



DEATH IN THE RUINS

A fire burns deep within the ruins of Fort Dalton. Have you finally found the missing trade delegates you seek, or is it more of the horrid creatures that dwell within the Flooded Forest hoping to lure you to your death?

A Two-Hour Adventure for 11th–16th Level Characters



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INTRODUCTION

Welcome to *Death in the Ruins*, part two of a D&D adventure that is part of the official D&D Adventurers League™ organized play system.

This adventure is designed for **three to seven 11th-16th level characters**, and is optimized for **five 13th-level characters**. Characters outside this level range cannot participate in this adventure.

Death in the Ruins is set in the Flooded Forest, south and east of the Moonsea. In the previous adventure, *The River Runs Red*, the characters tracked survivors of a trade delegation down a side channel of the River Lis. In this adventure, they make their way through the Flooded Forest in pursuit of the same survivors. They explore the ruins of Fort Dalton and eventually find their charges nearby. Can they safely escort the delegates out of the endless swamp before even more harm befalls them?

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare:

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the

irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 13th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the average party level (APL) for the adventure. To figure out 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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

RUNNING THE ADVENTURE

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

DOWNTIME AND LIFESTYLE

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with or add lifestyle expenses.

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spellcasting Services

Acolyte Background

DISEASE, DEATH, AND RECOVERY

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

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DEATH

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Additional Credits

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DEATH IN THE RUINS

Hell is a swamp, to me—not as something fiery, but as something dank, moist, and wet.

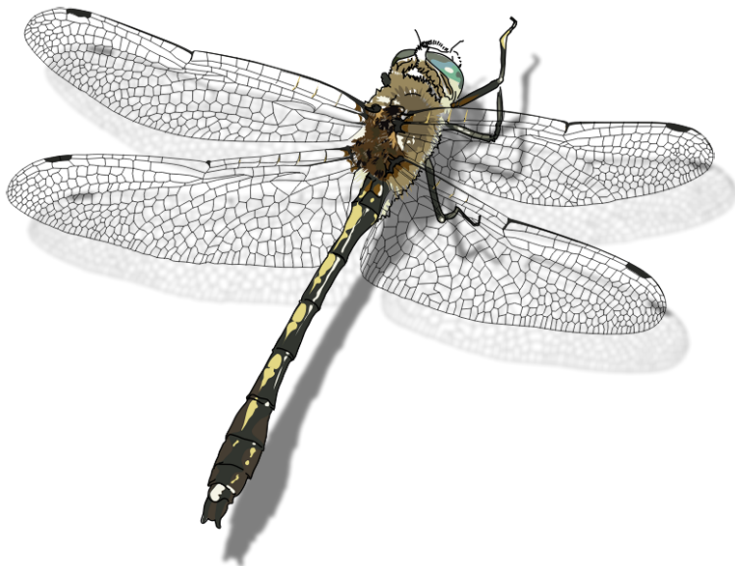
— Unknown Moonsea Traveler

ADVENTURE BACKGROUND

In the previous adventure, *The River Runs Red*, an agent of the Golden Paragon Trading Company named Furjur the Flippant hired the characters, to provide security for a trade delegation heading down the River Lis. The trade delegation, led by Bellamin Pegason, carries a contact in triplicate bound for Calaunt to be signed by the other party to the trade deal, the Seven Suns Trading Coster.

A rival trading cabal, House Nanther of Melvaunt, presumably attacked the two previous trade delegations that attempted to deliver the contracts. Because of these attacks, the Golden Paragon Trading Company arranged for more security for the third attempt. They hired a group of adventurers, led by Xavtin Darkeyes, to provide security. As an extra precaution, they also hired the characters to provide additional support for the main expedition.

In *The River Runs Red*, the characters received a third of their pay in advance and set off in canoes down the River Lis to catch up with the trade delegation. After a few hours of travel, they came upon the scene of a slaughter. The delegation they were charged with protecting had obviously been attacked. As the characters searched for clues and signs of what happened, a trio of hydras and two giant crocodiles drawn to the scene by the scent of blood attacked them near the riverbank.



After fighting off the scavengers, the characters found the bodies of several of the trade delegates, but not the bodies of Bellamin Pegason or Xavtin Darkeyes. The party also found two distinct sets of tracks heading away from the scene. The tracks led down the banks of a side channel, heading east into a vast swamp known as the Flooded Forest.

With no other options, the characters followed the tracks. Several hours later, a group of mercenaries (apparently following the same tracks) ambushed them. As the party fought off their attackers, night began to fall in the swamp. Pressing on in the gathering dark, they were surprised by a pit trap manned by a group of trolls and their green hag leader, who had cleverly rehabilitated the old pit trap and baited it with a desiccated beholder corpse. After fighting off the trolls and the hag, the party noticed ruins in the distance, as well as the obvious glow of an open fire. *The River Runs Red* ended with the characters heading towards these ruins.

Death in the Ruins picks up with the characters in the Flooded Forest. They are currently heading toward the fire and ruins they spotted near nightfall in an effort to locate the missing members of the trade delegation they were paid to protect.

ADVENTURE OVERVIEW

Death in the Ruins consists of three parts.

Part 1: Fight in the Ruins. The characters approach the ruins to find a large fire burning near the center. In the firelight, they spot a prisoner tied to stake with an old grain sack over his head. When they investigate, brigands attack, and the ensuing fight attracts the attention of a green dragon that attacks both the characters and the brigands indiscriminately.

Part 2: Trade Delegation Survivors. As the characters leave the ruins and attempt to locate the trail of the missing trade delegation, Bellamin and Xavtin approach the party. Having heard the fight in the ruins, they placed themselves in a hidden spot to view the survivors unobtrusively. Upon recognizing the characters as friendly, they gladly explain what they have been through over the past few days.

Part 3: The Flooded Forest. The characters push on with the remnants of the trade delegation in tow. As they travel, shambling mounds attack the party (this optional encounter only occurs if time permits).

In the final encounter of the adventure, a group of yuan-ti attacks the characters. Either after fleeing deeper into the Flooded Forest or at the scene of the fight itself, the yuan-ti capture Bellamin and Xavtin

PART 1: FIGHT IN THE RUINS

Expected Duration: 45 minutes

When the adventure opens, the characters find themselves in the Flooded Forest, fully rested, after surviving the ambush/trap set by the voracious trolls. It is night, and they are following tracks eastward on the south side of a side channel of the River Lis. Ahead of them, they see the ruins of an old keep or fort lit up by an open fire somewhere amid the rubble. These ruins are the remnants of Fort Dalton. When the players are ready to begin the adventure, read or paraphrase the following:

Night has fully descended, and you find yourselves following a narrow trail through a seemingly endless swamp with the hope of locating the survivors of the trade delegation you were charged with protecting. The air is filled with the buzz of insects, and echoes of odd calls and hoots reverberate through the fen. Dead trees, foul-smelling water, clinging vines, and dank mosses surround you in every direction.

Less than an hour ago, foul trolls attacked you, but immediately after their ambush, you sighted the dark mass of an overgrown and ruined fortress ahead in the distance. Within its rubble, you recognized the cheerful glow of a firelight, and the tracks you now follow seem to lead straight to those same ruins.

Rested?

Since there is no way to guarantee players will play each portion of the presented story arc in order, *Death in the Ruins* assumes the characters begin having completed a long rest. This requires some suspension of disbelief on both the players' and DM's behalf. As the DM, you can either hand wave the situation or fabricate a plausible explanation.

If desired, a character who recently finished *The River Runs Red* can choose to forgo the rest in favor of realism, but it is not required.

At this point, the characters are approximately 500 feet away from the ruins. A Wisdom (Perception) check reveals nothing beyond the stink of the marsh, the cacophony of insects, and the glow emanating from the firelight in the ruins. However, a successful DC 15 Wisdom (Survival) check allows a character to locate at least three distinct sets of humanoid footprints heading toward the ruins. These tracks lead in the same direction the party is traveling.

Since the characters seek the trade delegation's envoy (Bellamin) and his remaining body guard (Xavtin), investigating the ruins is their best option, and the only obvious lead they currently have. Unfortunately for the party, the fire was lit by brigands camping within the ruins of Fort Dalton, not the survivors of the trade delegation.

Fearing the ruins might be the base of operations for their attackers, Bellamin and Xavtin turned off the trail before the site of the troll attack and circled around the ruined fort inland. They are currently 1000 feet or so to the east of the fort, camped uncomfortably in a large tree situated on a spot of relatively high ground.

Having heard the characters' fight with the trolls, the brigands have prepared for their likely arrival. They are hidden in the ruins, ready to ambush the party as soon as they appear. In addition, they have a prisoner **(P)** (treat as a **commoner**). Their captive is not a member of the trade delegation, but a pottery merchant they captured floating downstream on a small barge a day earlier. They have been torturing him to learn the location of his wealth and the identity of who might be willing to pay a ransom for his return. The badly beaten merchant is seated near the fire with his hands bound behind his back. A 3-foot-long rope tether connects him to a nearby stake that is driven deep into the ground to prevent his escape. Further, the brigands have placed an old grain sack over his head, concealing his identity, and ordered him to remain silent on pain of his death.

The three brigand **champions (C)** are hidden among the ruins. Characters with a passive Perception score of 18 or higher, or characters who actively scan the surrounding ruins by making a successful DC 18 Wisdom (Perception) check, notice the brigands hiding in the rubble. The same DC applies if the character searching is airborne or invisible. The brigands plan to topple crumbling portions of the wall down upon any creatures that venture close enough and then fire their crossbows before engaging in melee.

The falling stones function like a trap. Characters who fail a DC 17 Dexterity saving throw suffer 3d6 + 12 bludgeoning damage. Those who succeed avoid the bulk of the stones and only suffer half damage.

Read or paraphrase the following as the characters approach and enter the ruins:

After a short, winding ascent, you find yourselves amid a set of ancient and very decrepit ruins. Given the darkness, their obvious age, and the hurried nature of your perusal, your best guess is they may have once been a fort of some sort. As you wind your way around the collapsed stone remnants of the structure and toward the bright glow of the open fire, you see a clearing ahead near the center of the ruins. The clearing is surrounded by crumbling, broken walls that vary in height from five to ten feet. In the middle of the space, you see the source of the glow: a large, well-tended fire. As you take in your surroundings, you notice a humanoid figure seated and bound on the far side of the fire. Some sort of sack covers its head. Beyond the figure, you can make out the vague shapes of bedrolls or something similar.



TACTICS

The brigands are positioned as indicated on the map. If they remain undetected, they hold their attacks until a character comes within 10 feet of them, and then unleash their toppling ruin trap. If detected, they attack immediately on their initiative instead.

DEVELOPMENT

After three rounds of combat with the brigands, the noise and tumult of the fight attracts the attention of a passing **adult green dragon**. Its lair is on a rock outcropping that rises out of the center of a lake many miles beyond the fort. A successful DC 18 Wisdom (Perception) check (DC 15 for any characters who are airborne) reveals a massive shape gliding in from the east. The dragon swoops down out of the darkness to attack characters and brigands alike, screaming “WHO DARES INTERRUPT MY REST?!” and furthering the battle.

During the fray, the fire is extinguished, the ruins are heavily damaged, and the poor prisoner becomes buried under fallen stones (unless the characters took specific actions to free him before the dragon arrived)—giving the characters something further to occupy them until morning.

The green dragon fights until reduced to less than half of its hit points before flying off to lick its wounds and find easier prey.

The most likely outcome for the hapless merchant is his death. In that event, he bears no identification or identifying marks. He otherwise looks like an unremarkable middle-aged dead man. If he manages to survive, he gratefully tells the characters his name is Karlin Brill, and he is a pottery merchant from Mulmaster. He was headed down the River Lis toward Calaunt on a small barge yesterday when the brigands set upon him and his two hired guards. His guards were killed during the attack, and he was

relieved of all of his possessions. His survival could put the characters in a difficult position, as they may be compelled to find a way to get him to safety.

GENERAL FEATURES

The area has the following features.

Light. The large fire provides bright light in a 30-foot radius and dim light for an additional 30 feet.

Ruins. Many small gaps fill the crumbled walls of the ruin, providing three-quarters cover for any characters who seek to take advantage of them.

TREASURE

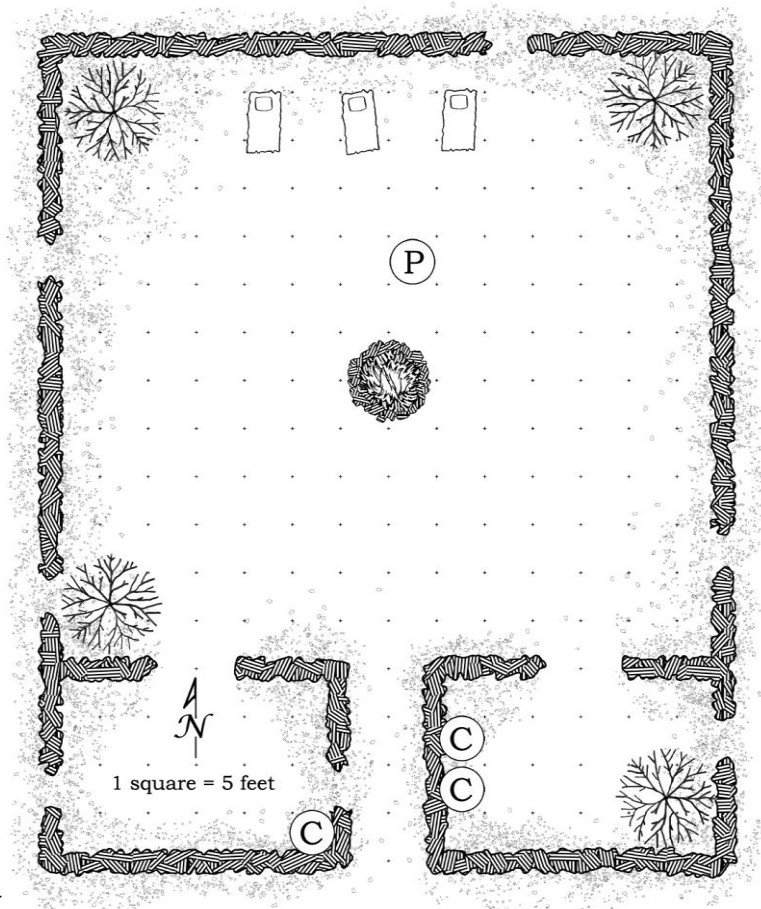
Each brigand carries 75 gp and a small handful of precious stones worth 150 gp.

Two of the brigands carry *potions of greater healing*. One of the brigands carries Tyr’s Justice, a *greatsword +2* (see Rewards for additional details).

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove one **champion** and replace the **adult green dragon** with a **young green dragon**.
- **Weak party:** Remove one **champion**.
- **Strong party:** Replace one **champion** with a **warlord**.
- **Very strong party:** Replace two **champions** with two **warlords**.



PART 2:

TRADE DELEGATION SURVIVORS

Expected Duration: 15 minutes

After the fight in the ruins, the characters will likely need a long rest. If they choose to rest, they can do so without issue, and the adventure continues the next morning. Regardless of their need for a rest or the time of day, they still need to locate the survivors of the trade delegation. Fortunately, the survivors they are looking for are about to find them.

Once the party is ready to continue its search, allow each character to make a Wisdom (Perception) check. The character with the highest result hears what sounds like the approach of more than one humanoid from the east. Give the characters a chance to make whatever preparations they like for the unknown approaching creatures. As the visitors draw close, read or paraphrase the following:

The approaching figures seem to be making no effort to hide their presence. As they draw even closer, a firm, clear voice calls out, "Hail there! We mean you no ill. We spied your fight with the brigands and the dragon last night and have been watching you for the past several hours. Are you acquainted with Furjur the Flippant? If so, call out the names of those you were hired to protect."

Roleplaying Xavtin and Bellamin

Xavtin is a very capable man-at-arms (treat as a **warlord**), and he knows it. While not arrogant, he is definitely confident in his abilities, and he should be portrayed that way. He projects confidence and competency. Xavtin is completely at home outdoors and is confident he can lead the party through the Flooded Forest. He is originally from Hulburg and has been working for the Golden Paragon Trading Company for several years. He is one of their most trusted employees. Typical statement: "*Hold fast men. We will prevail!*"

Bellamin is the consummate banker (treat as a **commoner**). He speaks in very deliberate and clipped tones and is obviously well educated. He is normally fastidious in his appearance, so his current circumstances are quite off-putting. While not a coward, he is far from an adventurer, and he does not enjoy the outdoors at all. He wants to complete the mission as quickly and safely as possible. He is a native of Hillsfar and has been employed by the Golden Paragon Trading Company his entire adult life. His position is that of "middle management" within the organization. Typical statement: "*The accommodations here are plain, but acceptable—barely acceptable.*"

Any combination of "Bellamin Pegason" or "Xavtin Darkeyes" assuages the concerns of the approaching men. If the characters cannot remember the names of those they were hired to protect, a successful DC

15 Charisma (Persuasion) check eases those same concerns. Once the initial exchange is complete, read or paraphrase the following:

After completing a brief exchange with the unseen person, a fit-looking, middle-aged man strides boldly into the clearing before you, leading another man behind him. The lead figure is clad in studded leather armor, has a longbow in his left hand, and carries a sword on his left hip. You recognize this person from one of the images Furjur showed you. It is Xavtin Darkeyes. The man behind him is shorter and much slighter of frame. He has a leather satchel in his possession, which he clutches protectively to his chest. Before anyone can react, the man with the bow speaks, "I am Xavtin Darkeyes, and this is Bellamin Pegason. We are very glad to see you."

Xavtin and Bellamin gladly share the following:

- Xavtin, Bellamin, Bellamin's two sub-envoys (Lauril and Elamros), and Xavtin's five men, were heading down the River Lis in their boat when they hit an unseen obstruction in the river that caused it to come to an immediate halt.
- Before they knew what was happening, a boat filled with armed men appeared from hiding on the western shore and raced toward them.
- After the fighting started, they jumped from their floundering boat and fought their way to the east shore, where they made their stand.
- Despite being outnumbered, they fought off most of their attackers, and the boat carrying the surviving ambushers fled downriver.
- The trade delegation's four survivors (Xavtin, Bellamin and his two sub-envoys) escaped on foot, heading east down a side channel of the main river.
- As they fled, a final ambusher gave chase and tried to tear Bellamin's satchel away from him, but Xavtin struck him down.
- Several hours later, Bellamin's two sub-envoys succumbed to their wounds and died.
- Fearing another attack if they continued down river, they decided to follow the side channel into the Flooded Forest and travel to Calaunt overland.
- Near dusk, they saw a fire in the ruined fort, but thought it might be the camp of their ambushers. Instead of approaching, they decided to spend the night in a large tree so they could watch the ruins.
- They saw the characters approach the ruins and watched their fight with brigands and the dragon.
- Xavtin knew of Furjur's plan to hire additional help, so they decided to reveal themselves.
- Xavtin and Bellamin are adamant about traveling through the Flooded Forest to reach Calaunt. They fear returning to the main River Lis where "death surely awaits us!"

Teleportation

The Golden Paragon added a magical seal to the trade documents that act as a dimensional anchor. As a result, they cannot be teleported or transported via any other extra dimensional means of travel. The documents must be carried by traditional means.

PART 3: THE FLOODED FOREST

Expected Duration: 45 minutes

It is a three-day journey on foot to reach the southern edge of the Flooded Forest from the ruins of Fort Dalton, and the characters are in for a dreary, bug-infested slog through the sprawling fen.

If the party had an easy time with the fight at the ruins and there is at least a full hour remaining of your two-hour slot, consider adding the Aggressive Vegetation optional encounter below. If you do not have time, proceed to the final encounter, A Yuan-ti Welcome. If you opt to run the optional encounter, it takes place during the first day of travel, and the yuan-ti encounter takes place during the second.

AGGRESSIVE VEGETATION

As the party grinds their way through the swamp, dealing with incessant insect bites and wet feet, they pass through a particularly brackish area inhabited by four **shambling mounds**. Since the creatures are at rest, they are difficult to pick out amongst the other rotting trees, vines, and decaying vegetation. Characters with a passive Perception of 17 or higher spot the creatures just before they attack and can act during the first round of combat.

Read or paraphrase the following when the party passes through the area:

While you never considered yourself an avid boater, after hours of incessantly stinging insects, wet feet, marsh stink, and the calls of exotic animals you cannot identify, you long for the relative comfort of your long-abandoned canoes.

The Flooded Forest has completely enveloped you in its humid, smothering arms. The rotting trees, vines, and vegetation press in from all sides, making it hard to see more than twenty feet in any direction. In spite of the difficulty, you are committed. You have no real choice but to continue your trudge south to escape the awful swamp.

Just as the lead portion of your party is about to clear a particular fetid pool of ankle-deep marsh water, vines and vegetation begin to whip about wildly on either side of you. It seems the swamp itself is coming to life!

TACTICS

Two shambling mounds flank each side of the trail. They sit patiently, allowing the leading members of the party to pass by so they can all attack characters at the same time. They fight to the death.

Xavtin fights alongside the party, but focuses his efforts on protecting Bellamin. Should the battle start to go poorly, he grabs the delegate and flees into the swamp, leaving the characters to fight alone.

GENERAL FEATURES

The area has the following features.

Swamp. Due to the poor/soft footing, the entire area is difficult terrain.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two **shambling mounds**.
- **Weak party:** Remove one **shambling mound**.
- **Strong party:** Each **shambling mound** has 200 hit points.
- **Very strong party:** Add one **shambling mound**. Each **shambling mound** has 200 hit points and deals maximum damage with its Slam and Engulf attacks.

A YUAN-TI WELCOME

The next day brings the party closer to the southern border of the Flooded Forest. At this point, they are in the heart of the vast swamp. As they proceed, they come upon a very curious scene. Ahead of them lies a slightly raised mound surrounded by dead trees, pools of fetid water, vines, and vegetation. Atop the mound sits a humanoid on a makeshift chair that faces the characters' approach.

Read or paraphrase the following when the party arrives at the scene:

Unfortunately, today has brought more of the same—an endless smelly swamp, stinging insects, and wet feet. After the past few days, it has become difficult to recall the scent of anything other than rot or methane.

Hours pass by as you continue to let gloomy thoughts dominate your monotonous march through the fen. Finally, you spy something different in front of you. In a gap through the vines and trees, you see a spot of slightly elevated ground about seventy-five feet away. On the small mound sits a humanoid that appears to be looking in your direction.

This figure is Azsu, a **yuan-ti pureblood**. She is the herald of King Hizsi, Lord of the Flooded Forest. Hizsi is a yuan-ti anathema who has set himself up as the king of the swamp. This horrible creature has a complete "court" deeper in the Flooded Forest.

Roleplaying Azsu

Azsu is a fanatical follower of King Hizsi. She believes all other humanoids are simply fodder for the yuan-ti. As a result, she is arrogant, dismissive, and directly insulting to the party. She considers the characters beneath her contempt and is only too happy to provoke them into a fight. Typical statement: *"You are pathetic worms beneath my feet!"*

The yuan-ti constantly monitor the swamp and are aware of the party's presence whether they are airborne or on foot. Hizsi sent Azsu (a **yuan-ti pureblood**), 4 **yuan-ti abominations**, and 3 **yuan-ti pit masters**, (with one of the three pit masters riding a **froghemoth**) to greet the party.

From this distance, Azsu looks to be a female human of perhaps twenty years with brown hair and bright multi-hued robes. The characters need to be closer before they are able to notice her reptilian eyes. Azsu sees the characters when they see her.

Read or paraphrase the following when the characters approach within 30 feet of the yuan-ti:

As you approach the curiously seated humanoid, you can see she is a young human female with brown hair dressed in bright multi-hued robes. When you are approximately thirty feet away from her, she raises her right hand, palm toward you, and speaks, "Greetings, travelers. This is a grand day for you as you have entered the realm of King Hizsi, God of the Flooded Forest! King Hizsi the Magnificent always welcomes worshipers and supplicants. As that is obviously why you are here, kneel before me and pledge your undying loyalty to King Hizsi the Eternal." When she finishes, you are now close enough to see her eyes, which have a distinctly reptilian cast to them. As you take in her words, you reflexively glance down to see you are standing in about ten inches of fetid swamp water.

Azsu is not very interested in the characters' response. She was sent to make certain the intruders are destroyed. However, if the party surrenders, she takes them into custody and leads them back to King Hizsi's court where they serve in bondage before eventually ending up in a cook pot.

As the characters engage in their exchange with Azsu, a successful DC 16 Wisdom (Perception) check reveals humanoid figures closing in on them from all directions. These 10 yuan-ti abominations were sent to support her, and they obey her orders without question or hesitation.

Whenever Azsu tires of bandying words with the characters, she gives the signal to attack.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove three **yuan-ti abominations**.
- **Weak party:** Remove two **yuan-ti abominations**.
- **Strong party:** Add two **yuan-ti abominations**.
- **Very strong party:** Add two **yuan-ti abominations**. Each **yuan-ti abomination** has 195 HP, 17 AC, +3 to all melee and ranged weapon attacks, and all of their attacks deal maximum damage.

GENERAL FEATURES

The area has the following features.

Swamp. The mucky, wet ground makes the entire area difficult terrain.

Yuan-ti Involvement

The yuan-ti became aware of the potential trade agreement between two merchant houses when a patrol from King Hizsi's court ranged to the eastern bank of the River Lis and came upon the scene of the attack on the second trade delegation. They immediately joined in happily killing humans on both sides and ended up taking the trade documents back to King Hizsi. Hizsi has since ordered his minions to be on the lookout for further trade delegations and to attack them, as he does not want an increase of human commercial traffic on the River Lis. He simply views the river as part of his kingdom.

TACTICS

The yuan-ti are intelligent creatures. They immediately recognize Bellamin is not a threat and is likely the bearer of the trade documents. They concentrate their attacks on Bellamin's protectors with the goal of first taking Bellamin and Xavtin prisoner (see below) or at least taking the trade documents from Bellamin and delivering them to King Hizsi. If they cannot get to the two trade delegates, the yuan-ti pit masters use spells like *misty step* and *mage hand* to get the documents. As soon as they either take the two humans as prisoners or snatch the trade documents, at least two yuan-ti (of your choice) break away from the fight and flee back to King Hizsi's court.

Azsu's death does not affect the other yuan-ti in the slightest. She is merely a mouthpiece. Rather than suffer the wrath of King Hizsi for their failure, all yuan-ti fight to their deaths.

DEVELOPMENT

During the first two rounds of the battle, two of the yuan-ti abominations cast *suggestion* on Bellamin and Xavtin. They persuade the men to abandon the fight and depart with them. Remove Xavtin, Bellamin,

and the two yuan-ti from the fight after the second round. They are taken to the court of King Hizsi, which plays a large role in the next adventure in the series.

TREASURE

Each yuan-ti abomination carries 50 gp and a small handful of precious stones worth 100 gp.

Azsu carries a *potion of fire breath*, 75 gp, and a silver ring set with an amethyst worth 150 gp. The battle should end in either or two ways – the yuan-ti either fled with Bellamin and Xavtin as prisoners or they fled with only the trade documents. The latter could easily have been taken via a *mage hand* spell in the chaos of battle.

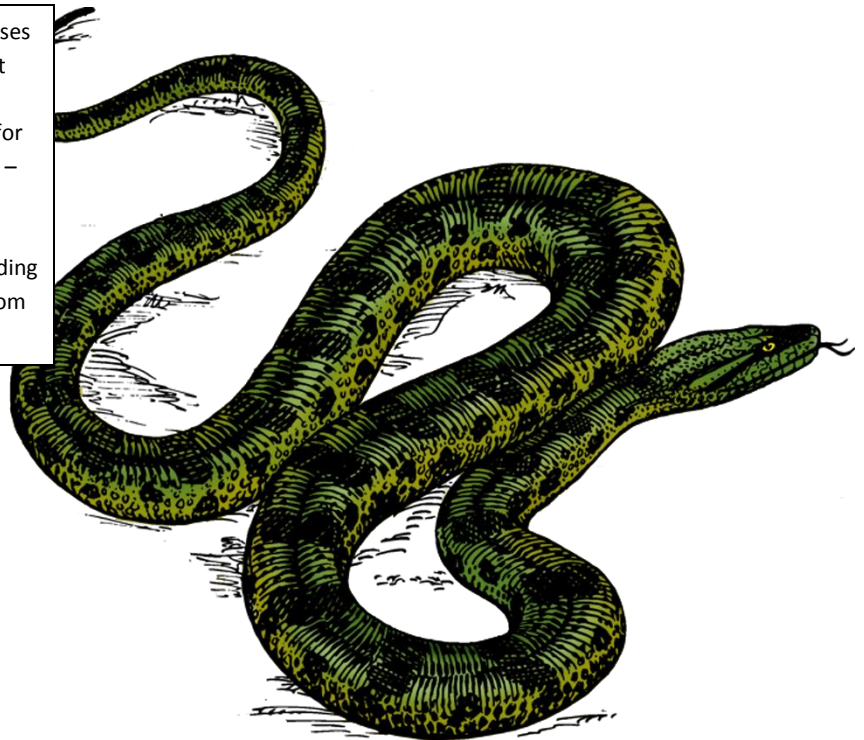
If the yuan-ti absconded with Bellamin and Xavtin, read the following when the battle ends:

As the battle concludes, you draw heaving breaths and assess your wounds. Looking around, you suddenly realize Bellamin and Xavtin have vanished. You quickly count the reptilian corpses around you and discover two of those that initially attacked you are gone. You check with your companions, but Bellamin and Xavtin are nowhere to be found. Scanning for tracks, you find a group of tracks from the horrible snake-like creatures headed to the southeast with two sets of booted footprints in tow...

If the party was able to protect Bellamin and Xavtin but the yuan-ti were able to spirit away the trade documents, read the following:

As the battle concluded, you draw heaving breaths and assess your wounds. Looking around, you are relieved to see that both Bellamin and Xavtin are present and still alive. As everyone surveys the battlefields and checks themselves for more serious wounds, you hear Bellamin shout in anguish – “The trade documents! They are gone!” After a furious search of the area, you find no trace of the missing documents. However you do find a set of clear tracks heading to the southeast. These must be the yuan-ti that broke off from the battle and fled. They must have the trade documents.

Here ends *Death in the Ruins*.



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

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. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Adult Green Dragon	13,000
Commoner	10
Champion	5,000
Froghemoth	5,900
Shambling Mound	1,800
Yaun-ti Abomination	2,900
Yaun-ti Pit Master	1,800
Yaun-ti Pureblood	200
Young Green Dragon	3,900
Warlord	8,400

The **minimum** total award for each character participating in this adventure is **6000 XP**.

The **maximum** total award for each character participating in this adventure is **12000 XP**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling, not their purchase price.

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. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Brigand gold	75 (per brigand)
Brigand gems	150 (per brigand)
Yuan-ti gold	50 (per yuan-ti)
Yuan-ti gems	100 (per yuan-ti)
Azsu's gold	75
Azsu's ring	150

TYR'S JUSTICE (GREATSWORD +2)

Weapon (greatsword), rare (+2)

You have +2 bonus to attack and damage rolls made with this magical greatsword. In addition, the weapon has the Guardian minor property, which whispers warnings to you, granting you a +2 bonus to initiative, providing you aren't incapacitated. See Player Handout 1 for a complete description.

POTION OF FIRE BREATH

Potion, uncommon

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

POTION OF GREATER HEALING

Potion, common

You regain 4d4 + 4 hit points when you drink this potion.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

All faction members earn one renown point for participating in this adventure.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **1,675 XP, 837 gp, 5 sp, and five downtime days** for running this adventure.

APPENDIX: MONSTER/NPC STATISTICS

ADULT GREEN DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

COMMONER

Medium humanoid (human), neutral evil

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

ACTIONS

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

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

FROGHEMOTH

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

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

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 5 (1,800 XP)

Amphibious. The froghemoth can breathe air and water.

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

ACTIONS

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

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

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

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

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

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.



YUAN-TI ABOMINATION

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

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large 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 (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

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

ACTIONS

Multiattack (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Longbow (Abomination Form Only). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and 10 (3d6) poison 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 it can see within 60 feet. 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 30 ft.

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 1 (200 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large 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 (Abomination Form Only). The yuan-ti's innate 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.

YOUNG GREEN DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft. *Hit:* 15 (2d10 + 4) piercing and 7 (2d6) poison damage.

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

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

WARLORD

Medium humanoid (human), any alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	16(+3)	18(+4)	12(+1)	12(+1)	18(+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LEGENDARY ACTIONS

The warlord can take 3 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

PLAYER HANDOUT 1

TYR'S JUSTICE

Weapon (greatsword), rare

You gain a +2 bonus to attack and damage rolls made with this magical greatsword. In addition, the weapon has the Guardian minor property, which whispers warnings to you, granting you a +2 bonus to initiative, providing you aren't incapacitated.

HISTORY

From 1340 to 1385 DR, Lord Mattus Althorin ruled a small fiefdom in the Border Kingdoms near the Lake of Steam. Lord Althorin ran his council and maintained peace in his lands with the assistance of the Knights of the Holy Judgement, an order of paladins who emphasize the "lawful" part of their dedication to Tyr.

To dispense Tyr's most brutal judgements, Lord Althorin commissioned the creation of a magical greatsword, which he dubbed "Tyr's Justice". During his rule, several different paladins belonging to the Order of the Knights of Holy Judgement claimed the headman's sword as their own. When the Spellplague ravaged Toril in the Year of Blue Fire, the Border Kingdoms devolved into a lawless frontier of outlaws and would-be rulers, and the sword was lost for nearly a century. It later resurfaced in the Moonsea region.

Other than the balanced scales of Try's holy symbol etched into its blade, the sword is intentionally simple in appearance, mirroring Lord Althorin's predominant belief: "Justice is not pretentious or vain. It is simple and true, and the right of every man, woman, and child, no matter how rich, poor, educated, or ignorant they may be."

GLORY BE TO YOU ALMIGHTY LORD OF JUSTICE.
IN YOU, LORD, I PUT MY TRUST;
MAY I NEVER BE PUT TO SHAME.
IN YOUR JUSTICE, SET ME FREE,
TURN YOUR EAR TO ME; MAKE HASTE TO RESCUE ME.
BE MY RAMPART, MY FORTIFICATION; KEEP ME SAFE.
FOR YOU ARE MY STRENGTH AND MY REFUGE,
I KNOW YOU WILL HELP ME.
INTO YOUR HANDS, I COMMEND MY SPIRIT:
YOU HAVE REDEEMED ME, LORD GOD OF JUSTICE.

