



SWAMP OF DEATH

Blood covers the wet, swampy ground. Some of it is yours, but much of it is not. You had the delegates under your protection, if only for a short while. Tracks in the mud lead deeper into the Flooded Forest, and your time may be running out. Can you rescue the delegates and escape the foul swamp before they meet an untimely end at the hands of their captors?

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



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INTRODUCTION

Welcome to *Swamp of Death*, the final chapter in a three-part 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.

Swamp of Death is set in the Flooded Forest, south and east of the Moonsea. In the previous adventure, *Death in the Ruins*, the characters entered the great swamp known as the Flooded Forest in search of survivors from an ambushed trade delegation destined for Calaunt. They found their charges, but ultimately lost them again during a yuan-ti attack. Can the characters rescue the delegates and escape the foul swamp before they meet an untimely end at the hands of the yuan-ti?

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.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the *D&D Basic Rules* or the *D&D Adventurers League Player's Guide* for more information):

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

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

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.

D&D ADVENTURERS LEAGUE		ADVENTURE LOGSHEET	
Record each session of play below. Express downtime totals in daily increments. Record certified and non-certified permanent magic items (all magic items except for potions, scrolls, and some wondrous items).			
Hailap Fasketelli		Wizard 4	
Character Name		Action	
Tom S.		1	
Player Name		D&D #	
		854-789-2386	
D&D #		SHEET #	
Lost Mine of Phandelver Part 1: Goblin Arrows 08/13/2014 Rick L. (349-213-9905)			
Adventure Name	Session #	Date	DM Name and D&D #
0	0	0	0
Starting XP	Starting Gold	Starting Downtime	Starting # of Magic Items
350	+20	+10	1
XP Earned	Gold +/-	Downtime +/-	Reserve Earned
350	20	10	1
XP Total	Gold Total	Downtime Total	Reserve Total
			0
Adventure Notes/Downtime Activity			
Lost Mine of Phandelver Part 2: Phandalin 08/24/2014 Rick L. (349-213-9905)			
Adventure Name	Session #	Date	DM Name and D&D #
350	125	10	1
Starting XP	Starting Gold	Starting Downtime	Starting # of Magic Items
675	+275	+10	1
XP Earned	Gold +/-	Downtime +/-	Reserve Earned
1,025	400	20	2
XP Total	Gold Total	Downtime Total	Reserve Total
			0
Adventure Notes/Downtime Activity			
Lost Mine of Phandelver Part 3: The Spider's Web 09/04/2014 Rick L. (349-213-9905)			
Adventure Name	Session #	Date	DM Name and D&D #
1,025	400	20	2
Starting XP	Starting Gold	Starting Downtime	Starting # of Magic Items
2,475	+380	+10	1
XP Earned	Gold +/-	Downtime +/-	Reserve Earned
3,500	780	30	3
XP Total	Gold Total	Downtime Total	Reserve Total
			1
Adventure Notes/Downtime Activity			
Found a ring of protection.			

SPELLCASTING SERVICES

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.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
Cure wounds (1st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater restoration	450 gp
Raise dead	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

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.

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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Faction images Wizards of the Coast

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King Hizsi's throne room battlemat Lloyd Metcalf

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SWAMP OF DEATH

Back off, or the lizard gets it!

— Unknown Visitor to the Realm of King Hizsi,
Lord of the Flooded Forest

ADVENTURE BACKGROUND

In the previous adventures, *The River Runs Red* and *Death in the Ruins*, the characters were hired by an agent of the Golden Paragon Trading Company, Furjur the Flippant, to protect a trade delegation heading down the River Lis. The trade delegation, led by Bellamin Pegason, was ambushed by a rival trading cabal, House Nanther of Melvaunt. The characters arrived at the site of the ambush after the attacks and found signs that survivors had fled east along a side channel of the river into the great swamp known as the Flooded Forest.

The characters eventually caught up with the surviving delegates just outside of the ruins of Fort Dalton. Upon realizing they were not a threat, the two remaining survivors, Bellamin Pegason and his body guard, Xavtin Darkeyes, happily joined their rescuers. Still intent on completing their mission, the survivors insisted that the characters press onward. They group headed south in an attempt to escape the terrible swamp and make their way from the Flooded Forest to the safety of Calaunt.

After an attack by several shambling mounds, a yuan-ti pureblood emissary of King Hizsi, the self-proclaimed Lord of the Flooded Forest, confronted the characters. Upon declining an offer to grovel before the emissary and pledge their undying loyalty to her “king”, the party was attacked by several yuan-ti, including one mounted on a froghearth. They eventually prevailed against the terrible snakefolk, but in the aftermath of the engagement, the characters realized that both Bellamin and Xavtin were missing, presumably taken prisoner by the yuan-ti during the battle.

Swamp of Death picks up with the characters having found obvious yuan-ti tracks and two sets of booted footprints heading southeast and deeper into the Flooded Forest.

ADVENTURE OVERVIEW

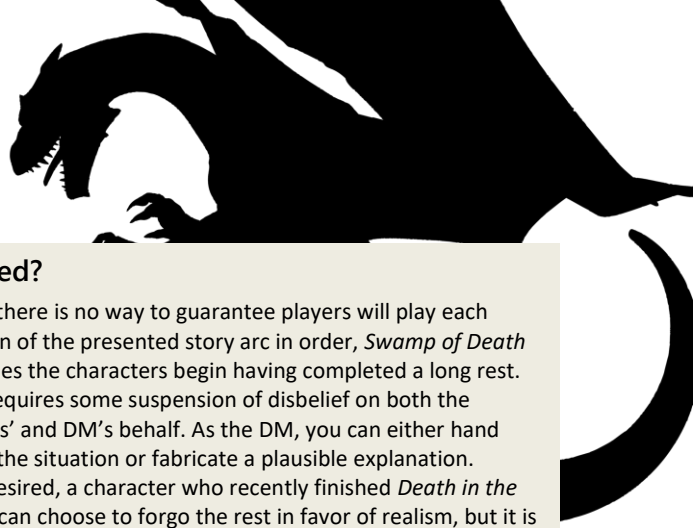
Swamp of Death consists of three parts.

Part 1: A Visit with an Old Friend. As the characters follow the trail in pursuit of the abducted delegates, they are confronted by the same green dragon that they fought off in *Death in the Ruins*. The dragon, Jade, is not pleased with the characters and tells them so before she attacks.

Part 2: An Odd Oasis. Following the fight with Jade, the party encounters a froghearth lair. The froghearth and its young viciously attack the characters. After surviving the encounter, they come upon a beautiful island rising out of the swamp. This island is the home of several dryads. While likely and reasonably suspicious of such unexpected beauty in an unlikely location, the island is, nonetheless, an oasis for the characters. If desired, they can take a much needed rest and be unmolested for as long as they choose to remain.

Part 3: Kneel Before Your King! After a long pursuit, the characters finally catch their quarry. The fleeing yuan-ti have taken the trade emissaries to King Hizsi, a yuan-ti anathema, and the self-proclaimed “Lord of the Flooded Forest”. The characters must battle King Hizsi and his minions to rescue their charges and finally be free of the awful Flooded Forest.





PART 1:

A VISIT WITH AN OLD FRIEND

Expected Duration: 30 minutes

A Note to the DM

Before starting this adventure, inquire if the players previously played *Death in the Ruins*. If they did (which is likely), ask them how it ended – either with Bellamin and Xavtin being taken prisoner or with the trade documents being taken. You may have a mix of outcomes, and if so, go with the ending that fits the majority of the players. The boxed text makes no assumptions about how the previous adventure ended, but it is still a good idea to make the state of affairs clear to the players before they begin. If desired, you can adjust the boxed text to suit your needs.

When the adventure opens, the characters find themselves in the Flooded Forest, fully rested, after surviving a yuan-ti attack. It is presumed to be daytime, but it can be any time of day. The party is following the obvious tracks of the yuan-ti that abducted Bellamin and Xavtin. Around them, the unrelenting and foul swamp extends in all directions. When the players are ready to begin the adventure, read or paraphrase the following:

It has been a long week. What sounded like some easy coin for a straightforward bodyguard/protection gig has turned into a nightmare—a soggy, smelly, and endless nightmare. You find yourselves somewhere deep in the trackless swamp known as the Flooded Forest. Your feet are wet, your nostrils are full of its foul and rotten stench, and the local yuan-ti that call the swamp home have thwarted you at every turn. The snakefolk are apparently in service to some creature that calls itself “King Hizzi” and claims the title “Lord of the Flooded Forest”. Great. At least the hideous creatures had the decency to leave you a fairly obvious trail to follow.

Moving deeper, the sounds, sights, and smells of the vast swamp engulf you. As you wind your way through and around pools of foul smelling water, deeper fens, and shallow lakes, you are accompanied by the constant buzzing of biting insects and the odd barks and howls that endlessly echo through the swamp. You continue to be surrounded by heavy vegetation and rotting trees canted at odd angles and covered with serpentine vines.

Just when you think this day could not possibly get any worse, the sky above you darkens, and a massive winged shape glides overhead. Its beautiful gleaming green hide sparkles in the sun when it passes, and moments later, it banks, circling back in your direction.

Rested?

Since there is no way to guarantee players will play each portion of the presented story arc in order, *Swamp of Death* 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 *Death in the Ruins* can choose to forgo the rest in favor of realism, but it is not required.

The creature is Jade, the **adult green dragon** the characters battled inside the ruins of Fort Dalton in the previous adventure, *Death in the Ruins*. She was not pleased to have her plans for an evening meal thwarted by the characters and tells them as much when she passes over the party in a strafing run. In an oddly musical and feminine voice, she calls out, “You dare remain in my swamp?! Your arrogance is only outdone by your stupidity! I will enjoy feasting on your foolish remains! Die!” With that, she releases a blast of poisonous gas, hoping to catch as many of the characters in its cone as possible.

Adjusting the Encounter

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

- **Very weak party.** The **dragon** flees if reduced to less than half its hit points and only attempts to recharge its breath weapon once before landing to engage the party in melee.
- **Weak party.** The **dragon** flees if reduced to less than half its hit points.
- **Strong party.** The **dragon** fights to the death.
- **Very strong party.** The **dragon** fights to the death and attempts to recharge its breath weapon for four successive rounds before landing to engage the party in melee.

TACTICS

As more than 24 hours have passed since the characters last encountered Jade, they again have to try to save vs. her Frightful Presence ability. Jade attempts to recharge her breath weapon at the beginning of each round. After she has failed two successive recharge attempts, she lands and engages the characters in melee combat. She targets any obvious arcane casters first.

The dragon attempts to flee if reduced to less than one third of her hit points.

Xavtin will only fight if he or Bellamin are directly attacked. If that is the case, use the **champion** stats for Xavtin. Bellamin is unarmed and is otherwise a **commoner**.

PART 2: AN ODD OASIS

Expected Duration: 30 minutes

The characters should continue to follow the trail of the yuan-ti and the members of the Golden Paragon Trading Company they were hired to protect. The trail heads unrelentingly south. The general features of the Flooded Forest remain unchanged. The party continues to slog through mucky pools and dense swamp vegetation as they pursue their quarry.

If the party had an easy time battling the green dragon, and there is time remaining, consider running one or both of the encounters below. If you do not have time for either, proceed to Part 3: Kneel before your King! to continue the adventure.

MAMA FROG

The yuan-ti's path deliberately leads the characters near the lair of a mother froghemoth and her young. As the party passes what looks like a huge mound (almost a small hill), read or paraphrase the following:

Try as you might, you do not seem to be able to make ground on your quarry. However, at least their trail through the swamp remains clear. Ahead of you to the right, you see what looks like a large mound rising from the swamp. From where you are standing, about 50 feet away, it looks to be around 20 feet tall and twice as wide. It is covered in the same marsh grasses and vegetation that grows everywhere. From your vantage, the trail you follow seems to skirt the mound to the left, continuing to the south.

The mound is the lair of the **froghemoth**. On its backside, opposite the characters, is a submerged entrance. It is large enough to allow the froghemoth passage and would require about a 20-foot swim underwater for a character to access.

Because of the recent passage of the yuan-ti, the mother froghemoth is currently on high alert. The froghemoth is protecting her brood of six **froghemoth young** (use **giant toad** stats).

If the party moves within 20 feet of the mound, the froghemoth and her young burst from underwater and immediately attack the party. (The trail left by the yuan-ti passed within 10 feet of the mouth of the lair.) The froghemoth and her young attack mindlessly until slain.

Adjusting the Encounter

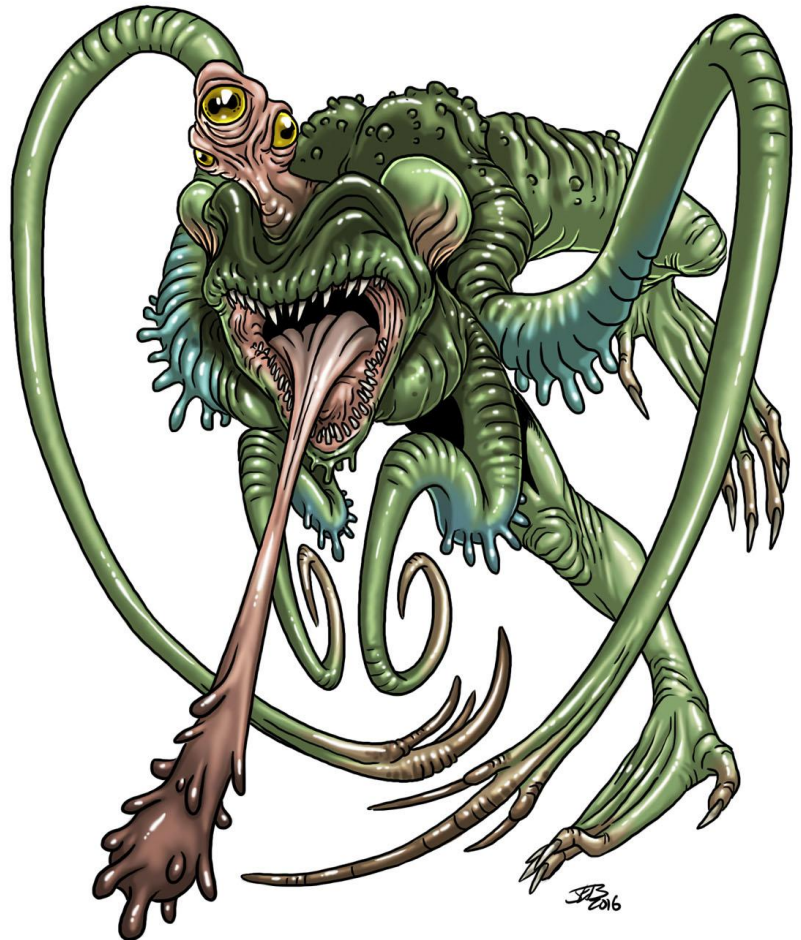
Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party.** Remove four of the **froghemoth young**.
- **Weak party.** Remove two of the **froghemoth young**.
- **Strong party.** Add three **froghemoth young**.
- **Very strong party.** Add six **froghemoth young**.

TREASURE

The froghemoth lair is easy enough to find. A 20-foot underwater swim leads to a muddy, foul smelling, and completely dark chamber in the middle of the mound. Pushed to the far end of the chamber and partially covered in mud are two tattered backpacks that had been worn by a pair of hapless adventures who became meals for the froghemoth long ago.

Finding the backpacks requires a successful DC 16 Wisdom (Perception) check. The backpacks contain 7 one pound Sembian gold trade bars worth 50 gp each, 50 pp, and 5 pale green zircons worth 50 gp each. The treasure totals 1,100 gp in value. The rest of the items in the packs are rotted and useless.



UNEXPECTED BEAUTY

The tracks from the yuan-ti's passage continue south, heading past the froghearth lair. As the party travels through the swamp, an odd sight confronts them. About an hour past the froghearth lair, they notice a low island emerging from the surrounding swamp. While spots of slightly high ground are not out of the ordinary in the swamp, this one seems different. Instead of the ubiquitous rotting and tilted trees, it appears to be home to healthy, normal-looking trees. As the characters approach, read or paraphrase the following:

As you continue your relentless grind through the awful swamp, an odd detail takes shape before you. You have seen many islands and patches of high ground in your days in the Flooded Forest, but not one quite like this. Rising out of the swamp before you is an island that features normal, healthy duskwood and oak trees, numerous flowering bushes, and patches of bright, colorful flowers. From your position, the island appears to be approximately 75 feet across. As you approach, the raucous sounds of the swamp, which have been your constant companion for days, seem to fade slightly.

The tracks and trail left by the yuan-ti steer around the island. A successful DC 15 Wisdom (Perception) check reveals the musical sound of feminine laughter coming from the location. The check also reveals the pleasant odor of honeysuckle and other floral scents. A successful DC 15 Wisdom (Nature) check made by the same character informs him or her that the island is likely the home of a dryad. In fact, it is the home of six **dryads**.

If a character calls out any sort of greeting or inquiry in Sylvan or Elvish, an inviting path seems to open near the island's edge. One of the dryads answers in response (in the language the character used), "Come, weary travelers, and enter our woods. Enjoy some peace, rest, and tranquility." If the party enters, they find the path leads to a central clearing that is nicely shaded by the tree boughs above and covered in soft grasses. True to their word, the dryads allow the characters to rest on the island for as long as they like. If desired, the party can take a short or long rest here.

If the characters try to communicate further with the dryads, they are unsuccessful. All they see is the occasional flash of movement in the trees and hear the titter of soft, musical laughter. Should they somehow find and attack the dryads, the creatures flee and only fight if trapped. They have no treasure of value to the party.



PART 3:

KNEEL BEFORE YOUR KING!

Expected Duration: 60 minutes

The party's death march through the swamp is now nearly over. After hours of tracking, they finally discover the "court" of King Hizsi, Lord of the Flooded Forest. King Hizsi has taken the ruins of a long-abandoned keep as his own. All that remains of the small stronghold is the main hall, where the yuan-ti have taken Bellamin and Xavtin. As the party approaches, read or paraphrase the following:

Your hours of slogging through the endless muck and stench of the Flooded Forest in pursuit of the yuan-ti have brought you to the trail's end. Rising out of the mire before you is a set of ruins. What ages ago must have been a larger complex, now appears to be a single hulking ruin. The remains of what might have been curtain walls and outbuildings poke up periodically out of the surrounding swamp. Approximately 100 feet ahead of you, you spot an opening in the side of the ruin. Once upon a time, it may have been a grand entryway, but it now appears more like the black maw of a huge toad. All is quiet, and there is no sign of movement or habitation. The tracks, however, lead directly to the opening in the ruin.

The 15-foot-wide and 15-foot-tall opening leads through a short tunnel-like passage approximately 20 feet long before emptying into a single large chamber—King Hizsi's court. This single room is 40 feet wide and 100 feet long. When the characters enter, they find King Hizsi, a **yuan-ti anathema**, coiled and "seated" atop a large stone dais. Three **yuan-ti abominations** and three **yuan-ti pit masters** flank him. Behind and to the right of King Hizsi are Bellamin and Xavtin. Both men are bound and unconscious. When the characters enter, read or paraphrase the following:



Setting the Scene

If Bellamin and Xavtin were not captured by the yuan-ti, King Hizsi clutches the missing trade documents in the right hand. If the trade delegates were abducted, both are unconscious and piled on top several large boxes behind the monsters (see the map for their exact location). Feel free to adjust the boxed text below to fit your needs.

When you enter the tunnel-like opening in the side of the ruin, you spy some sort of flickering light source ahead. As you move forward, you cannot help but notice the water underfoot is getting deeper, rising to a height of 18 inches above the ancient stone floor beneath your feet.

The short entrance passage gives way to a much larger chamber, approximately 40 feet wide and 100 feet deep. On both the right and left walls, a single lit torch occupies a rusty, timeworn sconce. The torchlight illuminates a massive and terrible figure. "Seated" on some sort of raised dais is a huge snake-like creature. From its coiled bulk rises a massive serpentine torso. Heavily muscled and crooked arms protrude from each side of the creature, ending in hands complete with long, sharp claws. Where a head of some sort should be, six separate snake heads, each the size of a large melon, wave around each other as they stare you down. Processing this horrible sight, you notice six more snake creatures similar to those that attacked you in the swamp flanking the monstrosity.

Before you can react, the horrible creature on the dais addresses you in a sibilant but loud whisper, "Good. My new slaves are here. Bow before your king and master, pitiful ones, and know the glory that attends service of King Hizsi, Lord of All. Unless you wish to join the feast my minions have laid out behind me, get on your knees, now!"

Adjusting the Encounter

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

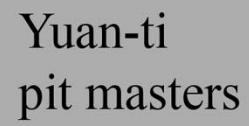
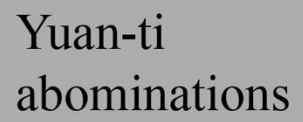
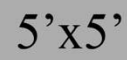
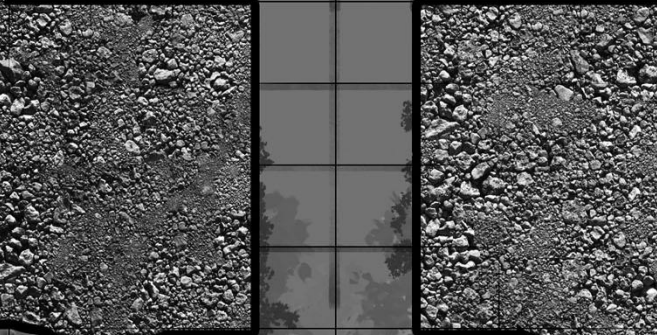
- **Very weak party.** Remove one **yuan-ti abomination** and both of the two **yuan-ti pit masters**.
- **Weak party.** Remove one **yuan-ti abomination** and one **yuan-ti pit master**.
- **Strong party.** Add one **yuan-ti abomination** and one **yuan-ti pit master**.
- **Very strong party.** Add two **yuan-ti abominations** and two **yuan-ti pit masters**.

GENERAL FEATURES

The area has the following features.

Light. The torches provide bright light in a 20-foot radius and dim light for an additional 20 feet.

Flooded Floor. There is 18 inches of standing water throughout the interior of the ruin.



TACTICS

King Hizsi and his minions allow the party a chance to react to his command. If the characters do anything other than immediately surrender, the yuan-ti attack and fight to the death. It is possible the party will take a tactical approach and send in some, if not all, of its members hidden or invisible. If that is the case, keep in mind King Hizsi's blindsight.

King Hizsi starts combat by casting *haste* on one of the yuan-abominations (your choice). On the next round, he wades into battle himself, allowing his Ophidiophobia Aura to frighten as many foes as possible. He seeks to neutralize arcane casters first, and casts *divine word* when it looks like the party is heavily damaged. If at any point his *haste* spell fails, he casts *polymorph* on an arcane or divine caster, turning them into a poisonous snake.

On their first turn, the yuan-ti pit masters use their Merrshaulk's Slumber ability to put as many characters to sleep as possible. On their following turns, they use their spells to attack at range and only enter melee when they run out of magic.

The yuan-ti abominations focus their attacks on any characters that attempt to harm King Hizsi or any foe that their king deems a threat.

All of the yuan-ti attack dying characters, hoping to eliminate their enemies permanently!

Xavtin moves to protect Bellamin and does not engage the yuan-ti unless either of them are attacked. In that event, use the **champion** stats for Xavtin.

Big Bad Evil Guy

The fight with King Hizsi is the apex of the adventure trilogy for the players as well as their characters. It is supposed to be challenging, and the threat of death should be real and ever-present. That being said, the suggestions presented in the Adjusting the Encounter sidebar are only recommendations. If you feel the fight is too hard or too easy, you can, and should, adjust it to suit the party. The same goes for the tactics outlined above. The yuan-ti have lots of abilities and spells at their disposal. If you prefer to take a different approach to the battle, feel free to do so.

EXPLORING KING HIZSI'S COURT

The original builder of the complex designed King Hizsi's "court" to be the great hall of the keep. The dais is all that remains of a throne that once stood on the spot. A secret compartment exists within the dais itself, and it is now used as a hiding place for King Hizsi's treasure cache.

There is a cleverly hidden panel on the surface of the dais. A successful DC 18 Wisdom (Perception) check reveals inconsistencies in the smoothness of the stonework. A character can locate the compartment with a successful DC 17 Intelligence (Investigation) check. If depressed in just the right

way, the stone slides to the side, revealing a cubby that is 2 feet deep, 2 feet wide, and 6 feet long.

Predictably, the compartment is trapped.

Characters with a passive Perception of 10 or higher hear subtle sounds of movement underneath the sliding panel. Resting on top of King Hizsi's treasure hoard are three **poisonous snakes**. The snakes should not pose much of a threat to characters of this tier. Once they are dispatched, the party should feel at ease about looting the cubby. However, King Hizsi left another surprise for would-be thieves. His treasure is resting on a pressure plate. If any of the items listed in the Treasure section are removed, the trap triggers, releasing a *cloudkill* spell. The plate is well hidden underneath the treasure, so only a successful DC 23 Intelligence (Investigation) check reveals it. A *detect magic* spell provides little help, as several of the treasure items resting on the plate radiate of magic of their own. If located, a successful DC 20 Intelligence (Investigation) check allows a character to disarm the trap.

TREASURE

Providing the characters survive the spell trap, they find a mismatched collection of coin purses that hold gems, coins, and jewelry worth 7,500 gold pieces. The compartment also contains a *spell scroll of wind walk*, a *spell scroll of etherealness*, two *potions of vitality*, and Giant's Bane, a *longbow +2* (see Rewards for additional details).

CONCLUSION

Provided the characters survive the battle, they find Bellamin and Xavtin injured, but still alive. If they manage to get the trade envoys and their three contracts out of the ruin, the edge of the Flooded Forrest is only a one-hour march to the south.

Shortly after emerging from the swamp, they meet a large band of armed mercenaries hired by the Seven Suns Trading Coster and led by Furjur the Flippant. Furjur takes charge of the survivors. If needed, he provides magical healing and prepares them for their journey to Calaunt. If asked why he or the Seven Suns did not intervene, he nonchalantly responds, "Well, we knew we had hired the best, so we were confident in your ability to handle things." Furjur then pays the characters their remaining two-thirds (1,000 gp each), and the adventure ends.

Here ends *Swamp of Death*.

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
Dryad	200
Froghemoth	5,900
Froghemoth Young (Giant Toad)	200
Poisonous Snake	25
Yaun-ti Abomination	2,900
Yaun-ti Anathema	8,400
Yaun-ti Pit Master	1,800

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

The **maximum** total award for each character participating in this adventure is **8000 experience points**.

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
Froghemoth treasure	1,100
King Hizsi's treasure	7,500
Final Payment from Furjur	1,000 (each)

GIANT'S BANE (LONGBOW +2)

Weapon (longbow), rare (+2)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When fighting giants, the attack and damage roll bonus increases to +4.

The bow also has the Sentinel minor property and glows faintly when giants are within 120 feet of it. For this weapon, "giant" refers to any creature with the giant type, including ogres and trolls.

POTION OF VITALITY

Potion, very rare

When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

SPELL SCROLL OF ETHEREALNESS

Scroll, very rare

This spell scroll contains a single *etherealness* spell. A description of spell scrolls can be found in the Dungeon Master's Guide.

SPELL SCROLL OF WIND WALK

Scroll, very rare

This spell scroll contains a single *wind walk* spell. A description of spell scrolls can be found in the Dungeon Master's Guide.

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.

DRYAD

Medium fey, neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

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.

GIANT TOAD

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

POISONOUS SNAKE

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

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 plus 10 (3d6) poison damage.



YUAN-TI ANATHEMA

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

Armor Class 16 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Skills Perception +7, Stealth +5

Damage Resistances acid, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Draconic

Challenge 12 (8,400 XP)

Innate Spellcasting (Anathema Form Only). The anathema's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship (snakes only)*

3/day each: *darkness, entangle, fear, haste, suggestion, polymorph*

1/day: *divine word*

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

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

Shapechanger. The anathema can use its action to polymorph into a Huge giant constrictor 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.

Six Heads. The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

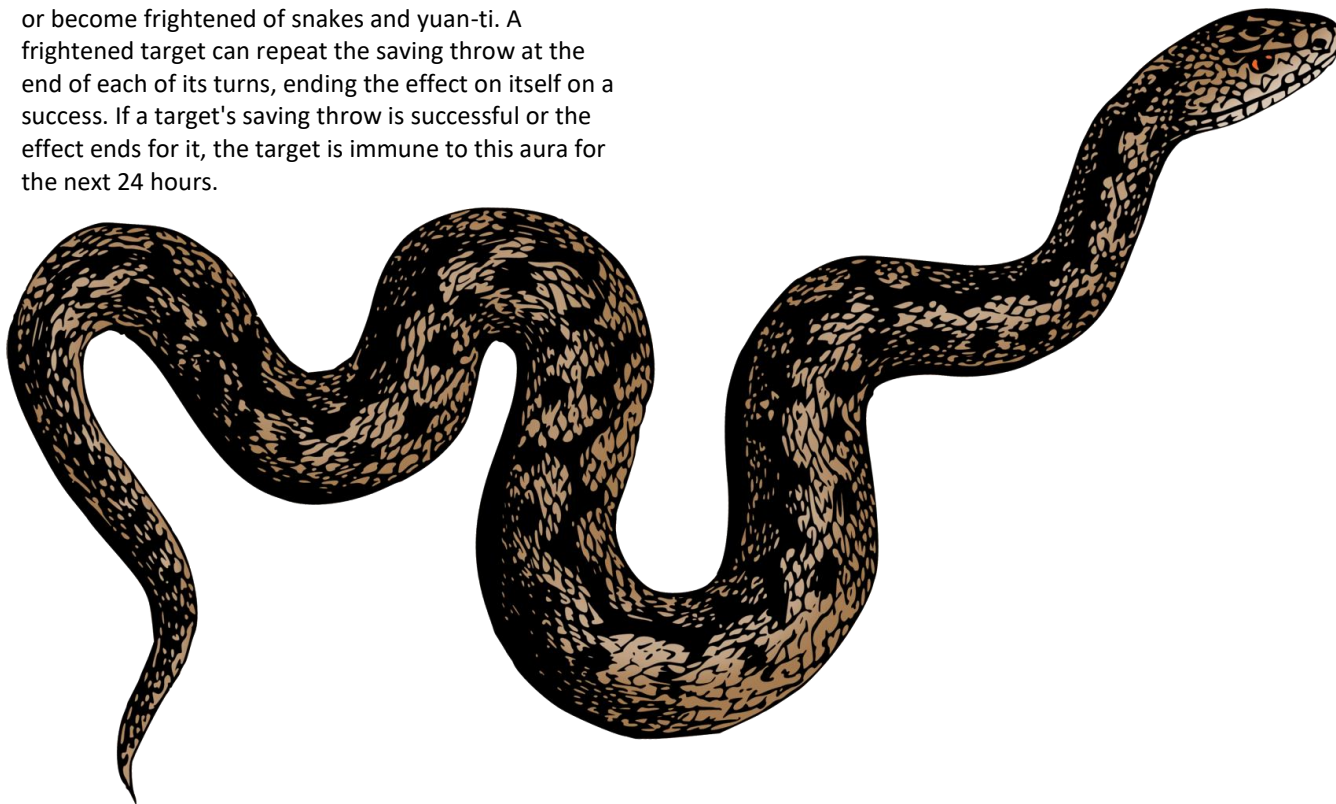
ACTIONS

Multiattack (Anathema Form Only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

Claw (Anathema Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Flurry of Bites. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 27 (6d6 + 6) piercing damage plus 14 (4d6) 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 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.

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WE WANT YOU

PLAYER HANDOUT 1

GIANT'S BANE (LONGBOW +2)

Weapon (longbow), rare (+2)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When fighting giants, the attack and damage roll bonus increases to +4.

The bow also has the Sentinel minor property and glows faintly when giants are within 120 feet of it. For this weapon, "giant" refers to any creature with the giant type, including ogres and trolls.

HISTORY

In 1325 DR the ranger Kaylin Plainstalker patrolled a vast area between the Giant's Run Mountains and Elversult. Of half-elven heritage, the woman was a beauty, as well as an expert shot with her bow. Her attractiveness and her prowess at stopping marauding bands of hill giants soon caught the eye of Rilar Biltmoor, a rakish young wool merchant from Elversult. To gain her favor, the young man paid a wizard from Westgate to craft her a magical bow made of yew. Kaylin accepted the weapon, but rebuffed the merchant's romantic interests.

Several years later, Rilar's business failed, and he lost everything. He returned to his family farm on the outskirts of Elversult. Instead of organizing large shipments of wool to Westgate and Iriaebor, he spent his days tending sheep in the foothills of the Giant's Run Mountains.

When Kaylin learned of the man's troubles, she visited and offered to return the weapon he had given to her, hoping she could ease his financial burdens. Rilar declined the bow, claiming he had found a peace and contentment as a sheep header that he had not known as a merchant. His honesty and newfound humility touched the ranger, and over time, she grew to love the man she had rejected years earlier. They eventually married and started a family of their own.

The bow remained in Kaylin's possession until she died peacefully in her sleep at her family's farm.

WHEN THUNDER BOOMS AND THE BIRDS HAVE FLOWN,
THEY COME FROM THE HILLS TO LEAVE YOU AS BONES.
THEY BURN, KILL, AND LOOT AND DELIGHT IN IT ALL,
AND NONE CAN STOP THEM, BECAUSE THEY'RE SO TALL.
BUT WITH A PULL OF ITS STRING, IT DELIVERS SUCH PAIN.
THEY HOOT AND THEY HOLLER AND CRY, "GIANT'S BANE!"
THEY RUN FOR THE HILLS AND NEVER LOOK BACK,
TO AFRAID TO RETURN FOR ANOTHER ATTACK!

