



WHISPERS IN THE DARK

The temple lies just ahead, and within the answers to a great many questions about the recent goings-on in Port Nyanzaru. The journey here has been long and arduous and hopefully soon at an end. Leave your trepidations at the door; there's exploring to be done!

*Part Three of *The Jungle Has Fangs* Trilogy.*

A Two-Hour Adventure for 1st-4th Level Characters



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INTRODUCTION

Welcome to *Whispers in the Dark*, 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 adventure begins with the characters already deep in the jungles of Chult—searching for the lost city of Bulobo. Once there, they discover the Fane of the Whispered Fang, a secret temple of Dendar.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. 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. Familiar 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

“There were times that called for mindless, terror-filled panic, and times that called for measured, considered, thoughtful panic.”

—Terry Pratchett

ADVENTURE BACKGROUND

Shasskatar was once a Spiritlord of Ubtao, and from within his temple beneath the city, Shasskatar studied and worshipped—serving the people of Bulobo as an advisor and spiritual guide.

Sadly, Bulobo was not spared from the devastation wrought by the Spellplague across Chult, and its Spiritlord was helpless to save her people from within the temple. In anguish, Shasskatar cursed Ubtao’s name; and while Ubtao—being absent from Chult—didn’t hear her cries of anger, one being did.

Dendar began visiting Shasskatar in her dreams—whispering foulness and promises of dark powers. Initially, Shasskatar resisted, but trapped within the darkness of the Fane, she eventually succumbed to the temptations and transformed into a yuan-ti.

Meanwhile, the archlich Rhaugilath has cast lines wide and far, offering ancient secrets to those who would aid in securing his freedom from the lich Larloch. Offers that Shasskatar is all too eager to accept. In exchange, she must only do the bidding of Kress’voon—a powerful yuan-ti anathema in the service of the lich. A seemingly easy task, indeed!

LOCATION AND NPC SUMMARY

The following are featured prominently in this adventure:

Bulobo (Boo-LOW-bow). The jungle has reclaimed this once-beautiful city. It conceals a temple dedicated to Dendar within its ruins.

The Fane of the Whispered Fang. This temple of Dendar lay hidden beneath the central square of Bulobo.

Venom Queen Shasskatar (SHASS-kuh-tar). A nightmare speaker of Dendar the Night Serpent. Bound to the Fane of the Whispered Fang, and unable to leave, she has invaded the dreams of a nearby tribe of grungs who act as an extension of her will upon Port Nyanzaru and its surrounds.

Wadumu Who-Would-Be-Blue (wah-DOO-moo). This grung secretly plots against Venom Queen Shasskatar, and to that end serves as a guide for the characters—leading them to the Fane of the Whispered Fang—only to betray them once they have slain the yuan-ti.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. Stepping into the Past. Its location having been revealed by the Grudge-gill grungs or by their

contacts within Port Nyanzaru, the characters arrive in the lost city of Bulobo. Once there, the characters must locate the access the secret temple of Dendar.

Part 2. Descent into Darkness. Once within, the characters confront the Venom Queen. They then learn that her life was bound to the temple, and as she dies, the Fane of the Whispered Fang collapses around them. They must find a means of escape before they are buried beneath forever.

Part 3. Climbing into the Light. Wadumu betrays the characters—unleashing a torrent of yellow musk zombies into the Fane as it collapses around their heads. The characters must escape the horde and the Fane before they are buried forever.

ADVENTURE HOOKS

For these characters, the adventure picks up more or less where DDAL07-04 *A Walk in the Park* left off; the characters have accepted the aid of a red grung, Wadumu Who-Would-Be-Blue, in finding the lost city of Bulobo. After a few days of travel, they arrive.

The following adventure hooks replace or complement the above with additional information:

Played Out of Order. Those who didn’t participate in DDAL07-04 *A Walk in the Park* are contacted by their factions or by a Merchant Prince, and asked to investigate the rumors of a lost temple hidden away in the jungle—which they believe to be related to recent troubles in Port Nyanzaru. If he otherwise isn’t present, the characters are provided a guide—a green grung by the name of Wadumu Who-Would-Be-Blue, who claims to know the location of the city.

Faction Assignment (Lords’ Alliance). Prior to arriving in Bulobo (or departing Port Nyanzaru for those who didn’t participate in DDAL07-04 *A Walk in the Park*), members are visited by an unusual, gold pseudodragon named Hsing, he relates: *“The Lords’ Alliance demands that you learn who is truly behind recent attacks in Port Nyanzaru, and learn their goals however possible. The end justifies any methods that you choose to utilize.”*

Faction Assignment (Zhentarim). The Zhentarim are informed that the Black Network is always on the lookout for new tools to use in its dealings. If one or more of the characters are members of the Zhentarim, they rouse from a long rest to find a parcel beside one of them. Inside the wax-sealable box are two pairs of small plant clippers, and a letter: *“Chult is known for its dangerous plants. If you come across any, bring back a sample.”*

PART 1. STEPPING INTO THE PAST

Estimated Duration: 45 minutes

The adventure begins as the characters arrive at the lost city of Bulobo—either having learned of its existence by the Grudge-gill grung, Wadumu, or through information relayed by Pock-Mocked Po.

STORY BEAT

The adventure begins with the characters arriving in the lost city of Bulobo. Once the way into the Fane has been revealed, the unliving denizens rise from their graves!

This Part is broken down into **two** Encounters. The first describes the courtyard, while the second describes how the objects in the courtyard are used to access the Fane. Be sure to **read both parts** before running the encounter!

THE LOST CITY OF BULOBO

The city of Bulobo was—until the Spellplague—relatively prosperous given its location deep within the jungles of Chult. Like others, it was ravaged by earthquakes and torrential storms, and eventually reclaimed by the jungle.

GENERAL FEATURES

The city has the following general features:

Terrain. The ground is largely flat, but the remnants of the buildings are still here—covered with thick undergrowth, vines, and flowering plants.

Structures. The buildings are small and made of large bricks of cut stone. Most of them are completely overgrown, but the shapes of a few of them can be discerned and even entered. Within, there is little more than rubble and rotted wooden furniture. In one of them, the characters find a small, partially-burnt wooden doll.

Weather. It is swelteringly hot and so humid that it often feels like gills are needed to breathe properly. Stagnant air.

Flora and Fauna. The ruins of the city teem with life. Birds fill the air and taller clumps of brush. Here and there, small, furry creatures leap from branch to branch and scramble through the ruined buildings. There are also snakes—an unusual (and uncomfortable) number of snakes.

The majority of the plant life here is tall grasses and beautiful, flowering vines that wrap themselves around everything in sight. A few of these plants are deadly—specifically, a **yellow musk creeper** and perhaps a **mantrap**, and an **assassin vine** (See The Door's Guardians, below).

Light. The city itself is devoid of tall trees, so the canopy doesn't extend to cover it. During the day, the sun is high overhead and the area is brightly lit. At night, the stars shine brightly, providing dim light.

Smells and Sounds. Shrill calls, chirps, and whistles silenced occasionally, by faint and distant roars of large predators. The stench of rotting vegetation, damp earth, and the sweet smell of flowering plants.

As the characters arrive, read:

After days of traversing the thick jungle, the canopy finally gives way to open, blue sky and the blinding light of the midday sun—a sight you haven't seen for a long while.

Before you lies a large clearing that, were you not paying attention, would look like little more than a wide dell full of plant-covered hillocks. However, hints of doorways and windows along with the presence of an obelisk of pitted grey stone reveals the truth—you have found the lost city of Bulobo at last.

The main promenade into Bulobo leads into the city's central courtyard.

WADUMU WHO-WOULD-BE-BLUE

Wadumu (AC 12, 11 hit points; immune to poison) is a grung, and a particularly tricky one at that. He's good, however, at not letting on as such. Characters that have played DDAL07-04 *A Walk in the Park* met Wadumu after he **betrayed his kin** with promises to **lead the characters to the Bulobo**. It is important to determine whether or not Wadumu is still with the characters (some of whom may have simply killed him after learning his true nature, or simply grew tired of him) **before proceeding** into the adventure.

If the characters didn't play in the previous adventure, Wadumu is introduced to the characters and provided by the Zhenarim as a guide to lead them to the Fane of the Whispered Fang in pursuit of their mission.

Despite Wadumu being a skilled liar (Deception +6), he is quite genuine in his desire to see the Venom Queen slain. He sees his people as little more than slaves to her whim, and facilitating her death as a means of both liberating them and improving his position in the caste-society of his people. He does, however, **plan on betraying the characters** when the chance presents itself. I mean, why not?

Wadumu speaks broken, heavily-accented Common, and the adventure is punctuated with **quotes** that represent some of Wadumu's reaction to the events that transpire.

Quote: "You see? Wadumu no trick you."

A. THE COURTYARD

As the characters enter the city proper, read:

The courtyard is covered in a carpet of ankle-deep grass—in which a dozen bodies lie scattered about. The cold remains of a month-old campfire sits in the middle of them and their discarded packs. In addition to the large, central obelisk, a number of short, squat pillars ring the courtyard.

The area was used as a campsite by an expedition of dozen Flaming Fist soldiers just **over a tenday prior**

to the characters's arrival. The soldiers were slain by carnivorous plants while they slept.

The Courtyard. The courtyard is over 100-feet across, and covered with an ankle-deep carpet of grass and other plants. As the characters approach, they see the bodies lying in the grass around the courtyard. The shapes of hundreds of other ruined buildings can be seen surrounding the courtyard—Bulobo was once a great city, indeed.

Wadumu: "Ooooooh, is Bulobo!"

The Central Obelisk. The obelisk is 20-feet tall and crafted from a single piece of pitted, grey stone. Like nearly everything around it, it is overgrown with flowering vines—most notably, a **yellow musk creeper** (see B. Entering the Fane of the Whispered Fang, below). The plant's False Appearance trait prevents it from being identified until it attacks.

There are a series of riddles carved in rings around the obelisk. If none of the characters can read Chultan, Wadumu is able to. Otherwise, the riddles can be deciphered with a successful DC 11 Intelligence check. There are a number of riddles equal to the **numbers of players at the table**. In **numerical** order, these riddles provide the sequence in which the outer panels must be activated in order to open the hidden entrance to the Fane without triggering the trap. The riddles read (don't read the solutions to the characters):

Riddle 1. "I sizzle like bacon, and am come from an egg. A backbone have I, but not a single leg."

Answer: Snake

Riddle 2. "While I've got four legs, I've no tail in sight. You see me in the day, but hear me at night."

Answer: Frog

Riddle 3. "Armored, but not a knight. Snapping, but not a twig. Always moving; always at home."

Answer: Turtle

Riddle 4. "Within a lair of silver string, I dispatch my prey with a biting sting."

Answer: Spider

Riddle 5. "A face like a tree, skin like the sea. A huge beast am I, but vermin frighten me."

Answer: Elephant

Riddle 6. "Born of water, it will also drown me. I'm a blood-thirsty beast you can barely see."

Answer: Mosquito

Riddle 7. "I have no father, only a grandfather. I shall bear no sons, only daughters."

Answer: Bee

A panel bearing a bas relief of a snake that can be gripped like a handle is set into the obelisk's face. To activate the panel, it must be **pulled** from within its housing. Doing so activates the mechanisms that open the stairway that leads to the Fane.

Wadumu: "Writing is words that stay. I'm smart"

The Outer Pillars. The courtyard is ringed by six 3-foot tall, octagonal pillars—each with a stone panel set into its top. The pillars are 50-feet away from, and **evenly distributed** in a circle around the obelisk. Each pillar has a stone panel set into the top bearing a bas relief of an animal (**see Appendix. Bulobo Map**). A creature inspecting a pillar notices that the panel can be **pushed**—much like a large button—into the pillar. Some of these pillars are used to complete the process for opening the stairway that leads down into the Fane (see B. Entering the Fane of the Whispered Fang, below).

Wadumu: "That look broked."

The Campfire. From a cautious distance, the bodies are all human and all look to be **wearing similar uniforms**. A character that succeeds on a DC 9 Intelligence (History) check identifies the uniforms as of the Flaming Fist's expeditionary forces—men and women that venture into the shallower parts of the jungle on patrols. Why they ventured this deep into the jungle, however, defies explanation. Some of them have been animated as **yellow musk zombies** (see Component 2. The Door's Guardians, below).

A cursory glance at the zombies reveals no **obvious** cause of death, but a character succeeding on a DC 9 Intelligence (Investigation) check notices that some of them bear an unusual greenish-pallor and they are already starting to be covered by the undergrowth in the courtyard.

Wadumu: "You eat? You share?"

B. ENTERING THE FANE OF THE WHISPERED FANG

The characters must figure out how not only where the entrance to the Fane of the Whispered Fang is, but also how to open it. To do this, they must contend with the "door's" two components, each with their own subheadings below:

- **Component 1. The Door's Lock.** The characters must activate the panels in a specific sequence or trigger a trap set into the obelisk.
- **Component 2. The Door's Guardians.** Upon activating the first panel, or interacting with the

plants or zombies in the courtyard, they animate and attack the characters.

COMPONENT 1. THE DOOR'S LOCK

Opening the hidden entrance to the Fane of the Whispered Fang involves locating and activating a number of stone panels in the courtyard. There are two types of panels. As an action, a character adjacent to a panel can activate it. To access the Fane without triggering the trap, the panels must be activated in this order (ignoring unused riddles):

- **Snake**
- **Frog**
- **Turtle**
- **Spider**
- **Elephant**
- **Mosquito**
- **Bee**

If a panel is activated out of sequence, the courtyard is showered with a **spray of needles** (see Obelisk Needle Trap, below). All of the panels return to their original position and the entire process must be restarted. In addition, **once the first panel has been activated**, plants and undead creatures rise from their slumber to investigate (see Component 2. The Door's Guardians, below)

Inner Panel. The "snake" panel is integrated in the obelisk and must be activated **first**.

Outer Panels. The other panels are integrated in the smaller, outer pillars, and must be activated as an action in the **correct order** after the inner (snake) panel has been activated. To complicate things, some of the outer panels **may not work properly**; roll a d6 and consult the following table the first time each of the outer panels is activated:

PANEL COMPLICATION

d6	Complication
1-3	No complication
4	The panel's inner workings are damaged and once activated, the panel springs violently from the pillar that houses it. The character activating the panel must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) bludgeoning damage from the flying panel. Further attempts to activate are treated as if a 6 was rolled (see below).
5	The pillar's panel is missing from the pillar. A successful DC 11 Wisdom (Perception) check locates the panel in a nearby bush. Once replaced it can be replaced and activated normally.
6	The panel is stuck and difficult to activate; it must be unstuck with a successful DC 11 Strength (Athletics) check before it can be activated.

NOTE: Remember that a character typically uses an action to perform an ability check. As such, if a character must repair a panel, they may not be able to activate the panel until their following turn.

Upon the first panel being activated in the correct order, read or paraphrase:

The ground shakes with a single, mighty heave, and the large paving stones surrounding the obelisk rumble and drop a fraction of an inch into the ground. Whatever it is you're doing seems to be working; the stones are descending incrementally into the ground below—not unlike stairs.

OBELISK NEEDLE TRAP

Simple Trap (Levels 1-4, dangerous threat)

The obelisk is filled with sharp steel needles.

Trigger. The trap is triggered when the panels above are activated in the **incorrect order**.

Effect. When triggered, pressurized air is released from an internal canister, which **shoots all of the needles** in the obelisk's top-most compartment—striking each creature within 30 feet of the obelisk. Each creature in the area must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) piercing damage.

Once triggered, all of the panels reset—the characters must start the sequence from the beginning.

Countermeasures. The trap can't be disabled without accessing its internal mechanisms. However, the trap can be **avoided** by activating the panels in the correct sequence. In addition, covering up the needle holes at the top of the obelisk with a tarp or something similar significantly reduces the needles's velocity—any creature in the area of effect makes the Dexterity saving throw with advantage.

Additionally, the trap is cleverly-designed to reset **automatically**. When the panels reset, the trap's inner workings simultaneously fill the internal canister with pressurized air and the top of the obelisk with needles. However, due to time and exposure to the elements, the trap may malfunction. Each time it is triggered, roll a d6 and **subtract the number of times** it has been triggered during this encounter. On a result of a 1 or less, part of the trap **breaks**, and the trap **no longer resets itself**.

COMPONENT 2. THE DOOR'S GUARDIANS

Once the characters activate the obelisk or a pillar, or physically interact with the **creeper**, or **zombies**, the creeper and the zombies animate and attack.

As the characters interact with the obelisk, the panels, the **yellow musk creeper** that calls it home animates and attacks, while four **yellow musk zombies** rise in its defense and attack the heroes.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **creeper** and a **zombie**; reduce the obelisk needle trap's damage to 3 (1d6) piercing damage
- **Weak:** Remove three **zombies**
- **Strong:** Add a **mantrap**
- **Very Strong:** Add an **assassin vine**; increase the obelisk needle trap's damage to 14 (4d6) piercing damage

Yellow Musk Creeper/Mantrap. The creeper and the mantrap (if present) use their Attractive Pollen or Yellow Musk first. Upon using it, their False Appearance is revealed—though any creature charmed by it may not care. When this occurs, read the following to anyone within 30 feet of the obelisk and the yellow musk creeper (or hand them a note for **extra** suspense):

You hear a faint rustling and the thick vines tangled around the obelisk stir slightly. Its yellow and purple flowers open and a dusting of light, yellow pollen drifts into the air.

Yellow Musk Zombies. The zombies animate once combat is initiated and attack mindlessly. Scatter the zombies in the courtyard in such a way so as to **separate the characters** from one another. When combat begins, read the following to one of the characters near a zombie:

One of the nearby bodies nearby stirs, and a heartbeat later, stands slowly to its feet. It fixes its vacant gaze upon you as a thin tendril uncoils from within its rotting head—tipped with a small, yellow and purple flower.

With arms outstretched, it shambles towards you.

Assassin Vine. This plant simply starts throttling people when combat begins. While the creeper is at the obelisk, the assassin vine should be near one of the outer panels.

As the characters fight and work to solve the puzzle, the other unliving denizens of Bulobo are roused from their slumber. At the beginning of the second round, read or paraphrase:

The noise of the grinding machinery appears to have a rather unfortunate side effect. In the distance, you see dozens of zombies clawing, crawling, and climbing out of the collapsed and overgrown buildings that surround the courtyard. To make matters worse, they're heading in your direction!

It should be made clear that there is no way for the characters to defeat so many foes. Their only hope is to either abandon their mission, or to solve the puzzle quickly so as to enter the safety of the Fane.

At the **end of the fourth round** of combat, two more **zombie** shambles into the courtyard and enters initiative. Two rounds later, **three more** enter combat. From then on, at the end of every other round, three **yellow musk zombies** enter combat.

NOTE: Be sure to remind any Zhentarim members of their faction assignment!

Wadumu: "No get me! Hap, hap!"

FACTION ASSIGNMENT (ZHENTARIM)

Zhentarim members that obtain a clipping of the yellow musk creeper, a yellow musk zombie, a mantrap or an assassin vine, and complete the adventure with it in their possession complete this assignment. Award each character 50 XP.

XP AWARD

If the characters open the entrance to the Fane of the Whispered Fang without triggering the obelisk's needle trap, award each character 100 XP.

TREASURE

Given the horde of zombies spilling into the courtyard it may not be the best idea, but characters that spend an action searching a body they find a total of 43 gp in coins and gems on its person along with a total of four vials of insect repellent balm, three *potions of healing*, and a *spell scroll of warding bond*. While only one body carries treasure, it's the first one they happen to search.

The only other possession among them that hasn't otherwise succumbed to rust and rot is a fine, brass-headed maul that one of the zombies drags behind it—tethered to its arm by a half-rotted leather thong. It is worth 5 gp.

DEVELOPMENT

Once the characters activate the panels in the correct order, the flagstones surrounding the obelisk lower into the ground in the fashion of a staircase winding around a central column (atop which rests the obelisk)—revealing themselves to be columns themselves that extend into the darkness below. Yellow musk zombies, however, continue to flood out of the surrounding buildings and head towards the characters. If they stand their ground, it's clear they'll be overwhelmed.

Proceed to Part 2.

Wadumu: "Run, fool! Run!"

PART 2. DESCENDING INTO DARKNESS

Estimated Duration: 45 minutes

It has been centuries since this hidden temple of Dendar has seen the light of day. Since that time, Shasskatar has been alone with her thoughts, dreams, and schemes.

STORY BEAT

The beginning of Part 2 should be suspenseful as the characters are addressed by an unseen threat. Once revealed, the characters are pressed into combat.

A. THE FANE OF THE WHISPERED FANG

The stairs lead the characters beneath the city and into the Fane. Read or paraphrased:

The stairs wind down 20 feet into the darkness and open into a vast cavern, a full fifty-feet wide and twice again as long.

A platform rests in the middle of the chamber, with four tall pillars extending to a wide ceiling resembling a mass of writhing snakes. Each of the 3-foot thick pillars is carved in such a way to appear as if serpents are coiled around it. The carved serpents have been lacquered in once-vibrant shades of green, yellow, orange, and red that have faded with age.

On the far side of the chamber, a twenty-foot wide curtain of water falls into the room from the carved maw of a stone serpent's head with two, huge eyes that appear to be made of sparkling yellow stones.

Once all of the characters have entered the Fane, the staircase grinds back into place behind them and form a solid wall of stone. Any attempts to locate a means to open the staircase again fail—it appears as if they are stuck here.

This temple of Dendar is home to Venom Queen Shasskatar, a **yuan-ti nightmare speaker**.

GENERAL FEATURES

The nesting area has the following general features:

Terrain. The floor and walls of the chamber are of unhewn stone—worn down by the passage of time and water. With the exception of the pool that the characters are dumped into and the platform itself, the room is filled with ankle-deep water. The stone underfoot is smooth, but not slick. The water isn't deep enough to inhibit mobility.

The platform in the center of the room is of worked stone brick. The craftsmanship is exquisite and well over two centuries old. The pillars extending towards the ceiling are of the same stone.

Water. The water that covers the floor is only a few inches deep—nothing that would inhibit movement. A thin layer of sand lines the bottom of the pool—sediment accumulated by

the river that feeds the waterfall. There may be small areas in the Fane that are deeper than they appear, however.

The Platform. The central platform within the Fane is made of curious, rough stone. It is clearly worked, but the surface is rough and uneven—as if it were intentionally worked with a tool to make it as such. Characters examining the surface closely with a passive Investigation score of 13 or higher notice that the rough surface conceals an odd, geometric shape—that of a large maze in the shape of a circle. Characters seeing it or hearing the description that also succeed on DC 11 Intelligence (Religion) check identify the symbol as that of Ubtao.

The Waterfall. The magic of the Fane captures ambient light within the waterfall which Shasskatar is able to manipulate to create images (akin to the *silent image* spell). The water is saturated with the evil of Dendar the Night Serpent, and any creature **willingly** passing through the waterfall must succeed on a DC 11 Wisdom saving throw or take 5 (1d10) psychic damage and be frightened. Creatures have three-quarters cover against attacks made from the other side of the waterfall. Using these images doesn't betray Shasskatar's False Appearance trait.

Light. There is no light here save for that which the characters brought with them. Once the characters step onto the platform, a number of old, moldering torches bursts into light—shedding bright light in a 20-radius and dim light an additional 20 feet beyond that. The light reflects off of the curtain of water on the eastern wall in the same radius.

Sounds and Smells. Falling water. Old rot and mildew, the faint smell of long-dead fires.

B. ENTER THE SERPENT

Once the first character steps atop the platform, read or paraphrase the following:

The darkness is shattered as a number of torches set throughout the room burst into yellow and blue flames. The light is reflected in the mist of the waterfall, and forms the image of a bright, golden orb—the sun. The warmth is short-lived, however, as the reflected light shifts and change in shape—resolving into a pair of yellow, serpentine eyes that seem to peer directly into your soul.

“Yessss,” a woman's whispered, hissing voice echoes throughout the room. “*She tastes your fear; relishes upon it. So sssssweet. Step closer that she might taste it better.*”

Venom Queen Shasskatar is a yuan-ti nightmare speaker with beautiful dark-brown skin. She is **hiding in plain sight**; her snake-like lower torso is wrapped around one of the pillars in the room. She is treated as having the False Appearance trait; as long as she remains motionless, she **can't be distinguished** from an otherwise normal carving.

Similarly, the acoustics of the chamber make it **impossible** to discern from where her voice is coming. Play this up to cinematic effect with things such as the following:

- The light reflected by the waterfall casts dancing shadows throughout the room—making it appear as if the carvings on the ceiling or on one of the outer pillars are moving.
- A few of the stone snakes fall from the ceiling and animate upon striking the floor. They slither harmlessly by the feet of a nearby character.
- Other images fade into view within the waterfall depicting the characters and their loved ones or their deepest fear—visible only to that character.
- One of the characters tastes bitter poison on their mouth, but the others don't.

TRICKS OF THE TRADE

Consider the following:

Venom Queen Shasskatar. Shasskatar **isn't quick to pick a fight**. She is curious not only as to how the characters found her, but also what has led them to Bulobo in the first place. She relates the information below. When she grows tired of talking, however, Shasskatar begins combat by casting *hex* on the nearest target (which foils her False Appearance) and dropping down and attacking it (taking no damage from the fall). She uses *Invoke Nightmare* on whoever looks to best fit the “dumb fighter” stereotype. **NOTE:** If you feel that Shasskatar's legendary actions may be too much for your group to contend with, use them sparingly, but avoid omitting them entirely if possible—the characters should be scared. Even if you're only using *Slither*, demonstrating these extra actions will keep them on their toes. Don't go too easy on them, but don't overwhelm them. Give them what they can handle, but push their limits.

- She has resided in the Fane of the Whispered Fang for over a hundred years. Within its walls, she communes with Dendar anticipating the Night Serpent's apocalyptic return to Faerûn.
- She is in the service of Kress'voon (featured in DDAL07-14 *The Fathomless Depths of Ill Intent*), a powerful yuan-ti anathema who dwells in a mighty temple to Dendar.
- Kress'voon, in turn, serves Rhaugilath, a far-away lich who visits the anathema in his dreams.
- She knows that the lich is the servant of some other powerful, unknown being. The lich requires the assistance of the Soulmonger (see *Tomb of Annihilation*), an artifact of great power, to free himself.
- She knows little else about the lich or Kress'voon's plan; she doesn't even know where to find him—inquiries as to whom Kress'voon is are met with mocking laughter.

- If asked who she is, Shasskatar reveals little—having forsaken her life before her transformation. She recalls that she has been locked away within the Fane for over a century, and that her hatred for Ubtao burns with the white-hot fire of the sun—which Dendar will consume. She doesn't recall where she came from.

ROLEPLAYING VENOM QUEEN SHASSKATAR

Her time spent locked away within the temple has made the Venom Queen bitter and resentful. She loathes everyone and everything. In combat, she lashes out with neither mercy nor remorse. In conversation, her words drip with contempt.

She hates Kress'voon with every fiber of her being for his refusal to involve her in his plans. Her dedication to Dendar and her curiosity are all that keep her serving the anathema.

Quote: “You are naught but meddling children.”

Wadumu Who-Would-Be-Blue. The grung plays the role of steadfast ally throughout the fight; he must see Shasskatar dead—be it by his hands or by those of the adventurers—to be satisfied. That said, he has no wish to die. If absolutely necessary, he uses a blowgun (+4 to hit; 3 piercing damage) from a distance, and renders aid to the characters—stabilizing them or administering potions (provided they have any that Wadumu knows about). He flees to safety (using *Disengage* if necessary) if pressed into melee combat. Note that Wadumu is not a combatant here—he is more likely to run and hide than actually help.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Replace Shasskatar with a **yuan-ti pureblood** with the lower body of a serpent. Her type changes to monstrosity and she has the *Legendary Resistance Trait*, and the *Slither* and *Blinding Poison* legendary actions possessed by Venom Queen Shasskatar, but only has 2 legendary actions per round, instead of 3. Her type changes to monstrosity. The waterfall deals 3 (1d6) psychic damage.
- **Weak:** Shasskatar is instead a **yuan-ti pureblood** with the lower body of a serpent; she has the *Legendary Resistance Trait*, and the *Slither*, *Blinding Poison*, and *Slice and Dice* legendary actions possessed by Venom Queen Shasskatar. Her type changes to monstrosity. The waterfall deals 3 (1d6) psychic damage.
- **Strong:** Add a **yuan-ti malison (type 3)** who begins the encounter coiled around a pillar similar to Shasskatar.
- **Very Strong:** Add a **yuan-ti pit master** with the lower body of a serpent who begins the encounter coiled around a pillar like Shasskatar is; the pit master can target only two creatures with *Merrshaulk's Slumber*, and the damage dealt by *Poison's Disciple* is reduced to 11 (2d10) poison damage. The waterfall deals 11 (2d10) psychic damage.

Any creature that **fails its saving throw** against Shasskatar's *Invoke Nightmare* ability is subjected to terrifying visions of Dendar the Night Serpent

consuming the sun and everything that bathes in its light. These visions are so powerful that these characters gain **The Night Serpent Comes** story award (see Rewards, below).

Legendary actions can be potent at lower levels; if you feel that the characters aren't able to keep up with them, consider forgoing or limiting their use.

BUT WAIT! I'M A YUAN-TI, TOO!

Yuan-ti characters may be victim to some sort of moral crisis here—especially if they're followers of Dendar. This is a possibility, but characters should be made aware of the Adventurers League Code of Conduct as it pertains to treachery-most-foul (i.e., Rule #1). Adventuring characters, despite differences in morals and ethics (alignment), are presumed to be sufficiently motivated so as to stick together in times of danger.

FACTION ASSIGNMENT (LORDS' ALLIANCE)

Lords' Alliance members that learn who is behind the plots facing Port Nyanzaru by actively engaging Venom Queen Shasskatar in discussion complete this assignment. Award each character 50 XP.

TREASURE

Shasskatar wears an ornate headdress fashioned of emeralds, green silk, and feathers of yellow, red, and orange. The headdress is worth 250 gp. She also wears a pair of electrum bangles worth 25 gp each, and *pearl of power* set into a black iron ring. Lastly, she has a *potion of healing* tucked away in a satchel.

If the characters for some reason want to pry the diamonds away from the serpent's eyes during the fight, they may. For each action spent prying them away, the characters retrieve 50 gp worth of the stones (max 200 gp). A character must succeed on a DC 11 Strength (Athletics) check to climb the 30 feet up to the eyes. Any diamonds recovered here are unavailable in Part 3, below.

DEVELOPMENT

When all of the yuan-ti die, read or paraphrase:

The yuan-ti cries out in anger and pain, and crumples lifelessly to the ground. As her life's blood soaks into the Fane's stone floor, you hear—more in your mind than your ears—a piercing cry of anger.

The ground shudders with a startling jolt. Cracks appear in the walls, and motes of dust fall from the ceiling as the quaking intensifies and the waterfall pouring from the serpent's maw suddenly slows to a trickle.

There is no mistaking it—the Fane is collapsing.

Proceed to Part 3.

PART 3. CLIMBING INTO THE LIGHT

Estimated Duration: 30 minutes

With the Venom Queen slain, the Fane begins to collapse around the adventurers's heads. However, Wadumu has a surprise in store for them.

STORY BEAT

The characters's victory is short-lived as Wadumu Who-Would-Be-Blue **betrays them** as the Fane begins to collapse. This should be a nail-biting race to escape the collapsing Fane and the horde of zombies in pursuit of the characters.

EXIT FANE LEFT

As the Fane begins to collapse around the heroes's heads, the horde of yellow musk zombies above pours into the Fane through the newly opened ceiling. Read or paraphrase:

The motes of dust falling from the ceiling are replaced with huge chunks of stone as the ceiling crashes to the ground. Following it, dozens upon dozens of writhing, rotting bodies pour into the chamber before rising slowly to their feet.

Allow the characters a moment to decide how they're going to react. Unbeknownst to them, Wadumu is coming to terms with the situation as well. Eventually, he makes his decision: his time with the characters has come to an end.

Read or paraphrase:

The small red frogman, Wadumu, blinks the dust from his large black eyes. In a single bound, the grung leaps into the mouth of the stone-carved serpent above.

"This where our paths part, tall ones," the grung says as a cruel grin plays over his face, "now you see that Wadumu fooled you after all! Haha!"

The grung leaps back in shock and disappears as the carved effigy of a serpent's head collapses in front of him.

ESCAPE—THE ADVENTURER'S IMPOSSIBLE DREAM!

The characters are faced with the dilemma of escape while facing down a horde of zombies... Read:

The entirety of the wall where the serpent's face once lay collapses completely to the cavern floor—sending a spray of stone and water throughout the chamber. Where it once stood is a gaping hole in the far wall that leads into darkness.

The hole leads into the ground beneath the city of Bulobo. Characters climbing the 30-foot high pile of precarious stone must succeed on a DC 11 Strength (Athletics) check for every 10 feet moved. Failure indicates that no progress is made, while a character that fails by 5 or more falls to the base of the pile—taking 3 (1d6) bludgeoning damage for every 10 feet fallen, and must succeed on a DC 11 Dexterity saving throw or be restrained by rubble (escape DC 11).

To make matters worse, three **yellow musk zombies** fall into the Fane and enter combat. They begin their first turn **prone** and 30 feet away from the characters. At the end of every round thereafter, **three more zombies** enter combat. Hundreds of zombies have poured into the Fane. It should be made clear that the characters have no hope to defeat them—flight is the only option!

TREASURE

The yellow diamonds that once decorated the serpent's eyes can still be found, but in addition to spending an action prying them free, the characters must succeed on a DC 13 Strength (Athletics) check—moving boulders and digging through rubble in order to find them (see Enter the Serpent, above).

CONCLUSION

Once all of the characters have successfully entered the tunnel, they find that after what seems like miles of crawling, climbing, and swimming, it leads them to the bottom of a mucky, stagnant pond about a mile away from the location of Bulobo.

From there, their trip back to Port Nyanzaru is riddled with the typical hazards of the jungles of Chult, but is otherwise uneventful.

The merchant princes and their factions are unnerved by the confirmation that the yuan-ti are in fact behind the recent events; they ask the characters to remain vigilant and on the watch for further threats that might face the city, but for now, new dangers loom on the horizon.

Unfortunately, it seems that the characters's searching has hit a dead end, but that doesn't mean their adventures have as well!

—Fin.

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: 450/600 EACH)

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
Yellow Musk Zombie	50
Mantrap	200
Yellow Musk Creeper	450
Assassin Vine	700
Yuan-ti Pureblood	200
Yuan-ti Malison	700
Venom Queen Shasskatar	1,100
Yuan-ti Pit Master	1,800

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Avoiding the Needle Spray trap	100
Zhentarim Faction Assignment	50
Lords' Alliance Faction Assignment	50

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
Flaming Fist coins	43
Flaming Fist maul	5
Insect repellent	2
Venom Queen's headdress	250
Electrum bangles	25 ea.
Yellow Diamonds	50 ea. (200 max)

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*.

PEARL OF POWER

Wondrous Item, uncommon (requires attunement by a spellcaster)

This bright yellow pearl is set in a ring of black iron and glows with a warm, yellow light. The ring has been fashioned into the shape of a serpent that twists around its wearer's finger with the pearl clutched in its mouth. While attuned to the pearl, the wearer's dreams are consumed by a pair of yellow, serpentine eyes staring from fathomless darkness. This item can be found in **Player Handout 3**.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

SPELL SCROLL OF WARDING BOND

Scroll, uncommon

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

STORY AWARDS

During the course of this adventure, the characters may earn the following story award:

The Night Serpent Comes. You have experienced a nightmare so raw and pure that it haunts your waking mind. You gain the flaw "I've seen into the future. A future where the Night Serpent has come and devoured us all. Nothing matters anymore." More information can be found in **Player Handout 2**.

PLAYER REWARDS

The characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

Characters that are members of the **Lords' Alliance** or the **Zhentarim** that complete their faction assignment earn an additional renown point.

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Venom Queen Shasskatar (SHASS-kuh-tar). A nightmare speaker of Dendar the Night Serpent. Bound to the Fane of the Whispered Fang, and unable to leave, she has invaded the dreams of a nearby tribe of grungs who act as an extension of her will upon Port Nyanzaru and its surrounds.

Wadumu Who-Would-be-Blue (wah-DOO-moo). This grung is secretly in the service of Venom Queen Shasskatar, and is serving as a guide for the characters—leading them to the Fane of the Whispered Fang—only to betray them.

Kress'voon. This yuan-ti anathema is furthering Rhaugilath's machinations in Chult. In exchange for ancient secrets of Netherese power, the yuan-ti has sent his people across the peninsula searching for the Soulmonger and the atropal it feeds. *Kress'voon doesn't appear in this adventure.*

APPENDIX. MONSTER/NPC STATISTICS

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 creature. *Hit:* The target is grappled (escape DC 14). While it is grappled by the assassin vine, 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 from 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 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 Entangling Vines again.

MANTRAP

Large plant, unaligned

Armor Class 12

Hit Points 45 (7d10 + 7)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	2 (-4)

Condition Immunities blinded, deafened, exhaustion, prone

Senses tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Attractive Pollen (1/Day). When the mantrap detects one or more creatures nearby, it releases pollen out to a radius of 30 feet. Any beast or humanoid within the area must succeed on a DC 11 Wisdom saving throw or be forced to use all its movement on its turn to get as close to the mantrap as possible. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

False Appearance. While the mantrap remains motionless, it is indistinguishable from an ordinary tropical plant.

ACTIONS

Engulf. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The target is trapped inside the mantrap's leafy jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the mantrap, and takes 14 (4d6) acid damage at the start of each of the mantrap's turns. If the mantrap dies, the creature inside it is no longer restrained by it. A mantrap can engulf only one creature at a time.

VENOM QUEEN SHASSKATAR (YUAN-TI NIGHTMARE SPEAKER)

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 4 (1,100 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

Death Fangs (2/Day). The first time the yuan-ti hits with a melee attack on her turn, she can deal an extra 16 (3d10) necrotic damage to the target.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Legendary Resistance (3/day). When the yuan-ti fails a saving throw, she succeeds instead.

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrip (at will): *chill touch*, *eldritch blast* (two rays, range 300 ft., +5 bonus to each damage roll), *mage hand*, *message*, *poison spray*, *prestidigitation*

1st–3rd level (2 3rd-level slots): *arms of Hadar*, *darkness*, *fear*, *hex*, *hold person*, *hunger of Hadar*, *witch bolt*

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes one constrict attack and one scimitar attack.

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Invoke Nightmare (Recharges after a Short or Long Rest). The yuan-ti taps into the nightmares of a creature it can see within 60 feet of it and creates an illusory, immobile manifestation of the creature's deepest fears, visible only to that creature. The target must make a DC 13 Intelligence saving throw. On a failed save, the target takes 11 (2d10) psychic damage and is frightened of the manifestation, believing it to be real. The yuan-ti must concentrate to maintain the illusion (as if concentrating on a spell), which lasts for up to 1 minute and can't be harmed. The target can repeat the saving throw at the end of each of its turns, ending the illusion on a success, or taking 11 (2d10) psychic damage on a failure.

LEGENDARY ACTIONS

Shasskatar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. She regains spent legendary actions at the start of its turn. She can't use the same legendary action twice in consecutive turns.

- **Slither.** Shasskatar moves her speed. This movement doesn't provoke opportunity attacks.
- **Blinding Spittle.** Shasskatar casts *poison spray*. A creature that takes damage from the cantrip is blinded until the end of its next turn.
- **Slice and Dice (2 actions).** Shasskatar makes two scimitar attacks.
- **Squeezing Your Life Away (3 actions).** Shasskatar deals 10 (2d6 + 3) bludgeoning damage to a creature she has grappled and until the creature escapes the grapple, it can no longer breathe.

YELLOW MUSK CREEPER

Medium plant, unaligned

Armor Class 6

Hit Points 60 (11d8 + 11)

Speed 5 ft., climb 5 ft.

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

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

False Appearance. While the creeper remains motionless, it is indistinguishable from an ordinary flowering vine.

Regeneration. The creeper regains 10 hit points at the start of its turn. If the creeper takes fire, necrotic, or radiant damage, this trait doesn't function at the start of its next turn. The creeper dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) psychic damage. If the target is a humanoid that drops to 0 hit points as a result of this damage, it dies and is implanted with a yellow musk creeper bulb. Unless the bulb is destroyed, the corpse animates as a yellow musk zombie after being dead for 24 hours. The bulb is destroyed if the creature is raised from the dead before it can transform into a yellow musk zombie, or if the corpse is targeted by a *remove curse* spell or similar magic before it animates.

Yellow Musk (3/day). The creeper's flowers release a strong musk that targets all humanoids within 30 feet of it. Each target must succeed on a DC 11 Wisdom saving throw or be charmed by the creeper for 1 minute. A creature charmed in this way does nothing on its turn except move as close as it can to the creeper. A creature charmed by the creeper can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YELLOW MUSK ZOMBIE

Medium undead, neutral evil

Armor Class 9

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	1 (-5)	6 (-2)	3 (-4)

Condition Immunities charmed, exhaustion

Senses blindsight 30 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 fire 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:* 5 (1d8 + 1) bludgeoning damage.

YUAN-TI MALISON

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 12

Hit Points 66 (12d8 + 12)

Speed 30ft.

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

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type (Type 3). The yuan-ti has a human head and upper body with a serpentine lower body instead of legs

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

YUAN-TI PIT MASTER

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 5 (1,800 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Poison's Disciple (2/Day). The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) poison damage to the target.

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *friends*, *guidance*, *mage hand*, *message*, *poison spray*

1st–3rd level (2 3rd-level slots): *command*, *counterspell*, *hellish rebuke*, *invisibility*, *misty step*, *unseen servant*, *vampiric touch*

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Merrshaulk's Slumber (1/Day). The yuan-ti targets up to five creatures that it can see within 60 feet of it. Each target must succeed on a DC 13 Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or if someone uses an action to shake or slap it awake. This magical sleep has no effect on a creature immune to being charmed.

YUAN-TI PUREBLOOD

Medium humanoid (yuan -ti), neutral evil

Armor Class 11

Hit Points 40 (9d8)

Speed 30ft.

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

Skills Deception +6, Perception +3, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 1 (200 XP)

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

At will: *animal friendship* (snakes only)

3/day each: *poison spray*, *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

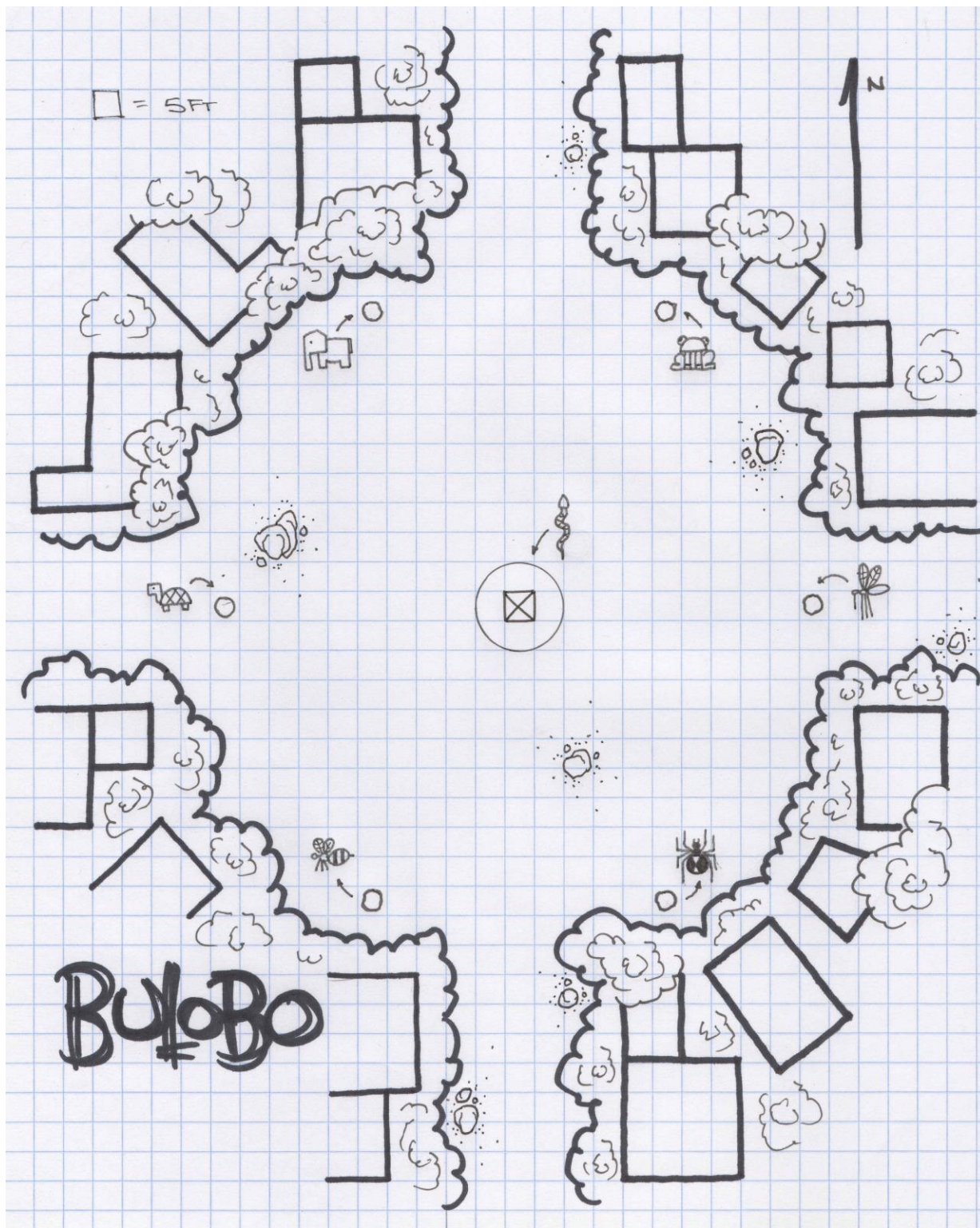
ACTIONS

Multiattack. The yuan-ti makes two melee attacks.

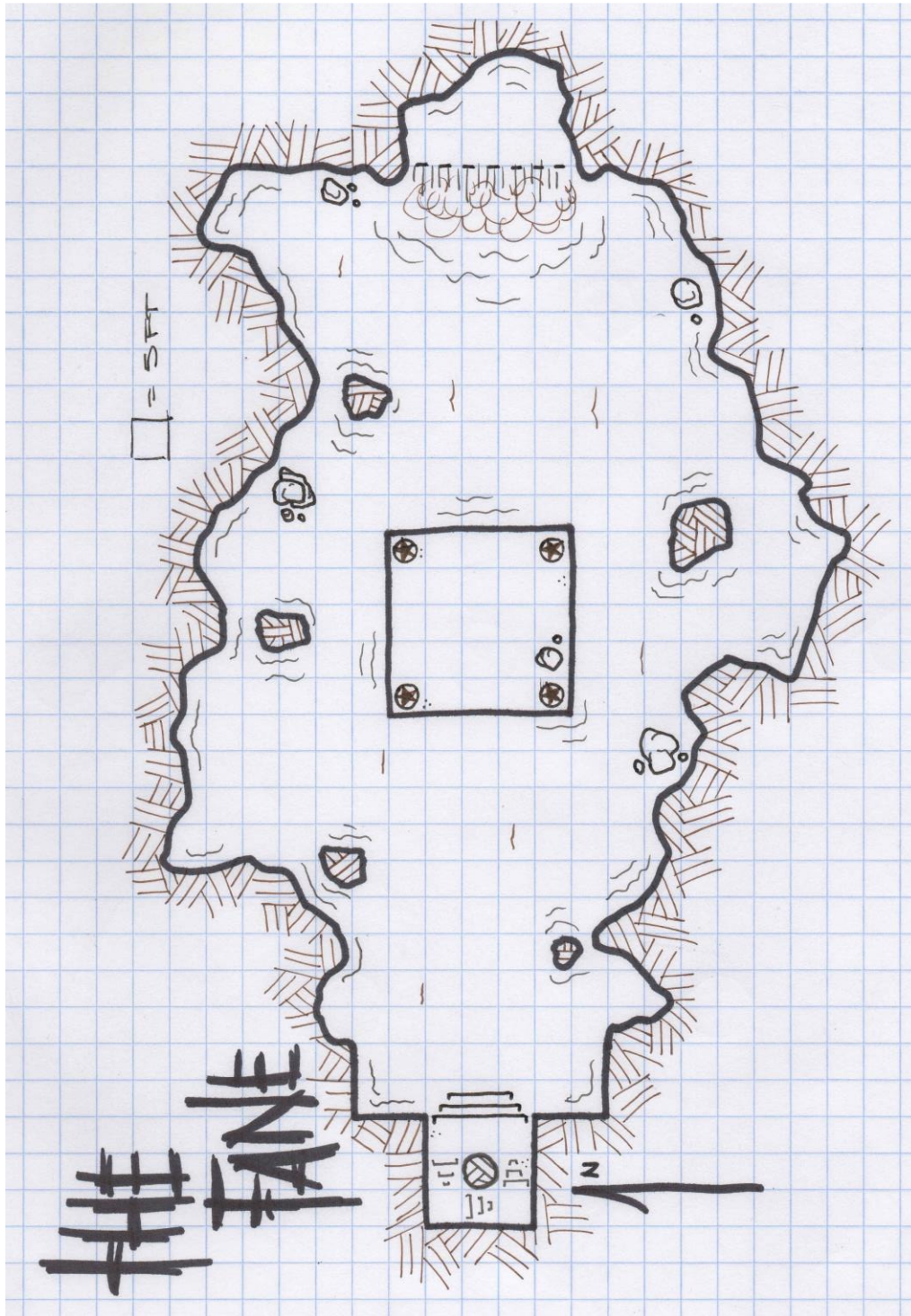
Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

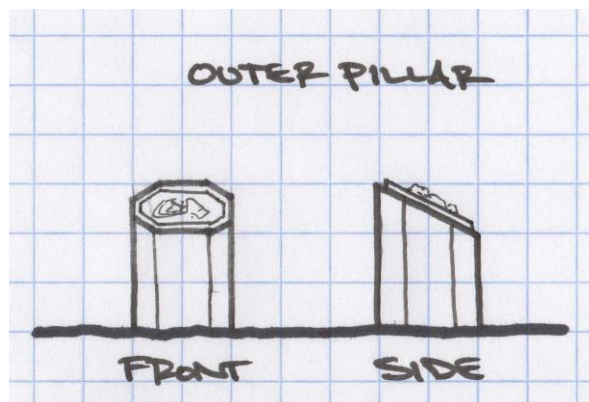
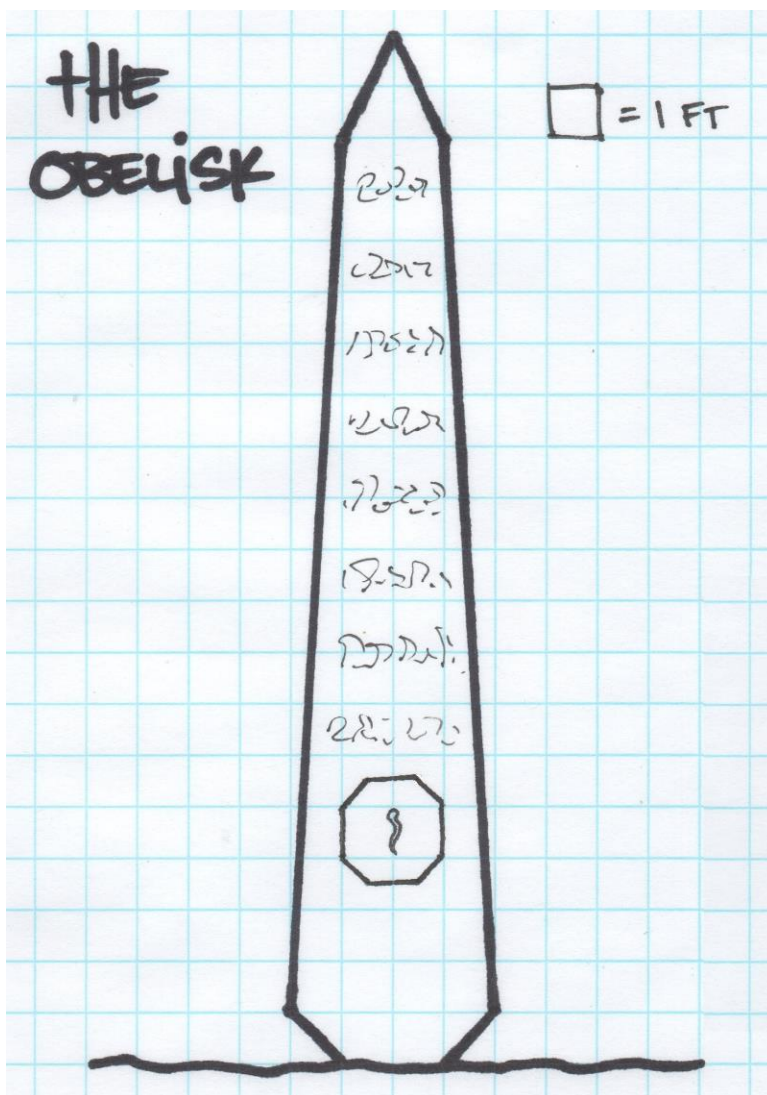
APPENDIX/PLAYER HANDOUT. BULOBO MAP



APPENDIX. THE FANE OF THE WHISPERED FANG MAP



PLAYER HANDOUT 1. OBELISK AND PILLAR



PLAYER HANDOUT 2. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

THE NIGHT SERPENT COMES

You have experienced a nightmare so raw and pure that it haunts your waking mind. You gain the flaw *"I've seen into the future. A future where the Night Serpent has come and devoured us all. Nothing matters anymore."*

PLAYER HANDOUT 3. PEARL OF POWER

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

PEARL OF POWER

Wondrous Item, uncommon (requires attunement by a spellcaster)

You can use an action to speak this pearl's command word and regain one expended spell slot of up to 3rd level. Once you have used the pearl, it can't be used again until the next dawn.

This bright yellow pearl is set in a ring of black iron and glows with a warm, yellow light. The ring has been fashioned into the shape of a serpent that twists around its wearer's finger with the pearl clutched in its mouth. While attuned to the pearl, the wearer's dreams are consumed by darkness with a pair of yellow, serpentine eyes staring at them. This item can be found in the *Dungeon Master's Guide*.