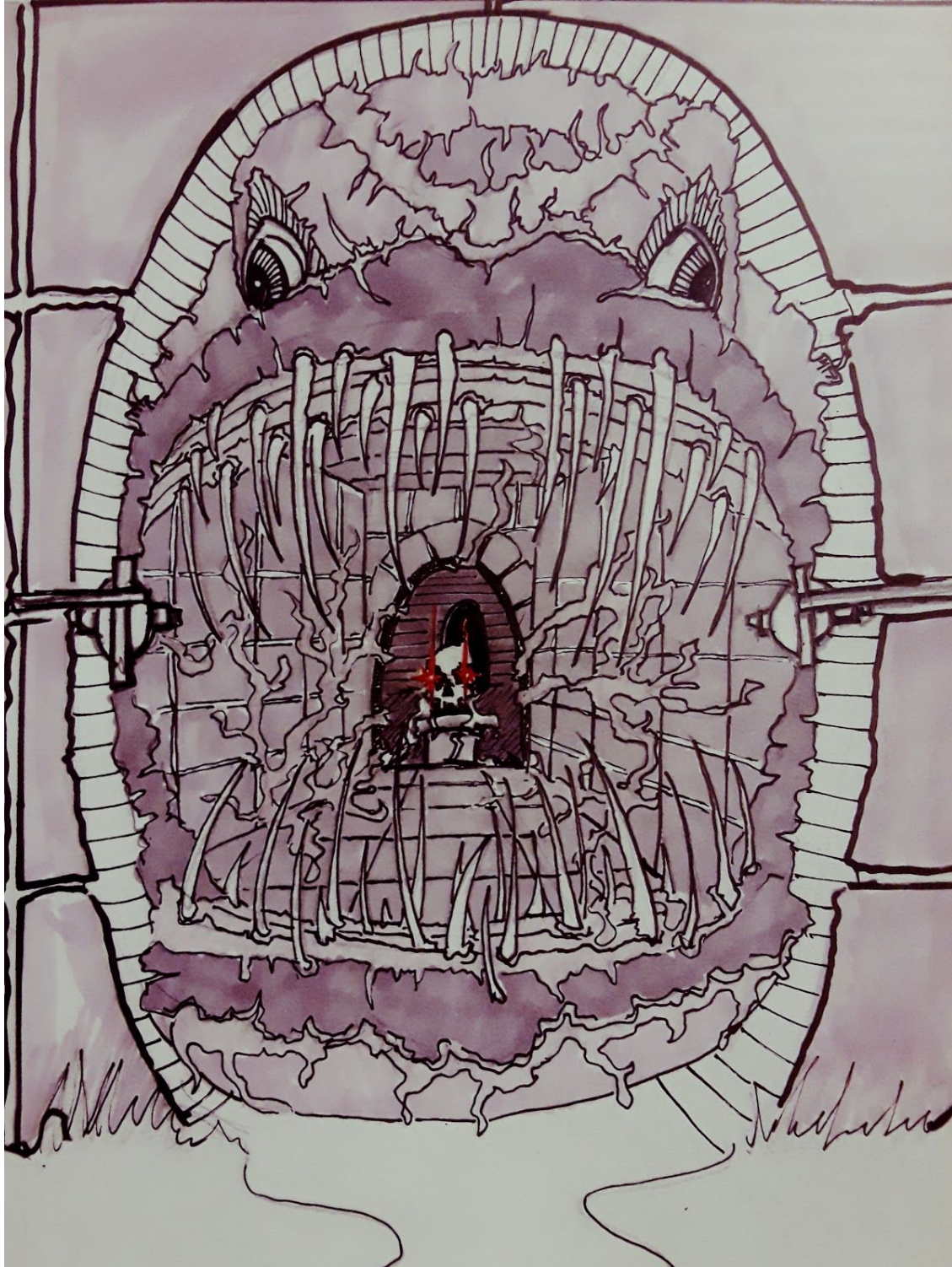


Lost Tomb of Lacooma

D&D 5e Pick-up-and-Play Module



What is The Lost Tomb of Lacooma

A ready to play adventure with interior maps, tables, monsters, and story. A 2-4 hour adventure for Characters Level 2-4.

What's Included

1. An introduction for Players and the DM
2. Interior Map of Grimack's Lair
3. The NPC/Monster Grimack and his stat block
4. A Random Jungle Experience Table for the time between Grimack's Lair and the Tomb
5. The Lost Tomb of Lacooma
6. A possible, dangerous, deadly, twist.

What You Need to Play

1. The Monster Manual for 5e
2. Pencils and character sheets
3. An understanding of the basic rules of D&D

Introduction

Your guide leads the way up the side of the steep mountain. The thick jungle vegetation you hacked a path through earlier has grown sparse, revealing jutting rocks and the wind blasted face of a jagged mountain range. Your guide stops ahead, his massive half-orc chest heaving from the climb as he beckons you onward.

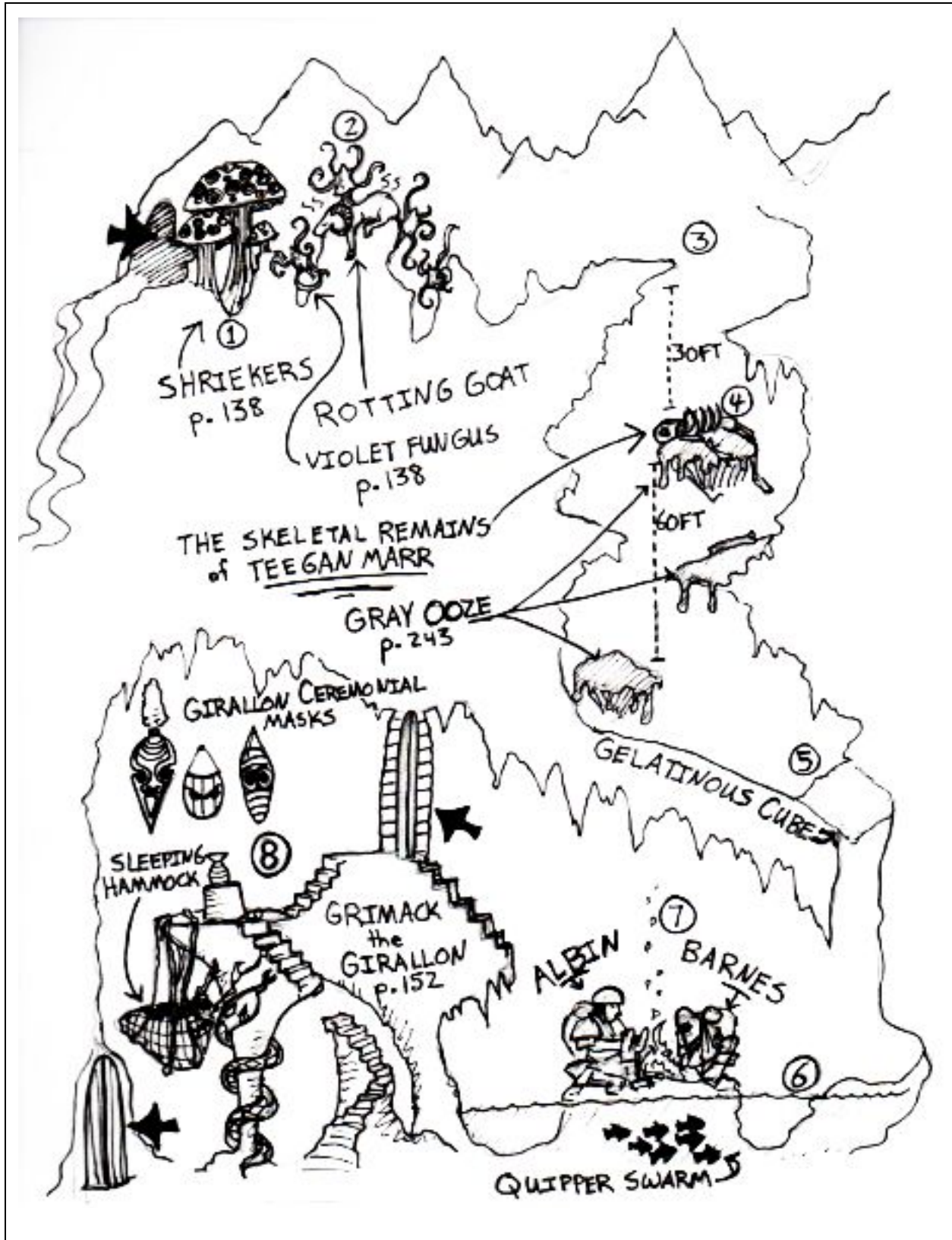
"There." he points, his large hand dripping with moisture, at the mouth of a dark cave. *"That's where he dwells. He usually meets me at the entrance, but I haven't seen him in over a week and I'm beginning to grow nervous. He can be very unpredictable, depressive even, which is understandable considering he's the last of his kind---"* Your guide wipes his brow, looking down the mountain at the cove you came from. You can see a large three masted vessel sitting tiny in the water far below and a handful of buildings nestled among the roots of the mountain. Your guide's voice sinks low as he continues *"I've grown fond of him over the last few months, don't get me wrong---he's a dangerous fellow---but he's another outsider like me, trying to make his way in a mostly human world and I fear---"* His voice sinks lower, hardly audible over the wind slipping through the mountain peaks. *"And I fear that some of the crew might be hunting him. Teegan came this way on a hunting expedition a week ago. He was supposed to return to camp yesterday, but hasn't shown up. Maybe he's still hunting in the heart of the jungle, or maybe my fears are correct and he's bitten off more than he can chew and set his sights on hunting him some giant ape."*

The half-orc turns again to the looming cave entrance ahead. *"In which case I'm not sure who I'm afraid for more, Grimack or Teegan's crew. I wish I could go with you, but I'm needed back at the cove and the Captain won't be happy if I don't show up for duty. Bring me word about Grimack, let me know he's alright will you?"* And with a last encouraging nod, your guide slips downhill through the jungle vines toward the cove. What do you do?

What you, the Dungeon Master, need to know before we begin:

1. Grisbane (your guide) and Grimack the great ape have been holding talks for a couple of months. Grisbane has been trying to convince Grimack to hold talks with Lorguard the pirate captain and king who rules the cove on the south of the island. Grisbane (your guide) has never been in Grimack's cave and has no information about its interior.
2. Recently, Grimack hasn't shown up for the talks...
3. Teegan (a member of the Cove to the south) led a hunting party into the cave a few days ago in an attempt to hunt the giant ape. There may be traces of their passage about the cave entrance and inside if the players are looking for it.
4. Grimack the great ape has been holed up in the depths of his lair because he is very close to completing a ritual he has been working on for almost 10 years. The ritual will combine Yuan-ti blood magic with Girallon artifacts in an attempt to resurrect his nearly extinct species.
 - a. The artifact Grimack needs to complete his ritual lies in the **Tomb of Lacooma**, which lies in the jungle to the north. Grimack cannot go to the Tomb himself because the old Yuan-ti spells on the ruin specifically bar Girallon from entering.
 - b. Grimack will be VERY FRIENDLY with the players on their arrival because he wants/needs them to retrieve the artifact (*The Cobra's Tongue*) from Lacooma's Tomb.
 - c. If the Players return *The Cobra's Tongue* to Grimack he will attempt to trick, manipulate, and separate the group because he needs a blood sacrifice to activate the artifact. He will attempt to isolate a Player and kill them to complete the ritual...
5. Read **Grimack's** description by his picture and stat block to get a better sense of the history of the island and what his aims are.

GRIMACK'S LAIR



Numbers listed below describe numbered locations on the map above.

***Beyond the Entrance:** The room before you smells wet with mold and rot. The little light from the mouth of the cave reveals a forest of seven foot tall mushrooms growing in the darkness. The ceiling is thirty feet high and covered with the jagged teeth of clinging stalactites pointing toward the cavern floor. A rank odor wafts between the mushrooms in front of you, but it is difficult to discern where it comes from. You can hear the trickle of moving water from further on in the cave.*

DC 14 Nature will reveal the mushrooms to be **Shrieker Mushrooms p. 138 MM**. It will also reveal their screaming reaction when people enter their space

DC 14 Perception will tell a player that the rank odor further on in the cave is coming from a rotting corpse killed not so long ago, but little else.

DC 16 Perception reveals that smaller violet mushrooms grow beneath the caps of the larger shriekers.

1. **Shrieker Mushrooms p. 138 MM:** Grimack has cultivated natural defense systems throughout his lair, these mushrooms are the first tier of those defenses. They are his natural warning system and as described in the MM when anyone moves within 30ft of the mushroom it will emit a shriek that can be heard throughout Grimack's lair. These mushrooms live off moisture and darkness, and cause no harm.
2. **Violet Fungus p. 138 MM:** Among the larger Shrieking mushrooms, Grimack has bred a small troupe of Violet Fungus. These much smaller mushrooms lurk beneath waiting for anything not deterred by the screaming of their fungi kin to venture deeper within. There are **six** Violet Fungi at #2. They are currently feeding on a rotting goat that Grimack left for them, but they are always hungry for fresh flesh and will attack the Players if they pass.
 - a. A lower **DC Perception** will detect the stink of the goat here.
 - b. A **DC 17 Perception/Investigation** roll might discover a severed finger among the moss at the bottom of the cave. It appears to be human, the ring is a wedding ring worth 35gp. (DM's knowledge: it is **Barne's** ring, one of **Teegan's** men who came into the cave to hunt Grimack and the finger was lost fighting the Violet Fungi.

***The Drop:** As you reach the edge of the mushroom forest, stones skitter away into a plummeting abyss. A 90ft drop interrupted by rough stone outcroppings and islands protrude from the walls below. The shining bones of a bleached skeleton lies sprawled on the first outcropping 30ft below you. A backpack and scattered belongings sit beside the stark bones. The walls here glisten with moisture, and a viscous goo drips from the rock.*

3. **The Descent:** This vertical descent allows the players to face multiple small problems at once. The walls are slippery and using a rope here will be tricky. **DC 10 Athletics** rolls are required to keep hold of the rope for every 30ft of movement downward. A failed roll could result in massive damage (1d6 for every 10ft of the fall) so players should be rewarded for using their brains.
4. **Ooze and a Body:** As illustrated on the map, three of the surfaces on the descent are covered in **Gray Ooze p. 243 MM**. The ooze is not intelligent, but reactionary, attacking any Player

that comes within 5ft of it. Ooze is a surprisingly resistant enemy, and though not usually very dangerous on their own, when combined with the possibility of falling, this area can be quite tricky for Players. The Ooze is also **indistinguishable** from an oily pool or stagnant puddle until it strikes.

a. Teegan's Body: Teegan led the hunting party into this cave to kill Grimack, the great ape. Because he has been stripped of his flesh by the ooze it is very difficult to identify him, though it looks to be a human corpse. Also, Gray Ooze corrodes metal, so a **DC 10 Investigation** will reveal even at a distance that the breastplate and sword lying beside him are eaten away to almost nothing

i. Other Items on Teegan's Body: Silver necklace worth 30sp, a scroll from Sinmartin a man in the cove telling Teegan he will pay him 400gp to kill Grimack, a leather backpack with 4 days rations, a crow bar, climbing rope, and a small wooden bird that looks hand carved. The bird can record and sing back any melody. It can only learn a new tune once/day and immediately forgets the old tune.

5. Gelatinous Cube p. 242 MM: This is an optional encounter. If the players took a lot of damage from the Violet Fungi, I would omit the Cube and have them pass on to #6. If the players have breezed through the previous encounters and are getting a little big for their britches, surprise them with the Cube. I would also reduce the Cube's HP to 40, instead of the suggested 84. No one wants to hack at a cube for too long, and the Cube is already very dangerous as it is.

a. On our map the **Cube** occupies the entire tunnel leading downward. It is **Transparent** requiring a **DC 15 Perception** to notice. The floor and walls leading to the Cube are near frictionless, and as the Players approach the Cube they will notice how impossibly clean the cave becomes. If a Player **Investigates** this I would set a lower **DC 13 Investigation** for picking up on DM clues leading to a monster.

6. Quipper Swarm p. 338 MM: The water here is only seven feet deep and very clear. If a light is shone over the water you can see the near translucent fish swimming just below the surface.

a. DC 12 Nature can identify the fish as Quippers, small flesh eating fish.

b. Albin and Barnes have already encountered the Quippers, and if relationships between the NPCs and Players is friendly, then the NPCs will warn the Players about the fish.

c. The fish here will attack and swarm any flesh in the water. They are very fast, but can be distracted.



7.

Albin(on the left) and **Barnes**(on the right): These two have had it rough, especially Barnes. Teegan promised each of them 100gp if they would help him kill Grimack the great ape. Well, Teegan is dead and these two are starting to rethink the plan.

Albin human male wizard	Barnes tiefling male fighter
Armor Class: 12 (15 with mage armor) Hit Points: 13 Speed: 30ft	Armor Class: 14 (damaged chain shirt and shield) Hit Points: 21 Speed: 30ft
STR 18(-1) DEX 12(+1) CON 10(+0) INT 16(+3) WIS 10(+0) CHA 12(+1)	STR 14(+2) DEX 16(+3) CON 12(+1) INT 11(+0) WIS 12(+1) CHA 13(+1)
Languages: common, draconic, elven Skills: Investigation +4, Arcana +5	Languages: common, Infernal Skills: Arcana +3, Athletics +4, Intimidation +3
Spell Casting, Intelligence, Spell DC 15 Level 0: blade ward, dancing lights, light, message, prestidigitation Level 1:(2 slots) floating disk, fog cloud, mage armor Actions Unarmed. +1 to hit, 2 damage	Actions, Multiattack: Barnes may attack once with his long sword, and once with bash Bash: + 2 to hit, (1d4+2) bludgeoning. A successful attack knocks the target 5ft away and the target must succeed a DC 12 Constitution save or be knocked unconscious for 1d4 rounds Damaged Long Sword: +2 to hit, (1d6+2) slashing

Albin: Albin came on this trip to see a Girallon in its natural habitat. He is a minor magician and promised to help Teegan distract and confuse the ape while he and Barnes killed it. Now that Teegan is dead Albin is still determined to study and hopefully talk to the great ape. He doesn't care if Grimack lives or dies, only what kind of scientific paper he might publish after the encounter with a Girallon, who are very very very rare.

SECRET and DESIRE: Albin doesn't care if Grimack, or any of the others, lives or dies. He is here in the name of SCIENCE! And believes his paper on a live Girallon will launch him to Academic Arcana

stardom. He will lie, cheat, and steal to publish this paper.

Barnes: Barnes has a terrible gambling problem and came on the hunt for the 100gp that Teegan offered. He still believes that if he kills the ape that Sinmartin (the man who hired Teegan) will pay him when he returns south to the cove. However Barnes has suffered badly throughout Grimack's Lair. He fell while descending **The Drop** and was promptly attacked by **Gray Ooze**. They managed to escape, but Barnes broke his left arm in the fall and his armor is seriously damaged from the ooze.

DESIRE:

1. To survive this already injurious adventure.
2. To kill Grimack and collect his reward so he can dig himself out of debt, however, if the Players try to persuade him it's not worth it to stay they gain **advantage**. He's already thinking of backing out because of his injury.

8. Grimack's Home:

a. The Door:

- i. into Grimack's home is locked. **DC 14 Dexterity/Intelligence** to unlock it.
- ii. Grimack will answer if the players knock. (*Read Grimack's stat block and history*) As long as the players are not aggressive, Grimack will open the door. He needs the players to bring him **The Cobra's Tongue** from **Lacooma's Tomb**. Grimack will use all his charisma and charm to convince the players that they are welcome in his home. He will share his history and the story of his life with the players **if** it helps convince the Players to bring him *The Cobra's Tongue*. He needs it to resurrect his people and will do anything to acquire it.

b. Ceremonial Masks: There are three masks each with unique qualities. **DC 12 Arcana** will reveal the masks to contain magic properties. A very high roll will reveal what those qualities are.

- i. **Plumed Mask:** The wearer of this mask can perform a **mesmerizing Girallon mating dance** involving some startling difficult athletic feats such as backflips and handstands.
- ii. **Wooden Mask:** The wearer gains **barkskin** while wearing the mask, but their movement is reduced by half.
- iii. **Big Eyed Mask:** The wearer of this mask becomes **semi transparent** and gains an additional +4 to stealth checks. However they cannot move when wearing the mask.

c. Vase: An ornate vase stands at the top of a stone pedestal containing the ashes of Grimack's mother. He will be very upset if anything happens to it.

d. Hammock: Grimack sleeps in a large woven hammock hanging from the center pillar.

e. A stone snake winds up the pillar, and through talking to Grimack or a **DC 12 investigation/history** will reveal this to be an abandoned storeroom of the Yuan-ti.

f. The next door leads into a thick jungle...Grimack can give you directions to the Tomb of Lacooma.

GRIMACK



Large Humanoid, Intelligent Beast

Armor Class: 13

Hit Points: 61

Speed: 40ft, climb 40ft

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	16(+3)	14(+2)	12(+1)	11(+0)

Languages: common, orc, Yuan-ti

Skills: Perception +3, Stealth +5, Athletics +6, History +6

Aggressive: As a bonus action Grimack can move his speed (40ft) toward a hostile creature he can see.

Historian: Grimack has Advantage on any history roll involving the island.

Actions, multiattack. Grimack makes five attacks: one with his bite and four with his claws.

Bite. +6 to hit, (1d6+4) piercing damage

Claw. +6 to hit, (1d6+4) slashing damage

Spellcasting, Intelligence is his modifier, spell DC 14

Level 0: Friends, Mage Hands, Mending, Minor Illusion

Level 1(3 slots): Identify, Unseen Servant,

Level 2(2 slots): Detect Thoughts, Enthrall, Invisibility

Grimack is the last living Girallon on the island. The Girallon (great four armed apes) were once the sole sentient inhabitants of their island and lived in matriarchal bands throughout the jungle, only coming together to wage war or to sit in council, but then came the Yuan-ti slavers who bent the Girallon to serve their will. The Yuan-ti were brutal masters, breaking the proud matriarchs and condemning their tribes to serve the snake folk in the construction of their temples, the digging of their elaborate tombs, and to be sacrificed in the Yuan-ti blood rituals.

For centuries the Girallon lived under the lash and sway of their cruel overlords until the greater Yuan-ti empire fell in the giant wars and the island was abandoned. The few remaining Girallon huddled in the abandoned ruins fighting the giants who came seeking retribution against the Yuan-ti and finding only their branded slaves to punish. After the giants left, only a handful of Girallon remained breathing, and of those only Grimack is alive today.

Haunted by the ghosts of his ancestors Grimack retreated deep into his mountain lair, only emerging to forage for food and hunt tirelessly for the scattered artifacts of his people. He has become an expert regarding Yuan-ti and Girallon culture.

DESIRE: To retrieve a sacred artifact (*The Cobra's Tongue*) from The Lost Tomb of Lacoorna and use the Yuan-ti blood magic it possesses to resurrect his near extinct species. It is the last piece in an arcane ritual he has been building for the better part of ten years.

SECRET: Grimack will need a sacrifice to power his ritual. If the players successfully bring him *The Cobra's Tongue*, he will then try to sacrifice one of them the players for this purpose...

Heading from Grimack's Lair toward Lacooma's Tomb

Possible Description: *The roots of the mountain rise about you, sloping back toward the yawning mouth of Grimack's Lair. He gives you a last encouraging wave before closing the stone doors of the mountain with a resounding GOOONG. Birds flap upward from nearby branches, complaining with shrieks and whistles at the disturbance in their domain. The jungle rises like a hungry wall before you, its innumerable branches block out even a single ray of light from reaching its leafy floor. Even sound is eaten here, consumed by the wet, and rot, and moss so that your feet make no noise in this immense and darkening jungle.*

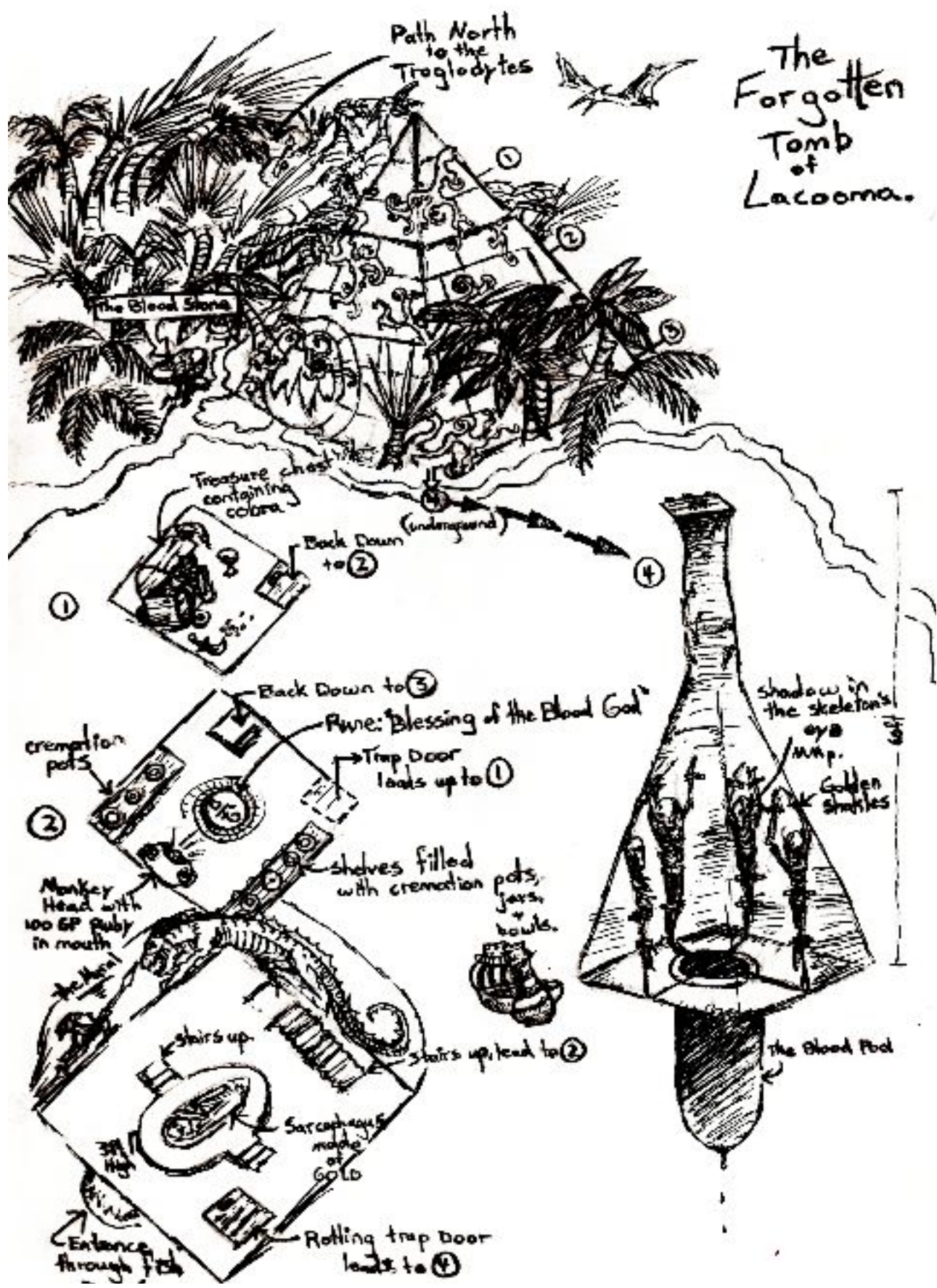
The party may choose one Player to roll a single d6. The player's roll will determine what happens to the party next...

Random Jungle Experience Table

1.	<p>Lost: Even with directions the players get turned about in the thick jungle.</p> <ol style="list-style-type: none"> 1. Each player chooses a skill they will use to find their way to the Tomb and must describe how it helps the group survive the jungle. For instance, a player might choose survival to retrace their steps, athletics to chop down a tree over a river so they can safely cross, or Nature to find edible plants on the way to keep them fed. 2. DM chooses DC for each suggested task. 3. At least half of the players must be successful on their rolls, or the party must reroll on the Random Jungle Experience Table...
2.	<p>2. Hunted by a Wild Cat: A saber tooth tiger stalks the group and attempts to drag one of them away.</p> <ol style="list-style-type: none"> 1. p. 336 MM 2. Make all the players roll a d20 with no bonus. This is a luck roll, the player who rolls lowest now makes a perception check against the tigers +6 stealth. If the tiger wins the player is surprised when the tiger uses its pounce attack on the player, if the Player rolls higher, they may make 1 action before the tiger attacks them. 3. Roll initiative 4. The Tiger will attempt to drag one player away into the jungle. If it drops to half its HP, 26 or less, it will flee.
3.	<p>Vampire Bats: As the sun passes beyond the horizon the jungle fills with darkness...and enormous bat.</p> <ol style="list-style-type: none"> 1. p. 337 MM Swarm: The dense forest is covered in hanging bats. The Players must navigate their way out of a quarter mile swarm hanging watchfully in the branches. 2. Each Player must choose one of the following skills, no two players may choose the same skill unless there are more than 5 players: stealth, nature, medicine, religion, or animal handling. Each Player describes how they use the skill to escape the swarm. 3. DM chooses DC for each suggested task. 4. At least half of the players must be successful on their rolls for a group success. On a failure make all the players make a Constitution saving throw. The Player with the lowest roll is bitten by a bat carrying the Vampire Virus. The Player will manifest sunlight sensitivity, and a hunger for blood within the hour, they will need to drink

	blood or die in 1d4 hours. In 1d4 days they will become a true vampire unless they are cured before it can occur.
4.	<p>Yuan-Ti Ruins: On their way through the jungle the players stumble upon a pile of large, vine covered bricks that might once have been a temple. Most of the walls have collapsed but a statue stands nearly unblemished before the rubble.</p> <ol style="list-style-type: none"> 1. The statue is wearing gold necklace that holds a large jade pendant at the front. The necklace is eye catching without a perception roll. 2. DC 14 nature/history will reveal this to be Yuan-ti in origin and as much as the DM would like to tell them about the Yuan-ti. 3. The necklace is a magical item granting the wearer: <i>darkvision and the ability to communicate simple ideas with snakes.</i>
5.	<p>Giant Skeleton: Bleached bones stretch skyward from the thick foliage as Player's stumble on the remains of a long dead giant.</p> <ol style="list-style-type: none"> 1. The giant has an enormous rusting sword by his size. If someone attempts to lift it, the sword shrinks to usable size for the players and acts as a +1 to hit magic weapon that deals an additional 1d4 frost damage on a successful hit. 2. A crown covered in rubies sits in the giant's rib cage giving the impression that the behemoth swallowed the wearer. A group of cobras have made their nest inside the giant's ribs. They can be killed or: 3. DC 15 sleight of hand will take the crown without disturbing the snakes. On a fail the Player takes 3d6 poison damage. 4. <i>Creative retrieval of the crown encouraged, let the nest of cobras be visible to the players.</i> 5. The Crown is worth 121gp, and is a magical item capable of casting <i>scorching ray</i> 1/day.
6.	<p>Defector of Krybnog: The underbrush ahead is thrown aside and a prehistoric lizard runs on its hind legs directly toward the party. Red gashes ooze across its face, chest, and back. It has obviously been attacked and keeps throwing worried glances over its shoulder.</p> <ol style="list-style-type: none"> 1. A young female has defected from the Troglodyte colony to the north. She speaks a broken Common, and is fleeing the violence inflicted on her by Krybnog, the leader of the northern colony. 2. Turn 1: Kwook-Mem (the fleeing troglodyte) will spot the party unless they succeed a DC 16 Stealth check. She will attempt to communicate that she is being hunted by her own kind. Players have a limited time to respond. 3. Turn 2: Two troglodytes p. 290 MM emerge from the brush to the north, clearly hunting for Kwook-Mem. If they find her they will finish what they started and kill the deserter. If the players intervene they will try <i>brief</i> diplomacy and then turn aggressive. They aren't much for talking. If they collectively fall below half of their Hit Points, they will flee north to inform Krybnog. 4. Turn 3: If the players save Kwook-mem and treat her well, she may accompany them on their journey. She is able to give little information about Lacooma's Tomb other than its location. If it's easier for the DM and better for gameplay, Kwook-mem will thank the Players for saving her life and flee further south into the jungle. Otherwise use the Troglodyte stats on page 290 MM.

The Forgotten Tomb of Lacooma.



The Forgotten Tomb of Lacooma

Possible Description: *The golden peak of a shining pyramid rises from the confounding chaos of vegetation about it. Vines grown thick with age enshroud the once proud ruin, and the ground beneath your feet becomes cobbled in immense stones barely hidden under the jungles growth. A pteranodon screams high overhead and a trickle of fear, or perhaps awe, traces the length of your spine as you bear witness to the ancient relic of Lacooma's Tomb. For a moment you feel transported in time as you imagine the spires of the Yuan-ti stabbing skyward in every direction, the proud buildings surrounded by their serpentine builders performing blood rituals in a croaking tongue----but then you are back, in the crowding forest, facing Lacooma's Tomb, in search of The Cobra's Tongue, and uncertain what might await you inside...*

Note for the DM: The interior of Lacooma's Tomb is broken into four sections.

1. **The Peak**, containing *The Cobra's Tongue*
2. **Second Story**, containing a trap
3. **The Ground Floor**, containing Lacooma's remains
4. **The Below**, containing a blood ritual chamber.

Entering the Tomb: Barring Magic or Mining, there is only one way into Lacooma's Tomb. It was designed that way by it's initial Yuan-ti creators to weaken any who break Lacooma's eternal rest.

The Blood Stone: The entrance into the tomb is shaped like the jaws of a large fish, the doors open like a mouth, vertically rather than swinging inward or outward. An enormous copper stone stained in blood stands at the entrance. A knife made of obsidian and also stained in blood lies beside the stone. **DC 10 Investigation/Religion** will tell the players that **Blood spilled on the stone is required to enter**. It need not be the player's blood*. When blood is shed on the stone the fish head doors will open like a mouth.

***Special Note:** Any player who uses the knife to shed their blood on the stone may receive a vivid flashback, created by the DM, of the Yuan-ti kingdom that once stood here and the massive ritual ceremony the day Lacooma was buried. They will also receive a +2 on any Yuan-ti related history checks from now on. That knowledge is in their blood. At your discretion they may also begin to show serpentine physical features over time...

<p>3. Ground Floor</p>	<p>The room is 30 x 30 feet, made of golden sand stone, and the walls are covered in a massive mural. A trap door leads down, stairs lead upward, and a sarcophagus on a raised dais lies at the center of the room.</p> <ol style="list-style-type: none"> 1. The Mural, depicts the story of a man and lizard pitted against each other in deadly combat. At first they appear even, but soon the lizard catches the man they each deliver a killing blow to the other. Part of the mural is flush with red pigment in the shape of what appears to be half man, half serpent. 2. The Sarcophagus, is made of pure gold and worth a fortune. It is bolted to the floor and extremely heavy to move. The lid of the sarcophagus shows the convex imprint of the man depicted in the mural. A DC 12 Investigation will discover this. The lid is heavy, but may be moved. <ol style="list-style-type: none"> a. Inside the Sarcophagus is a shriveled skeleton shrouded in dried skin and scales. b. The Skeleton's Skull has an emerald in each eye socket. Any player that sees the skull must immediately make a DC 17 Wisdom saving throw. On a failure, they must roll an additional d8 with the following consequences dependent on their roll: <table border="1" data-bbox="565 947 1414 1682"> <tr> <td data-bbox="565 947 643 1167">1-3</td> <td data-bbox="643 947 1414 1167">The player believes they are surrounded by Yuan-ti enemies and must attack their allies every turn until they successfully beat the DC 17 Wisdom save which they repeat at the end of each of their turns, or they are knocked unconscious.</td> </tr> <tr> <td data-bbox="565 1167 643 1381">4-6</td> <td data-bbox="643 1167 1414 1381">The player believes that snakes are inside his stomach. They must attempt to rip them out with with whatever weapon they have at hand. They attack themselves every turn until they beat the DC 17 Wisdom saving throw at the end of each of their turns, or are knocked unconscious.</td> </tr> <tr> <td data-bbox="565 1381 643 1682">7-8</td> <td data-bbox="643 1381 1414 1682">The DM takes the player's character sheet. The Character has been possessed by Lacoona and will attempt to kill the other players, but the DM can wait and plot to do so for as long as they like. The player and the DM are the only ones who know this. Every minute of real time (not game time) the player may attempt to beat the DC 17 Wisdom saving throw and throw off the possession.</td> </tr> </table> 3. A Rotting Trap Door opens downward revealing The Below (#4) 4. Stairs lead upward to the Second Story (#2) 	1-3	The player believes they are surrounded by Yuan-ti enemies and must attack their allies every turn until they successfully beat the DC 17 Wisdom save which they repeat at the end of each of their turns, or they are knocked unconscious.	4-6	The player believes that snakes are inside his stomach. They must attempt to rip them out with with whatever weapon they have at hand. They attack themselves every turn until they beat the DC 17 Wisdom saving throw at the end of each of their turns, or are knocked unconscious.	7-8	The DM takes the player's character sheet. The Character has been possessed by Lacoona and will attempt to kill the other players, but the DM can wait and plot to do so for as long as they like. The player and the DM are the only ones who know this. Every minute of real time (not game time) the player may attempt to beat the DC 17 Wisdom saving throw and throw off the possession.
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<p>2. Second Story</p>	<p>The room is a 20x20 feet square. Shelves filled with old pots line the walls. A rune is etched into the center of the room, and a large brass monkey head stands</p>						

against the far wall. It holds a large ruby in it's open mouth.

1. **Cremation pots** line the shelves. Most of them are mundane, but if examined their are **two special pots**.

- a. **DC 13 Investigation:** The pot contains **instant darkness powder** which produces a 30ft radius magical darkness for one minute. It can only be dismissed by magic and snuffs all light sources, magic or otherwise in its area of effect.
- b. **DC 15 Investigation:** You find a pot inscribed with ancient arcane runes. If smashed on the ground the pot will **summon a Skeleton warrior that will obey your commands**.
 - i.

Skeleton Warrior

AC: 12

HP: 12

Speed: 20 ft

No languages, but understands all commands of its summoner.
Resistance to piercing damage, Vulnerable to bludgeoning damage
If the skeleton dies, it cannot be resummoned.
If the skeleton lives and the player levels up, its HP increases by (1d4)+2 per level.

Attack: Scimitar +3 to hit, (1d6+2) slashing damage.

2. **The Rune** on the floor is a pressure plate trap. If a player enters the center of the room, whether looking at the cremation pots, or approaching the ruby in the monkey's head, without examining the rune they will be caught unawares by the trap. DC 13 Investigation will reveal the rune to be on a large pressure plate.

a. **The Trap** activated by stepping on **The Rune** is a jet of fire cast from the ruby in the monkey's mouth. Anyone in line with the ruby and the wall opposite it must make a DC 13 Dexterity saving throw or take 2d6+1 fire damage.

3. **The Ruby** in the monkey's mouth is worth 100GP, and is easily removed. A DC 15 Arcana check will reveal that if it is thrown it acts as a one time use **fireball spell!**

4. **A Trap Door** in the roof leads upward to **the peak (#1)**

1. Peak

The peak is a 10x10 ft room containing a large chest.

1. **The Chest** is unlocked and contains:

- a. A +2 silver dagger worth 71gp
- b. 54gp
- c. 76sp
- d. A flask that magically produces up to 10 gallons of water per day
- e. A blood stained goblet that lets a player drink blood from it once per day for 1d10hp. Every time the goblet is used in the fashion the player must make a DC 13 Wisdom saving throw or be

	<p>possessed by an evil spirit for 1d4-1 rounds.</p> <p>f. A bleach white cobra who will strike at the players, but who is so old that his poison has dried up.</p> <p>g. A forked rod made of gold covered in thousands of rippling Arcane Runes, this is <i>The Cobra's Tongue</i> and is part of a complex ritual that reaches into ancient Yuan-ti magic. A player may attempt to use it once/day with a DC 18 Arcana roll. On a success the Player may turn into a Giant Constrictor Snake for 1 hour. p. 324 MM. if reduced to zero hp they return to their original form at the hp they transformed into the snake with. A DC 14 Arcana check on the item will reveal that not only can it transform a player into a snake, but that it is a piece of a much larger, much more powerful Yuan-ti blood ritual...</p>
<p>4. Below</p>	<p>The Below is very simple. The trap door leads to a 60ft drop into a pyramidal cavern. Four skeletons are manacled to the stone walls surrounding a 10ft deep pool.</p> <ol style="list-style-type: none"> 1. The Skeletons were ritually killed, probably cut open while alive and bled into the pool. A DC 13 Investigation will reveal the gruesome manner of their deaths. It will also reveal that a shadow p. 269 MM is waiting to ambush the players, and is currently hiding in one of the skeleton's skulls. 2. The Shadow (p. 269 MM) will attack the last player in the chamber, hoping to kill a lone player and make more of itself down here. It is very lonely and very hungry.... 3. The Pool Is filled with blood and charged with potent arcane power. <ol style="list-style-type: none"> a. Anyone who touches the pool must make a DC 15 Charisma saving throw. On a fail the player immediately submerses themselves in the blood pool. b. Any player in the pool must immediately make a DC 15 Constitution saving throw. On a success they gain 1d12+2 permanent hit points. They may only so this once. On a failure they must roll on the Indefinite Madness Table page 260 DMG. The DM may also have the player roll a percentile die, and create their own madness effect for the player if they choose.

Returning to Grimack

1. The DM decides if it is better for the game and for the players to roll again on the **Random Jungle Experience Table** or for the players to return through the jungle to Grimack without incident.
2. If the Players return *The Cobra's Tongue* to Grimack he will wine and dine them, toast them, celebrate them, reward them with riches, and ask them to please stay the night in

the comfort of his cave. It is possible to end the adventure here...but if they players are still revving to play, if you the DM are still revving to play, then proceed to #3

- 3. Grimack's Betrayal:** Grimack needs sacrificial blood to complete his blood ritual. He will wine and dine the players, wait for them to be asleep and then drag away the weakest of them. He will place *The Cobra's Tongue* in the center of his chamber and slit the player's throat over the artifact. At this point every artifact he has collected over the years will rise into the air, and the three masks on the wall will begin to sing a chanting chorus to which Grimack will add his booming voice. If Grimack is not killed in 10 minutes, and is allowed to sing his song undisturbed, he will raise 3 Grillions females, including his mother, from the blood of his Player sacrifice...