



IN SEARCH OF SECRETS

The yuan-ti have a long, storied past in the history of Chult. So, if they are to be defeated, we must look back into history. Within the jungles, a number of cities fell into ruin during the Year of Blue Fire. Both the merchant princes and factions believe that if discovered, they likely contain knowledge that'll prove invaluable in the battles to come. Get looking!

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



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Adventure Code: DDAL07-12
Optimized for: APL 13
Version: 1.0

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INTRODUCTION

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

In this adventure, the characters delve into one of the ruins hidden in the jungles of Chult to find information about the rising yuan-ti threat. Learning about your enemy's history is key to defeating them.

This adventure is designed for **three to seven 11th-16th level** characters and is optimized for **five characters with an average party level (APL) of 13th**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

"He wondered if sanity had completely forsaken him in a land where nightmares and reality existed side by side."

— Kevin Purdy

ADVENTURE BACKGROUND

In the jungles of Chult, nestled between the Peaks of Flame is The Tomb of Ihl. Within the tomb is a shard of a Netherese *Dreamstone*. It was brought there by the Yuan-ti priest several centuries ago and buried with the priest upon their death.

Rhaugilath, the Netherese lich who is attempting to escape his bonds, felt the *Dreamstone* in his search for a way to be free of his imprisonment. He used the stone to reach out to the tribe of Yuan-ti who live nearby. Rhaugilath found Nozhi, the high priest of the tribe and a servant of Dendar the Night Serpent. He convinced Nozhi he was Dendar and commanded Nozhi to use the tribe to find pieces of the atropal and soul monger.

Today the area is mostly empty and the approach to the tomb, which Nozhi now uses to keep in communication with "Dendar", is unguarded, Rhaugilath believing the secluded area the tomb and settlement are in are enough protection from outside interference. But there's one detail Rhaugilath didn't foresee being a problem.

Tribe members have a shard of stone that glows with a faint light when it points towards the tomb of Ihl. One of those stones fell into an adventurer's hands who put it in Kelvin Van'Sheran's hands.

Van'Sheran, an agent of the Lords Alliance and lover of Chult, along with the other factions and Merchant princes know there is something going on with the Yuan-ti on a massive scale. He's learned the tribe of Yuan-ti the shard was taken from is not commonly seen and are now being seen in large numbers in the area between the Peaks of Flame and the Sky Lizard Mountains. Discovering the shard is a compass of sorts he's putting it in the hands of a group of adventurers' and asking them to learn what they can by following it to its source and seeing why a tribe of Yuan-ti, who are very secluded, are no longer staying hidden in the jungles.

LOCATION AND NPC SUMMARY

The following NPCs and Locations feature prominently in this adventure.

Kelvin Van'Sheran. Noble turned native who hires the adventurers to discover what has a secretive yuan-ti tribe moving openly.

Tomb of Ihl (ILL). This tomb winds down into the earth like a snake and is filled with traps and puzzles that kill unwary intruders.

High Priest Nozhi (NO-zee). A yuan-ti dreamspeaker and a puppet of Rhaugilath, who Nozhi believes to be Dendar the Night serpent.

ADVENTURE OVERVIEW

This adventure is divided into two parts.

Part 1. The characters speak with Kelvin Van'Sheran who wants to hire them to follow the shard compass to what he believes is an epicenter of Yuan-ti activity and discover what is stirring up this tribe that keeps to itself.

Part 2. The compass shard leads the characters to an empty Yuan-ti settlement and the Tomb of Ihl, which winds into the ground like a coiled snake. They need to explore the location until they find Nozhi.

Part 3. The characters confront Nozhi and learn a terrible truth about the Yuan-ti activity in Chult.

ADVENTURE HOOKS

The characters begin in the Merchant Ward section of Port Nyanzaru.

A Lucrative Message. One of the characters, preferably a member of the Lords Alliance, receives a message from Kelvin Van'Sheran asking them to come to his trading post in the Merchant Ward. He has a job that keeps them in coin for a long while.

Ruin Hunters. Kelvin Van'Sheran is looking for adventures to explore a forgotten set of ruins that haven't been seen by civilization in centuries. There are bound to be priceless antiques and history to be acquired and learned.

Emerald Enclave (Secret Mission). While wandering around Port Nyanzaru, a small winged monkey flits onto the shoulder of one of the members of the Enclave. The small creature wears a light, leather harness bearing a small pack on the breast. The creature opens the pack and pulls out a tiny, sealed letter, hands it to whoever owns the shoulder he's perched on, and flits off. Provide the characters Player Handout 2.

PART 1. INTO THE JUNGLE

Estimated Duration: 15 minutes

The adventure begins in the Grand Souk, the largest of Port Nyanzaru's markets, and a place filled with all manner of goods to purchase from local spices and timber to dinosaur skulls and carved ivory.

MEETING VAN'SHERAN

The cacophony and color of the Grand Souk is an assault on the senses. Grung crafts and Batiri masks hang from stands. Street performers juggle, sing, and dance for coppers. The press of people is intense, but the guards keep traffic moving. Then there's the smells of spices, people, dinosaurs, and it's all trapped within the awnings that cover the market place.

You find yourself in front of a stand filled with trinkets of Chult. A carved ivory Batiri battle stack, three goblins tall, is eye catching but the stand looks like it was stocked by someone who loves all things Chultan.

Behind the stand is a tan man who doesn't have Chultan features but dresses like the locals and has black hair that's been dyed to look Chultan. He's speaking to a customer as you approach, in almost perfect chultan, but there's a little awkwardness to the clicks in his cadence. When he's done selling a Tabaxi he turns towards you, smiles, and starts speaking in the local language.

If any of the characters are members of the Lords' Alliance or have met Klevin Van'Sheran before, he speaks to them first—starting the conversation in Chultan. If the characters don't understand the language he issues a contemptuous eyeroll, and switches over to Common.

He greets them, thanking them each for coming, asking if they'd like to purchase a scarf, bracelet, the fine statue of the Batiri the War Stack. Once he's had a chance to sell his wares, he gets on with the actual reason behind the meeting: he would like the characters to learn why the Ihl tribe of Yuan-ti are moving about in the lands between the Peaks of Flame and the Sky Lizard Mountains. Here's what he's been able to learn so far:

- The Ihl tribe isn't seen much and usually keep to themselves—no one knows exactly where they come from.
- The few that have been captured only say they're working for the glory of Dendar and

High Priest Nozhi to bring Dendar into the world.

- He has a thin black rock, a little longer than his hand, that was taken from one of the Ihl Yuan-ti. It starts to glow blue when pointing to the south. Those Yuan-ti said a number of different things about the rock, all lies, but he believes it will show the characters the way to Ihl.
- He would also like to know the source of the rock shard and if there's more to it to return it to him.

Van'Sheran has the funds to pay the character 4,000 gp: 1,000 gp now and 3,000 gp when they return with information relevant to why the Ihl yuan-ti are so much more active now than ever before and knowledge of or more of the rock shard.

As a bonus, no one has ever seen Ihl as far as he's aware. They'd be the first to see it and acquire any treasures they might find there.

Faction Assignment (Lords' Alliance). Klevin pulls members of the Lord's Alliance (rank 2 or higher) aside and shakes their hands personally—not-so-sneakily slipping a small note into their palm with the handshake (**Player Handout 2**).

ROLEPLAYING KLEVIN VAN'SHERAN

Klevin does everything in his power to portray the iconic Chultan. He has become fully immersed in the culture. He speaks and acts in an almost—but not quite—perfect manner of a local Chultan. Despite the derision that many of the locals display in discussions about him, he is well-connected within the city, and more than one local official is heavily indebted to him.

He is polite when his requests are honored, and downright nasty when they are not. He is thoroughly self-centered, and considers his financial interests before anything else—including the interests of his own faction.

Quote: "Have you tried these? You'll love them."

NIGHTMARES

Before moving on to part two ask the players these questions about their characters and write it down.

- What are you most afraid of?
- What is your worst nightmare?

PART 2. TOMB OF IHL

This part of the adventure has the characters arriving at the settlement of Ihl and delving into the Tomb of Ihl. Along the way they can learn about Dendar, the stone that Nightmare Speaker Nozhi is using to communicate with Dendar, and if they overcome the traps and tricks within the tomb, they'll see that another ancient power is moving behind the scenes of the Yuan-ti.

A. SETTLEMENT OF IHL

The characters are going to Red Line it to this part of the adventure, traveling for over a month to get to their location.

GENERAL FEATURES OF IHL

Buildings. All the buildings are stone domed constructions with holes in the top of them.

Pathways. The roads are more like stone pathways that are maintained but many of the rocks are cracked and old.

Other Features. There are some large pots and some wood and vine constructions that look like they're for backpacks.

At the end of their long hot journey read the following:

It's been another day swatting away bugs and cutting through brush, but the compass rock is glowing brighter than it ever has before. That's when you find a path in the jungle that's been kept cut back. A path you can see the end of as it lets out into a more open part of the jungle.

The path ends with the small settlement of Ihl. The settlement consists of a dozen stone buildings of numerous sizes, most of them domed domiciles, but the two at the end are square buildings, the front one taller than the back one. The building has two statues of Yuan-ti flanking an open entrance with black smoke slowly curling out of it and into the sky.

The settlement is mostly deserted. There are six yuan-ti still here but they're just taking care of the young while the rest of the tribe is out searching for Omu. If the characters discover the Yuan-ti who are still in the city they'll defend themselves if attacked but they're otherwise non-combatants and don't pose a threat to the characters and can be dealt with easily.

If questioned the yuan-ti speak only Abyssal and Draconic. If the characters have some way to understand them and threaten their safety in

anyway, the characters learn the following from one of them who steps forward to speak. Her name is Talash:

- Nightmare Speaker Nozhi speaks with the great Nightmare Serpent within the Tomb of Ihl.
- He alone decides who is worthy to enter.
- The tribe searches for the city of Ohm when great power can be found for the Night Serpent.

TREASURE

Ransacking the buildings produces 300 gp in jewelry and trinkets, and a golden dagger with an emerald hilt worth 500 gp.

B. TOMB OF IHL

The Tomb of Ihl is built into the ground and winds its way downwards, coiling like a snake. The passages that connect the different rooms of the tomb are curving and cylindrical, built for a snake to more easily travers than a bipedal creature, and there's smoke within the temple.

GENERAL FEATURES

The tomb has the following general features:

Smoke. This is volcanic gas. The lowest levels of the temple are cracked, and lava has flowed into them from the same sources that feed the Peaks of Flame. The smoke is ever present and hanging near the ceiling and flowing towards the exit of the tomb.

The smoke travels through air vents that make their way all the way down to the lowest levels, providing air to the tomb.

Doors. The doors of the tomb are stone and three feet thick, and slide into the walls when they open, unless otherwise noted.

Light. The Tomb is dark unless otherwise noted.

1. MAIN ENTRANCE

There's one door leading from the room. Read the following when the characters enter:

The entrance to the tomb is midway to the ceiling of this area and has a set of stairs leading down to the floor. The walls of the room are covered in a mosaic mural depicting a yuan-ti's life, from birth to death—and all of its accomplishments and misdeeds in between. The tribe mourned and worshiped him as they sent him through the iron door filled with void with a black snake on his chest to guide his way.

Where the yuan-ti enters oblivion is a black painted stone door leading out of the room with a carving of the nightmare serpent on it. The serpent has two ruby eyes staring out and glittering in the partial darkness.

An inscription has been engraved above the door.

The Fresco. This fresco depicts Ihl's life. There's nothing otherwise special about the room or the fresco, but the fresco depicts some of the other people and moments the characters find in the tomb. It depicts:

- The yuan-ti overthrows his father's tribal rule.
- He speaks with a great serpent in its dreams.
- He raises his own child and watches as it transforms into an abomination.
- He treats with other yuan-ti tribes.
- He is gifted with a holy stone of Dendar
- He defeats an army of tabaxi and standing upon their skulls while holding his dead life partner—a great warrior—in the process.
- Finally, the yuan-ti lays his head down to finally join Dendar in the oblivion of the nightmare.

The Inscription. The phrase above the door is written in Abyssal and reads:

"Death comes to all, but the nightmare is eternal. In Dendar's mouth we are beyond emotion and become one but we must feed Dendar the Dwarf, the Elf, the Halfling, the Human, and Ourselves."

To open the black door, one only need push on both gem eyes at the same time. The gems on the door are easily pried out and the mechanism is behind them that opens the door.

DENDAR'S REVENGE TRAP

Simple Trap (Levels 5-10, Dangerous threat)

Those who seek to steal from Dendar will suffer her nightmarish touch.

Trigger. If the gems are removed from the door.

Effect. Thick smoke emanates from the gems's settings and envelops the character for a moment. The character enveloped by the smoke is subject to a *phantasmal killer* spell that deals 27 (5d10) psychic damage per round for 1 minute. A successful DC 17 Wisdom saving throw ends the effect. The image manifested by the spell takes the shape of the thing the character is most afraid of (collected at the end of part 1).

Countermeasures. A successful DC 20 Intelligence (Arcana) check or a *detect magic* spell indicates there is a magical effect placed on the socket. The spell can be dispelled (DC 15).

Treasure. The rubies are worth 400 gp each. Collecting these rubies satisfies the requirements of the Lords' Alliance faction assignment.

2. SKULL ROOM

The walls of this room have been inlaid with skulls—all but five once belonged to tabaxi. The five, non-tabaxi skulls which function like a combination lock. Read or paraphrase the following upon entering:

The uneven, tiered floor and walls are completely covered in tabaxi skulls inset into the surfaces. They stare out from every surface as the black smoke covers the ceiling.

A stone door, painted black just like the one you entered from, is set into the wall on the far side of the room. In the middle of the room is a four-foot-tall statue of a snake—rising from its coils and stretching towards the ceiling.

The ceiling is 20 feet from the floor of this room and the top two feet are covered in black smoke.

SPAWN OF DENDAR TRAP

Complex trap (Levels 11-16, deadly threat)

Interlopers who don't know the combination and can't deal with snakes are devoured by the spawn of Dendar.

Trigger. Once a character enters the room and stands within five feet of the snake statue the door they entered in slides shut. Have the characters roll initiative at this point.

Initiative. The trap starts acting on round one at initiative count 1

Active Elements. Snakes start pouring out of the mouths of the skulls on the four walls creating hazardous snake areas in the room. Every round the hazardous areas expand one area towards the middle of the room.

- **Hazardous Snake Areas.** If any character starts their turn in or enters a hazardous snake area they're attacked by the snakes. +12 to hit. *Hit.* 22 (4d10) poison damage
- **Dynamic Elements.** On round four snakes also start pouring out of the ceiling making the entire room a hazardous snake area.

Hazardous Snake Areas. The hazardous snake areas can be cleared with area of effect attacks that do at least 25 points of damage. Other effects may also clear an area but that is up to the DMs interpretation.

- **Combination Lock.** The door can be opened by finding the Dwarf (North wall), Elf (West wall), Halfling (South wall), Human (East wall), and Yuan-ti (Ceiling) skulls on the four walls and the ceiling, and pressing them into the wall in that order. Identifying a non-tabaxi skull

requires a successful DC 19 Wisdom (Medicine) check, with each success identifying one of the skulls listed above.

- **The snake statue.** To get to the ceiling all one has to do is touch the snake statue it levitates them to the ceiling where the Yuan-ti skull is.

Countermeasures. The snakes can be held back but escaping the room is the true goal of this room.

3. ANTECHAMBER

This room is the antechamber to the tombs of High Priest Ihl, his son Nuikhies (who was transformed into an abomination), and his partner—the warrior Satszehsu. Read the following when the characters enter the room:

This area of the tomb has three doors. The ones on the west and east walls are made of the same black stone the others were made of but have no carvings on them. The door on the north wall is made of iron. Flanking each of the doors are statues of bipedal Yuan-ti with snake heads, wearing Chultan inspired armor, and standing at guard holding variety of large weapons from great swords to halberds.

The floor of the room is a mosaic depicting Dendar the nightmare serpent, coiling from the door you're entering from around the room until a stone head rises up out of the floor near the middle of the room where there's a raised pool. Water dribbles out of the mouth into the pool which then hisses and steams instantly as you see heat wavering from the pool and an angry orange glow.

This room is unoccupied, but if you find that the characters are progressing a little too quickly, they come across four **fiery snakes** as an optional encounter. The snakes emerge from the lava pool and attack the characters.

This might be useful if the characters decide to start dealing with the Iron Door instead of exploring the other parts of the Tomb.

ADJUSTING THE ENCOUNTER

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

- **Very weak:** Remove a **fiery snake**.
- **Very strong:** Add a **fiery snake**.

The Iron Door. This door isn't locked but it does have an enchantment on it. When opened read:

The door opens into an inky black void. No light pierces it.

Characters that stare long enough into the void see a pair of eyes staring back at them. Or do they? So utterly dark is the void that it rouses paranoia and suspicion in even the most stalwart viewer.

VOID TRAP

Simple Trap (Levels 11-16, dangerous threat)

The void is a trap to ensnare those uninitiated into the inner circle of Dendar the Night Serpent.

Trigger. Those who have a special talisman of the Night Serpent (found in 4. Giant Abominations Tomb and 5. Tomb of the Ghostly Yuan-ti), may pass through the void without dealing with the magical effect. Anyone else who passes through triggers the trap.

Effect. If anyone passes through the void without a talisman, they enter a black plane and are alone—seeing only themselves in a realm devoid of all color. Using the information collected from the characters before play, an image resembling the character's greatest fear coalesces before them—affecting them as a *phantasmal killer* spell.

It's a DC 20 Wisdom save to resist the spell. If the character stands up to or faces their nightmare they get advantage on the saving throw. If they fail the first time but keep fighting against their nightmare or spend some resource, you can decrease the DC to 15 and grant them advantage.

Once they make their saving throw let them describe how they defeat their nightmare and then the dark world fades away leaving them in the hallway beyond the iron door.

The Stone Doors. These doors are unlocked and open by placing a hand on them, sliding into the floor.

The Lava Pool. This pool is filled with lava that has crept up from below. Once a spawning pool and holy bathing pool for yuan-ti in the service of the Night Serpent, it now holds the fiery spirits of giant snakes who emerge when summoned (or in the event of intruders—if the optional encounter is used.)

4. GIANT ABOMINATION'S TOMB

Read the following when they enter:

This room is taller than the others and the smoke is thinner here—hanging more like a thin mist at the ceiling than a thick layer of smoke. A giant snake with hundreds of small arms on it and a human like scaly head sits coiled in the middle of the room on a pedestal—quite dead. From several of the arms protruding from the head are talismans of black snakes hanging from cords made of what look like woven plants.

The walls of this room also decorated in a mosaic, but it's been obscured and destroyed by the smoke hanging in the room—save for one part. The giant aberrant snake is surrounded by tabaxi spell casters hurling spells that are reflected as they get near its body.

This room isn't trapped but there are a couple of features to this room. The giant snake was magically resistant and climbing up on the snake to get the talismans has its own hazards.

COLLAPSING DRIED OUT GIANT SNAKE HUSK

Simple trap (Levels 11-16, deadly threat)

This is the dried-out snake husk of a giant yuan-ti abomination.

Trigger. Putting more than 50 pounds of weight on it causes parts of the snake to collapse in on itself and creates a 15-foot-wide cloud of toxic dust.

Effect. Anyone in the dust must make a DC 18 Constitution saving throw. Failure causes 55 (10d10) poison damage. Success and the creature still takes half damage.

Whoever is crawling on the giant snake and causes it to collapse must make a DC 15 Dexterity saving throw or fall inside the snake's innards. If a creature is inside the snake their saving throw against the toxic dust is made at disadvantage.

Any directed attack against the snake also causes a section to collapse and creates a 15-foot-wide cloud of dust.

Escalation. If four sections collapse the whole snake collapses filling the room with dust that won't settle for an hour and causing any saving throws against the toxic dust to be made at disadvantage.

The husk radiates a field of anti-magic in a radius of 15 feet. If an active spell or permanent magic item approaches within 15 feet of the husk, it attempts to dispel (per dispel magic) it with a +5 to the check. Similarly, any magic items cease to function while within the aura.

Secret Mission (Emerald Enclave). Within the dead husk of the snake is the dried-up heart the Emerald Enclave seeks. In order to retrieve it, a character must make a DC 18 Intelligence (Nature) skill check to determine where it is. Then they must use an action to enter the creature's innards (dealing with the effects of the toxic dust). Make note of who carries the heart—it's effects become apparent in Part 3, below.

Treasure. There's a total of two black snake talismans (which can be used to move through certain areas of the tomb). To a collector in Port Nyanzaru, they can be sold for 400 gp each.

5. TOMB OF THE GHOSTLY YUAN-TI

This is the tomb of Satszehsu, Ihl's lover. The ghost of Satszehsu lingers here, quietly contemplating the endless nightmare. Read the following as they enter:

This room is pristine. Every surface is clean and while there is some smoke hanging near the ceiling it is thin enough so one can see the mosaic of the sun being eclipsed by a coiled black snake with red eyes.

The walls show the life of the warrior who died in Ihl's arms in the mosaic in the entrance room. The young yuan-ti warrior proved itself to the tribe through strength of arms in battle. Next is the romance between the young warrior and Ihl. Then the pair brings a son into the world and give that son to a pool. The child emerges as a giant snake. The final part of the mosaic is the warrior's death, being stuck down with a staff wielded by a might Tabaxi warrior.

Then there's the ghostly apparition of the warrior in between two sarcophagi. The warrior sits there, the eyes closed on their snake like face, then they open and look at you. When they do the spirit stands and holds out three fingers.

The same bas relief of Satszehsu has been carved into the lid of both stone sarcophagi.

The Ghost. Satszehsu's ghost is interested in stopping Nozhi. Satszehsu has learned that the *Dreamstone* isn't connecting him to Dendar, but rather some other powerful entity—one that is using Nozhi for some other purpose. Satszehsu would like this to stop but only believes those who understand the relationship of love that Satszehsu and Ihl had.

Satszehsu's three raised fingers indicate three questions the characters can ask. The ghost can't speak, instead pantomiming her answers truthfully, and to the best of her ability. With each answered question, she lowers one finger.

They are as expressive as they can be, but they only act with grace and pride. Satszehsu was, and the spirit is, a prideful and valiant warrior.

If asked about their love for Ihl, the ghost hovers above the south sarcophagus. Otherwise, the ghost hovers over the north sarcophagus.

ROLEPLAYING SATSZEHSU

The ghost of Satszehsu is graceful and has a great deal of pride. Because of that, the ghost only pantomimes in a dignified manner. Satszehsu is humorless and won't smile but has impassioned eyes that seem to light up when angered. Otherwise, Satszehsu is stoic.

North Sarcophagus. This sarcophagus bears two traps: an effect that turns the rocks around the sarcophagus to mud and a sweeping blade trap that is attached to the lid.

MUDDY, BLOODY BLADES TRAP

Complex trap (Levels 11-16, deadly threat)

This trap stymies attempts to open the sarcophagus.

Trigger. The lid is moved.

Active Element. A 5-foot radius section of the floor instantly turns from stone to one-1-foot thick, viscous mud. Creatures in the area must succeed on a DC 17 Strength saving throw or be restrained (escape DC 17). Roll initiative.

Dynamic Element. On initiative count 1 (losing ties), blades sweep out from the sarcophagus and attack anyone standing within 5 feet (+8 to hit. *Hit:* 22 (4d10) slashing damage);

Countermeasure. A character succeeding on a DC 20 Wisdom (Perception) check a character notices that the stone for five feet around the sarcophagus isn't quite the same as the stone floor in the rest of the room. There are small ripples in the stone.

Characters inspecting the lid that succeed on a DC 21 Intelligence (Arcana) check, note that the carvings include a cleverly disguised glyph (5th level spell). Characters viewing the lid using detect magic automatically succeed on this check. Once detected, the glyph can be dispelled.

The South Sarcophagus. This sarcophagus isn't trapped and contains the body of Satszehsu, two more black snake pendants, and a staff of striking.

Treasure. In addition to the *staff of striking*, the sarcophagus contains two black snake talismans (which can be used to move through certain areas of the tomb). To a collector in Port Nyanzaru, they can be sold for 400 gp each.

6. THE TRAPPED HALL

This 50-foot long hallway is like the other curving hallways leading down except it bears a complex trap. Once a creature passes a quarter of a way down the hall, the hallway is filled with ghostly images of white snakes.

Those who carry a black snake talisman are unaffected by the snakes—which pass harmlessly through them. Otherwise, the snakes lash out at those who attempt to pass down the hallway without a talisman. Any character that doesn't carry a talisman that ends their turn in the hallway must succeed on a DC 15 Wisdom saving throw or take 22 (4d10) psychic damage.

Trapped Door. The door at the end of the hall isn't locked but it is trapped with a deadly acid spray.

ACID SPRAY TRAP

Simple trap (level 13)

The door at the end of the hall is trapped with a canister of pressurized acid.

Trigger. When the door is opened without the trap being disarmed.

Effect. A 15-foot cone of acid is sprayed out from the edges of the door. Each creature in the area must make a DC 15 Dexterity saving throw or take 55 (10d10) acid damage.

Countermeasure. A DC 15 Wisdom (Perception) or DC 15 Intelligence (Investigation) reveals that the spray comes from the edges of the door way when the seal around the door is cracked. A DC 15 Dexterity (Sleight of Hand) along with some material can clog up the edges of the door way and then standing to one side of it while opening it avoids the acid spray. Other creative options may also be available.

7. ENTRANCE TO THE VOID

This is the final entrance to Ihl's tomb—where Nohzi speaks with whom he believes to be Dendar.

This room has four black snake statues which are at the corners of the room. Their mouths are all pointing towards the middle of the room which has a round metal door in the floor of the slightly raised platform.

In the corners of the room, beneath each statue is an egg the size of a human's head. The walls of this room are more roughhewn than the rest of the tomb.

This door can be opened with by simply touching a black snake talisman to it or by picking or forcing the lock. Picking the lock requires a set of thieves' tools and a successful DC 21 Dexterity check, while forcing the door open requires a successful DC 21 Strength (Athletics) check.

If the door is opened by someone that isn't carrying a black snake talisman, the trap activates. The trap also activates if someone doesn't recite the prayer of the void to Dendar the Night Serpent. This is written in abyssal above the door in the main entrance.

"Death comes to all, but the nightmare is eternal. In Dendar's mouth we are beyond emotion and become one, but we must feed Dendar."

Behind the door is a steep twisting passageway.

Yuan-ti Eggs. The four eggs were laid by members of the yuan-ti tribe and were given to Nohzi to be blessed by Dendar. They can be collected and sold for a total of 800 gp.

ACID SPEWING SNAKES

Simple Trap (Levels 11-16, dangerous threat)

Trigger. A black snake pendant isn't used to unlock the door and the prayer isn't recited to appease the snake statues.

Effect. The four snake mouths spew forth venom. Anyone on the platform must make a DC 17 Constitution saving throw or take 44 (8d10) poison damage.

Countermeasures. The four snakes are generating the acidic venom via the magical gems in their eyes. A character succeeding on a successful DC 15 Wisdom (perception) check notices the dull emerald gems in their eye sockets. The statues are 20 feet tall. The gems require a DC 20 Strength (Athletics) check or a DC 15 Dexterity check made with a set of thieves' tools to remove.

Proceed to Part 3, below.

PART 3. TOMB OF IHL & THE DREAMSTONE

This is the final encounter where the *Dreamstone* and Nozhi are. Nozhi isn't interested in giving up the *Dreamstone* and any intruder needs to be killed and given to The Night Serpent. Read the following when the characters enter:

This room is made of black stone and the smoke hangs thick on the ceiling. It rises up from the many cracks in the foundation of the room where harsh orange and red light shows through. In the middle of the room is a white sarcophagus with an engraving of a priest on it. In the back of the room is a pedestal with a pulsing blue stone resting on it. Behind the stone is a yuan-ti in black robes with red trim. His red eyes staring at you with nothing but cold dispassion.

The yuan-ti hisses and the stone flashes with a blue light that surrounds the yuan-ti priest. A moment later, the lid of the sarcophagus explodes—and a second, desiccated yuan-ti slithers out.

Nozhi and Ihl have no interest in talking; they seek only to sacrifice the intruders to Dendar—who he believes he's speaking to via the *Dreamstone*. Nozhi begins the encounter with *mage armor* cast.

SECRET MISSION (EMERALD ENCLAVE)

Once the encounter with Nozhi begins, the abomination's heart begins to beat faintly. Unbeknownst to the characters, carrying the heart makes the yuan-ti's attacks much more potent, as follows:

- Attack made against the character carrying the heart (even if carried in an extraplanar space) is made with advantage.
- Any saving throws made by the character against effects created by Nozhi and Ihl are made with disadvantage.

Legendary Actions. Nozhi can take three legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nozhi regains spent legendary actions at the start of his turn.

Dash. Nozhi moves his speed. This movement doesn't provoke opportunity attacks.

Fiendish Leech. A living creature within 20 feet of the lich must make a DC 15 Constitution saving throw against this magic, taking 14 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. Nozhi regains a number of hit points equal to the damage dealt. Nozhi can use this legendary action once per round.

Dispel Magic (Costs 2 actions). Nozhi casts *dispel magic* without using a spell slot.

Gift of Dendar (Costs 3 actions). Nozhi regains a spell slot.

ADJUSTING THE ENCOUNTER

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

- **Very weak:** Fiendish Leech deals 10 (3d6) necrotic damage; remove Gift of Dendar legendary action
- **Weak:** Fiendish Leech deals 10 (3d6) necrotic damage
- **Strong:** Fiendish Leech deals 21 (8d6) necrotic damage
- **Very strong:** Fiendish Leech deals 28 (10d6) necrotic damage

The Dreamstone. Rhaugilath scries on the encounter via the *Dreamstone*. If a character touches the *Dreamstone*, they see a vast, yellow-eyed serpent. However, a character succeeding on a DC 11 Intelligence (Investigation) check realizes that the image of the serpent is superimposed over a second image—that of a robe-garbed humanoid. The humanoid form recoils fades from view, almost as if reacting to being detected. A character that succeeds on a DC 20 Intelligence (History) check after seeing the humanoid or being given a detailed description of its manner of dress, realizes that the style of robes resembles that of ancient Netheril.

CONCLUSION

Once Nozhi is defeated the characters can take the *Dreamstone*, return to Port Nyanzaru, and meet with Kelvin Van'Sheran who gives them their promised reward for discovering the *Dreamstone* and that some human dream walker is partially behind the yuan-ti activity.

TREASURE

Kelvin Van'Sheran give the characters the 3,000 gp he promised them and another 800 gp for the *Dreamstone*.

REWARDS

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

EXPERIENCE (MIN/MAX XP: 10,125/13,500 EA.)

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

COMBAT AWARDS

Name of foe	XP Per Foe
Nozhi	2,900
Flaming Snakes	1,800
Undead Ihl	2,900

NON-COMBAT AWARDS

Task or Accomplishment	XP per
Character	
Learning information from Talash	225
Surviving the Skull Room	2,225
Acquiring a Snake Pendant	2,000
Getting past the Nightmare void trap	500
Surviving the Trapped Hall	1,000
Surviving the Entrance to the void	2,000
Retrieving the <i>Dreamstone</i>	3,000

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Trinkets from the village	300
Golden and Emerald dagger	500
Snake Talisman	400 each
Rubies	800
Yuan-ti Eggs	800
Kelvin Van'Sheran's Reward	3,000

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

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

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

STAFF OF STRIKING

Staff, very rare (requires attunement)

This staff appears wholly unexceptional. The wood haft is gnarled and irregular, and the thin strip of leather wrapped around its midpoint is frayed and cracked. When rapidly spun in the hands of a skilled user, the staff creates a buzzing drone audible to all within 100 feet. If spun for more than a few moments, the drone turns into a sonorous, chanted prayer to Ubtao. This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

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

Nightmare Warrior. Characters who go through the void and deal with facing their fears become more resistant to attacks against their dreams and fears in the future. More information can be found in **Player Handout 4**.

PLAYER REWARDS

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

Members of the Emerald Enclave that retrieved the heart from the Giant Abomination's Tomb **earn one additional renown point**, and mark the completion of a secret mission on their adventure logsheet.

Members of the Lord's Alliance that retrieved a ruby gem from Ihl earn one additional renown point.

DM REWARDS

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

APPENDIX. NPC/MONSTER STATISTICS

FIRE SNAKES (FIRE ELEMENTAL)

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-1)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

NOZHI (BASED ON WARLOCK OF THE FIEND)

Medium humanoid (Yuan-ti), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 11

Languages Abyssal, Draconic

Challenge 7 (2,900 XP)

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

At will: *alter self*, *false life*, *levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *feeblemind*, *finger of death*, *plane shift*

Spellcasting. Nozhi is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 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*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When Nozhi's makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

ACTIONS

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

IHL (YUAN-TI ABOMINATION)

Medium undead, 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)

Innate Spellcasting (Abomination Form Only). Ihl'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. Undead Ihl has advantage on saving throws against spells and other magical effects.

ACTIONS

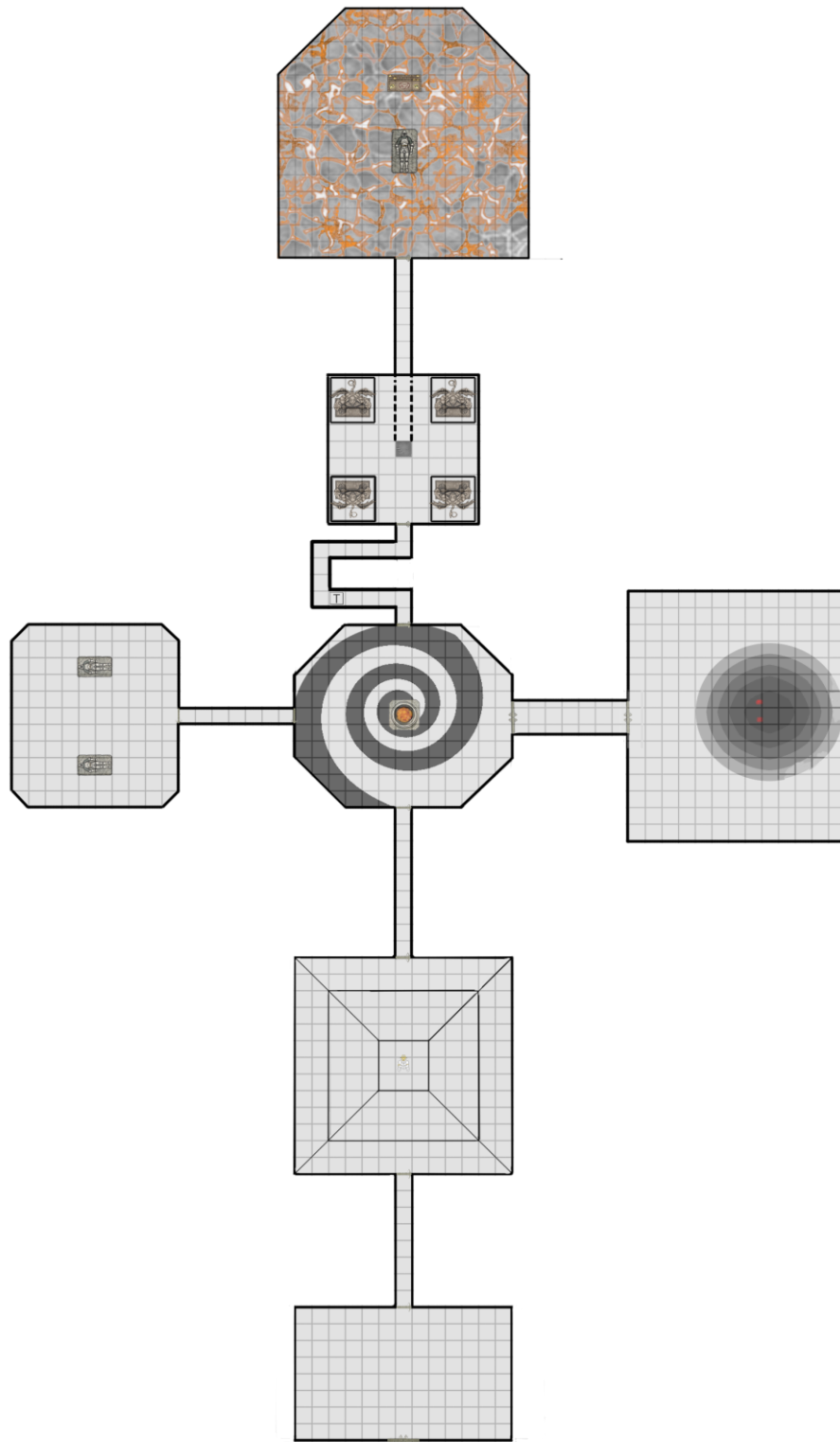
Multiattack. Undead Ihl makes two ranged attacks or three melee attacks, but can use its bite and grab attacks only once each.

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

Grab. *Melee Weapon Attack:* +7 to hit, reach 5 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 undead Ihl can't grab another target.

Venom Spit. *Ranged Weapon Attack:* +6 to hit, range 40/200 ft., one target. *Hit:* 12 (2d8+3) necrotic damage plus 10 (3d6) poison damage

APPENDIX. TOMB OF IHL MAP



PLAYER HANDOUT 1. THE EMERALD ENCLAVE

I hope this message finds you well. I hear tell you may be going to the forgotten city of Jhl. There is something rumored to be there. The heart of a dead yuan-ti abomination. If you can find this creature's dead heart it would move forward something we've been working on for quite some time and would help save many lives.

Bring back the heart.

- Screaming Wind



PLAYER HANDOUT 2. THE LORDS ALLIANCE

The guan-ti have made to many moves and we've believe they've infiltrated our ranks. Through research and investigation, we've learned a way to determine who the guan-ti agents in our midst are, but we need something from Ihl. There are supposedly doors with rubies in them in the city of Ihl. Find one and return it to me. It is one of the key's to ferreting out the spies.

—Klevin Van'Sheran



PLAYER HANDOUT 3. MAGIC ITEM

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

STAFF OF STRIKING

Staff, very rare (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a + 3 bonus to attack and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 force damage. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff. This item can be found in the *Dungeon Master's Guide*.

This staff appears wholly unexceptional. The wood haft is gnarled and irregular, and the thin strip of leather wrapped around its midpoint is frayed and cracked. When rapidly spun in the hands of a skilled user, the staff creates a buzzing drone audible to all within 100 feet. If spun for more than a few moments, the drone turns into a sonorous, chanted prayer to Ubtao.

PLAYER HANDOUT 4. STORY AWARD

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

NIGHTMARE WARRIOR

You dealt with your greatest fears and are now more confident in dealing with them. Since you've dealt with your nightmares once you can show this award in to gain advantage on your next roll to deal with your nightmare. You can only do this once per session. Write what the nightmare you dealt with was just below this story award. It's your DMs final approval if the award is applicable in any situation.