's command is tenuous. Fenthaza is his rival.
  - Ras Nsi is dying by magical disease without cure.
  - Ras Nsi made pact with lich Acererak, who took Omu long ago and built tomb beneath the city, Yathru can describe entrance and give directions.
  - Acererak slew nine gods of Omu before enslaving the city's inhabitants and using them to built tomb.

## 18. YUAN-TI NESTS

These dank catacombs have been converted into sleeping quarters. The walls are lined with alcoves that now serve as nests for yuan-ti.

- 12 of 18 alcoves occupied by 6 **yuan-ti malisons** (two each of types 1, 2, and 3) and 6 **yuan-ti purebloods**. Passing through impossible without magic.
- If gong in 9. The Fane sounds, yuan-ti go to investigate.

## 19. SLAVE GROTTO

A campfire casts warm light over this cavern. Heaps of dead grass and palm fronds are scattered about, and the muddy floor is pitted with footprints.

- When not working 2d10 slaves (**commoners**) here.
- 3 **yuan-ti broodguards**, and Slavemaster Issar (**type 3 yuan-ti malison**) wearing a red cloth headdress.
- Issar vain and arrogant, looks at himself in mirror.
- Issar doesn't want to speak to "meat" under his command, uses Chultan slave boy Khoti to translate unspoken gestures. Twitch of his tail can be order to fetch water, flick of the tongue can be approval. In truth, Khoti makes up most of what he sees. Issar don't care, as long as slaves show deference.
- Khoti questions characters on his master's behalf.

### SLAVES

- Slaves supposed to widen carvens to make new sleeping quarters for yuan-ti. Progress slow, tools wore down or broken, Issar waiting for delivery of new tools.
- Slaves are healthy, but wills broken by trauma and drugs. Have terrible nightmares each night.
- Slaves unchained, but too broken to attempt escape. DC 17 Persuasion or Intimidation check to convince them to escape. Slaves who come to their senses try to kill as many yuan-ti as they can. Slaves know temple defenses and layout, except areas 11 and 12.

### TREASURE

- Issar has key to 13. Storeroom, headdress with gemstones (250 gp), and golden hand mirror (75 gp).

## 20. UNDERGROUND RIVER

An underground river opens before you. Stalactites hang low over its surface, and dripping water echoes in the dark.

- Water 5–30 ft. deep, to north and south descends into submerged tunnels that spread for miles under jungle.

### ROWBOATS

- 2f rowboats on shore near 23. Secret Entrance.
- Cowbell dangles from hook at the prow of each boat. If rung, hydra from area 21 arrives in 1d6 rounds

### YUAN-TI BROODGUARDS

- 4 **yuan-ti broodguards** guarding rowboats and watching 23. Secret Entrance.
- If they detect intruders not disguised as yuan-ti, one runs to warn yuan-ti in area 19, while rest fights.
- Broodguards question characters disguised as yuan-ti. DC 10 Deception group check to bluff their way past. If failure, broodguards take them to Issar in area 19.

## 21. HYDRA'S LAIR

An underground river widens to form a flooded grotto. To the west, a pebble-strewn bank rises to a door recessed in the cavern wall. Near the middle of the lake, bones cling like a tide mark to a rocky pillar.

- **Hydra** lurks underwater nearby.
- Ras Nsi's pet, regularly feeds it slaves, prisoners, and defiant subordinates. Victims are bound and ferried on rowboats to deepest part of river, captors sound bells on rowboat and hurl tied victims into the water.
- While fed, hydra avoids boats in river. When rowboat bell sounds, hydra surfaces within 1d6 rounds. If not fed immediately, it attacks the boat. Also attacks swimmers and any boats that venture north of area 18.

## 22. FUNGI CAVERN

The passage widens into a cavern filled with fungi. Toadstools, puffballs, and other tuberous growths cover the walls and floor. Against the far wall, a malformed skeleton lies buried under a patch of buttery mold. A brass key hangs around its neck.

- A patch of green slime (DMG chapter 5) on ceiling above entrance, drops on first creature walking under.
- Patch of yellow mold (DMG chapter 5) covers skeleton. If touched, it ejects a cloud of deadly spores.
- Corpse belongs to Kukuga, yuan-ti pureblood who secretly worshiped Zuggtmoy (demon queen of fungi). Kukuga made fungal brew to transform himself, but it killed him. Xopal (area 14) sometimes harvest poisonous toadstools from the corpse.
- DC 12 Sleight of Hand check to take key without disturbing mold. Unlocks door to 14. Venom distillery.

## 23. SECRET ENTRANCE

- If characters enter this tunnel from the surface, read:

The passage winds into the bowels of the earth. The air is wet and sticky, and the walls are slick with moisture. Harmless centipedes crawl across the floor as you descend.

- 100 ft. long tunnel, goes to 23. Royal Palace in Omu.