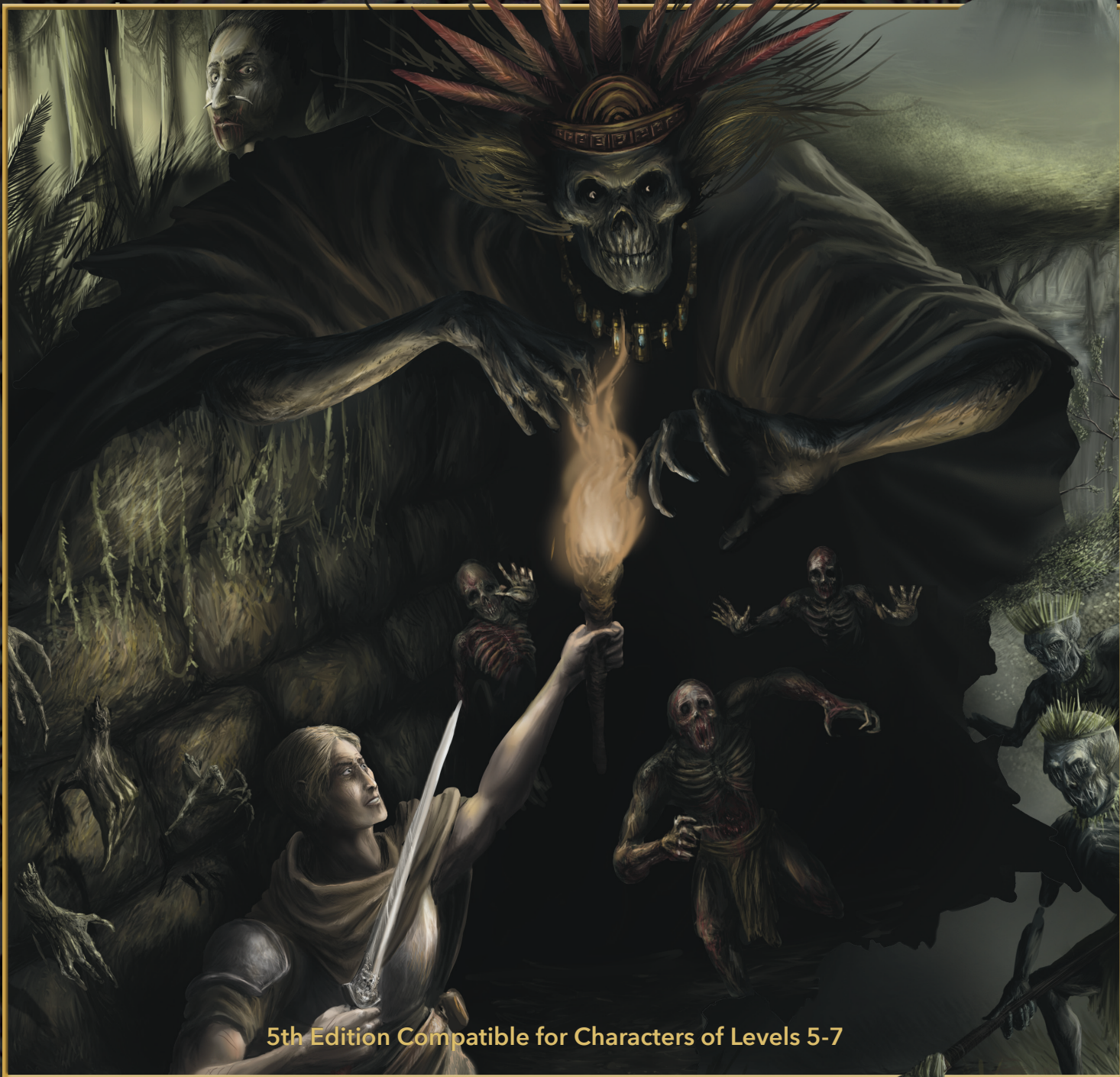


Rated 5E

JUNGLE TOMB OF THE MUMMY BRIDE



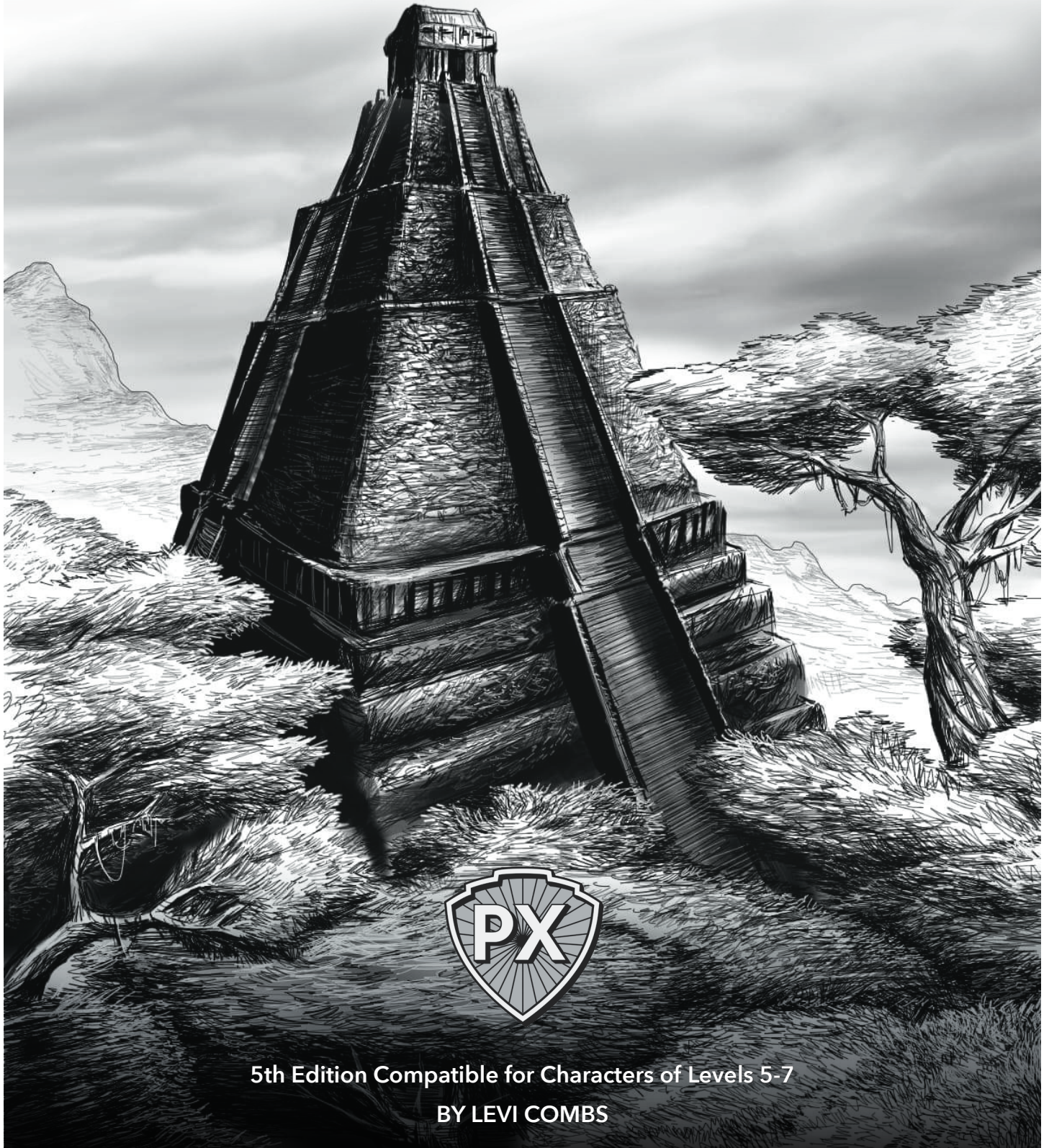
5th Edition Compatible for Characters of Levels 5-7

PLANET X GAMES



BY LEVI COMBS

JUNGLE TOMB OF THE MUMMY BRIDE



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A Huge Thanks to my lovely wife, Jenette, for all of her support, love and believing in my ability to deliver a quality project, all while raising a 1-year old!

A Huge Thanks to Andrew Combs for the many hours of playtesting, breakdowns and helping me break things so they could be made all the better. This adventure is for you!

A Huge Thanks to my personal writing sensei Casey Cristofferson for all of his advice, answers, late night text messages and help. This project never would have gotten off the ground without you.

Dedicated to the memory of Robert Hosier.

Printed in the U.S.A.

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JUNGLE TOMB OF THE MUMMY BRIDE

DISCLAIMER! To avoid fainting, keep repeating “It’s only a module... it’s only a module...”

Welcome to the first adventure module from Planet X Games - *Jungle Tomb of the Mummy Bride* – a descent into blood and gold, deep within a lost pyramid in the heart of cannibal country! If slappin’ down old school monsters, climbing through ancient, forgotten places and seeing what lies beyond the secret door behind the magical altar is your kind of thing, then you’re in the right place. Every Planet X Games adventure module is meant to take you back to a time when the simplest things in life were worrying about making your saving throw against a death ray, avoiding falling in that 50’ pit and killing some slobbering evil monster before you plundered all of its sweet, sweet loot. In the end, we wanted to write the kind of stuff that we would want to play ourselves. After all, who wants to spend a night of gaming if you’re not having fun?

Jungle Tomb of the Mummy Bride is designed for a group of player characters who are levels 5-7. The lower level the party members are, the more players they probably need to survive. Any good adventuring group attempting to conquer the Mummy Bride’s tomb should have a rogue or character experienced at dealing with traps, a spell-slinger of arcane magic, and a trusty sword swingin’ meat shield. This particular adventure may lend itself to also having a druid, ranger, and especially a cleric, as there are an abundance of undead creatures within the Mummy Bride’s pyramid. The adventure involves equal measures of combat and good ole’ fashioned dungeon delving, as the players find themselves thrust deep into the intrigue of the accursed Mummy Bride and her blood-soaked jungle tomb of terror!

ADVENTURE BACKGROUND

In ages past, a great civilization arose amongst the dense, verdant jungles of the south. The native folk who lived here were prosperous and lived more or less peacefully, in relative harmony with the land, the gods and each other. As the years rolled by, the worship of depraved, evil gods slowly crept into their culture and the unsavory practice of appeasing them with living human sacrifice became more and more commonplace. As time passed, the entire civilization slowly slid into reckless decadence and vile practices, until some sort of unexpected cataclysm of unprecedented seemingly might wiped them out.

In the many centuries since, the jungle has run rampant and reclaimed the land, swallowing up the ruins of the once prosperous but ultimately wicked folk. The city itself is now nothing more than cracked rubble, crumbling edifices and fallen stones - echoes of a time long past. All that remains is the shunned, pyramid at the center of the shattered, overgrown city, covered in tangled vines and overrun with creeping vegetation. A huge monster-mouth doorway yawns wide at its base, beckoning the curious, greedy and foolhardy inside.

The “Mummy Bride” from the adventure title refers to Mazalitzli, a wicked and thoroughly evil high-priestess who was betrothed – mind, body and soul – to the evil gods of the temple. She still persists today, in an undying sleep as an undead mummy, retaining her spells and powers of old. If the heroes can penetrate the forsaken pyramid’s inner chambers and overcome its terrible guardians and diabolical secrets, they will come face to face with Mazalitzli in the shattered vestiges of her accursed tomb!

GETTING STARTED

Characters can find themselves at the doorway to the Mummy Bride’s accursed tomb in a variety of different ways.

Here There Be Plunderers

Rumors swirl of a massive, fist-sized gem or “heart of gold” buried somewhere within the chest of the infamous Mummy Bride. Dare the players loot this forsaken temple and seize these riches for themselves?

Lost and in Peril!

The players are hopelessly lost, and blindly stumble onto an accursed, ruined city in the moonlight, from which a massive, vine-covered pyramid rises in the center – an echo of a terrible and forgotten religion of dark gods and human sacrifice.

Doraag the Explorer

A powerful nobleman, baron or king has hired brave explorers to investigate and document the dense jungle on the edge of his territory to the south – do the players dare find out what dangers lurk in this forbidden heart of darkness?

Welcome to the Jungle Baaaaby... Yer’ Gonna Die!!

Fleeing from enemies who are hot on their tails, the players have plunged into the very heart of darkness itself and are attempting to cross the jungle along the valley floor. In the midst of their escape, they stumble upon the ruins of the ancient pyramid. Dare they go inside?

RUMORS

Tales of the cursed pyramid and the sleeping tomb of the Mummy Bride have long been a traveler's tale, passed along by wayward explorers and greedy plunderers alike. Given the many different ways the player characters could have been introduced to the tomb, the kind of information they might have access to can vary from one person to another.

Have each player make a DC15 Wisdom (insight) check. If successful, have them roll 1d100 to determine what they may or may not have heard about the fabled jungle pyramid that they stand before.

01-20 – The ancient civilization that once prospered here was not completely eradicated. A savage, cannibalistic tribe of hunters remain nearby, offering up forbidden and bloody tribute to the evil gods within and echoing the decadent, terrible habits of their ancestors. (True)

21-30 – The corpse of the famed “mummy bride” lies inside, betrothed in body and spirit to the evil gods of the pyramid. She was once a powerful priestess and it is said she still stirs within the pyramid's most secret chambers! (True)

31-40 – A terrible demon from a lost age – a gigantic, feathered serpent, surrounded by a multi-colored, rainbow-like radiance, sleeps in the pyramid's interior, coiled around an immense crystal skull of magical powers. (False... but how cool does that sound?!)

41-50 – The ancient pyramid sits in a long-dormant volcano that has smoldered quietly for centuries. Legend says that if the Mummy Bride is awoken or defiled, the dark gods of the ruined pyramid will become angry and cause the volcano to erupt. (False)

51-60 – A large, incredibly valuable “heart of gold” rests within the chest of the accursed Mummy Bride, whose name of old is “Mazalitzli” and means “Bride of the Terrible Ones”. (True)

61-70 – On some dark nights, at certain times of the year, a giant, fanged devil-bat with smoldering red eyes lights atop the top of the pyramid to carry away the tormented souls of the damned. (False)

71-80 – Many years ago, tomb-robbers and defilers – otherwise known as adventurers – were chased from the tomb by a massive, flesh-eating swarm of army ants, then devoured in the shadow of the pyramid! (True – Mazalitzli used a clerical *scroll of creeping doom* on an especially troublesome pack of adventurers)

81-90 – Once every thirty years, the sun is fully eclipsed and during that time the restless spirits of the damned come forth as the mystical walls between the lands of the living and the realm of the dead are worn thin. (Could be true... if you want it to be!)

91-96 – Over the centuries, a subtle and malignant taint has seeped into the vegetation, roots and vines that cover the ancient pyramid. Natives and adventurers alike have reported that the very vines and roots themselves have dragged unwilling men screaming into the pyramid... never to be seen again! (True – an insidious jungle creeper once laired near the mouth of the pyramid but was destroyed by adventurers)

97-00 – A new cult has arisen within the depths of the jungle pyramid, bent on bringing back the evil worship of their old gods. They have subjugated the local tribe of savage cannibals, who bring them sacrifices, gold, captured wealth and fresh blood. Soon, the steps of the pyramid will once again run slick with the blood of the screaming unfaithful! (False)



WANDERING MONSTER LIST

See the Monster Appendix for the statistics for all new monsters. All other monsters can be found in the core rules and are not included in this adventure module.

Roll 1d12:

1 – **Agouti** (1d12) – These chittering, rodent-like creatures scurry about the ruins and occasionally inside the pyramid. They only engage the player characters if they are threatened or attacked. Use the statistics for giant rats.

2 – **Bats** – These creatures attack as a swarm but usually only do so if they are threatened or attacked. Inside the ruins, there is a 50% chance that these are actually **vampire bats**.

3 – **Tsantsa Zombies** (1d6+1) – Treat these as normal, slow-moving zombies, except that their heads are of the “shrunk” variety, with the eyes and lips sewn shut. They tend to mumble incoherently in their everlasting torment and always attack last. Oh, and they look ridiculous. Use the statistics for **zombies**.

4 – **Giant Spiders** (1d4+1) – This variety of spider does not spin webs, but is very adept at jumping.

5 – **Shadows** (2d4) – These are the tortured souls of the thousands sacrificed in the pyramid. Their presence is always foreshadowed by a unnerving, whispered murmur.

6 – **Jungle Beetle Swarm** – Motivated strictly by hunger and attracted to movement, use the statistics for a **swarm of insects** with the swarm of beetles variant insect swarm.

7 – **Big-Ass Frogs** (1d6+1) – Found throughout the jungle, some of these over-sized amphibians have been drawn to the evil of the pyramid. There is a 50% chance that any big-ass frogs encountered within the pyramid have been tainted by the evil of the Mummy Bride’s tomb, making them **Bad-Ass-Devil Frogs**. Otherwise, use the statistics for **giant frogs**.

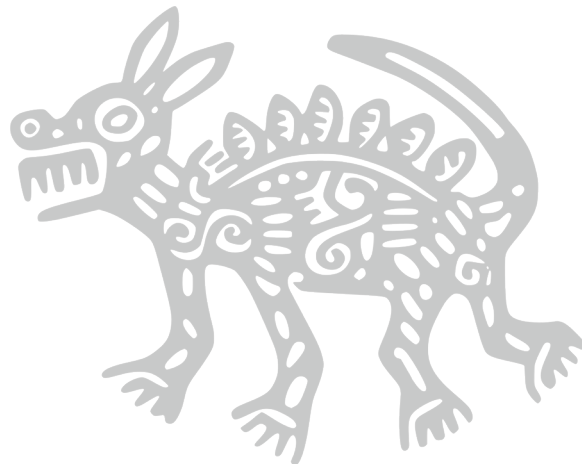
8 – **Swarm of Crawling Claws** – These re-animated hands were taken from sacrificial victims and offered up to the evil gods of the pyramid. Released by a cave-in, landslide or the rising of water in the cenote on the ground floor, they now prowl the pyramid, seeking to destroy the living.

9 – **Cannibal War-Party** – Local primitive savages from a nearby tribe of cannibals, this war party has come to the pyramid to make an offering to its evil gods. The party consists of 2d4 **cannibals**, a **cannibal sub-chief**, and a **cannibal witch doctor**. Because they have come to pay homage and sacrifice offerings, they possess double the standard treasure.

10 – **Fake Mummies** (1d4+1) – Although they appear as typical South American style mummies, complete with headdress, ceremonial wrappings, gold jewelry of minor value, feathered accoutrements and so on, use the statistics for a **zombie** with 33 hit points.

11 – **Big Ole’ Snake** (1d2) – Giant snakes are nothing new in the jungle, but these slithering bad asses are both cunning and aggressive, attempting to constrict one opponent and bite it repeatedly until it stops fighting. Use the statistics for **giant snakes**.

12 – **Insidious Jungle Creeper** (1) – Infused with evil from the pyramid, certain places have animated their tangled roots and creeping vines, becoming insidious jungle creepers. They lash out against anyone invading their area, hungry for the fresh blood of the living!





A FEW THINGS TO HELP YOU ALONG...

The following is a small list of terms, with their definitions, that are used throughout this adventure module:

Cannibalsploitation – An infamous sub-genre of exploitation movies, these kinds of films often focus on cannibal tribesmen of southern jungles and their “horrid traditions”. These films are often earmarked by the vile cannibal practices of the natives and the savage deaths of the film’s central characters.

Cenote – A cenote is a natural pit or sinkhole, resulting from the collapse of limestone bedrock, exposing groundwater underneath. They are often used for drinking water, but are sometimes used for sacrifices, bathing or as refuse pits. Creatures of all sorts have been known to lair in them after they have run dry.

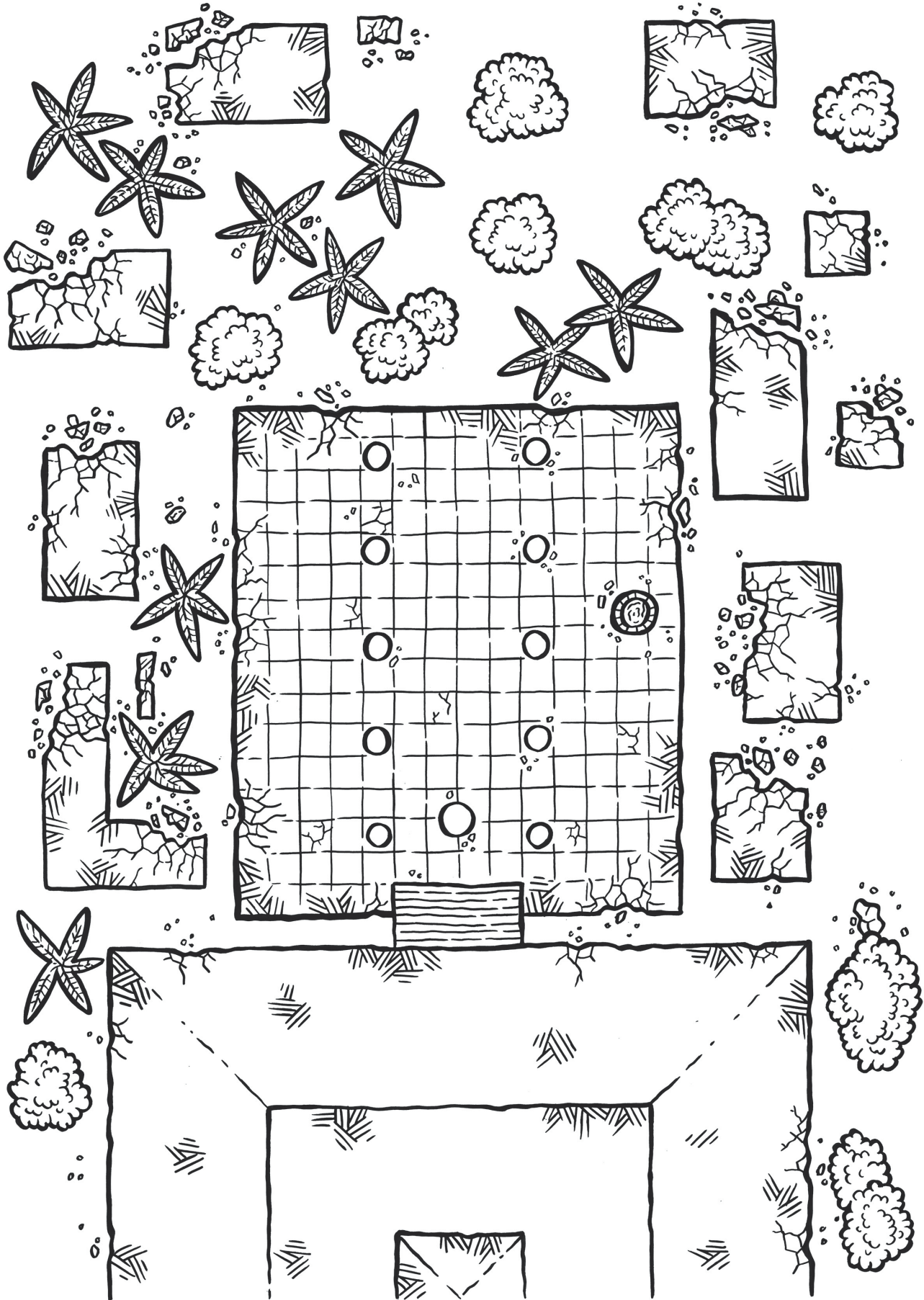
Grindhouse-Style – This term refers to the old school atmosphere and style that we’ve infused in our modules. Our adventures are fast and dirty, like a warhammer to the face. Exploitation themes and a b-movie vibe are the rule of play, with an emphasis on fun and playability.

Tsantsa – Also known as a shrunken head, these items are specially prepared human or demi-human heads, taken from a living creature in battle or by sacrifice, used for trophy, ritual or trade purposes. Many tribal leaders show off their collection of tsantsas to scare off their enemies.

INTRODUCING THE TROPE MECHANIC... IN FANTASTIC CANNIBALVISION™!!

Part of what makes a Planet X Games adventure module feel unique is the atmosphere and setting. To this end, the classic tropes associated with the “lost jungle” or “cannibalsploitation” genre are an important part of making the adventure feel and play a certain way. The following list is just a sample of the many tropes the Game Master can use that will go a long way towards giving *Jungle Tomb of the Mummy Bride* that “grindhouse” feel.

- ▶ The primitive jungle that this adventure is set in is most definitely a “lost land in a place that time forgot” kind of setting. Everything is primitive and uncivilized by any sort of modern standard. It’s a rough, rugged environment full of violent and bloodthirsty enemies – getting from one point to another should always reflect this.
- ▶ Being chased by angry natives is always encouraged... especially if those natives are chasing them into the lost pyramid itself!
- ▶ Any “cannibal savages” encountered by the players are of the typical “bone-nosed maniac” variety – primitive Stone-Age savages, painted in bright colors and adorned with colorful bird feathers, simple armor and deadly weapons... hungry for human flesh!
- ▶ Sacrifices are always made – be they by bloodthirsty natives furious at the players for their trespass or by the undead inhabitants of the Mummy Bride’s tomb, hungry for the souls of the living. It’s ALWAYS a fate worse than death for any unlucky players who trespass on the hallowed grounds of the forbidden gods of the cannibal folk!
- ▶ Nudity that would make even a copy of a 1980’s era *National Geographic* blush.
- ▶ If the players seem to be having little trouble with the cannibal folk of the region, feel free to turn up the heat! Adding in class levels, deadlier poisons, wild animal companions, weird jungle-themed spells and forbidden curses are all great ways to beef up the savagery of the natives without conceding anything to the players. Let the hunters become the hunted!
- ▶ The strange gods of the savage folk should be almost alien to the players, as they do not conform to the rites and rituals of more civilized faiths. Their malevolent motives and despicable desires are beyond the imaginations of more educated, well-mannered cultures!
- ▶ The savages of the region’s primitive jungles show absolutely no mercy to outsiders who trespass on their territory! Enemies have been lowered into piranha infested waters, or buried up to their necks in a nest of bullet ants... and those are the ones who got off easy! These cannibal maniacs show absolutely no mercy!
- ▶ When describing the jungle and its “lost in time” inhabitants, remember that everything in this ancient world is bigger than it should be and that goes double for the freakiness factor. Mosquitoes the size of a puppy or ridiculous swarms of giant leeches should be the norm in such an unforgiving, prehistoric land. What? You’ve got a parasite? No – you have a GIANT parasite!
- ▶ If it can be built out of bamboo and vines (the height of jungle technology), you’ll find it here! Nothing is potentially too outrageous.
- ▶ Players stray off the path? Feel free to introduce some dinosaurs... or even a few dozen! Dinosaurs not cutting it? How about fire-breathing demon-dinosaurs that relentlessly dog the players looking to make them into a snack? It also can’t hurt if maybe the dinosaurs have a bit of a classic claymation herky-jerky feel to them... or maybe even have a “man in a rubber suit” look. Of course, that’s not the case at all, as any player who is gobbled up and devoured by one of these prehistoric beasties will find out!
- ▶ If it’s in the jungle, it wants to eat you. No explanations. The world is a cruel, hungry place and you’re almost always on the menu!



The Plaza of the Old Gods

LEVEL ONE

THE PLAZA OF THE OLD GODS

Hate and horror brought this ancient temple to life... but nothing could bring it death!

A broad stone walkway leads to the entrance of the pyramid. On either side of the plaza are old, cracked stone statues depicting the various celestial beings once worshiped by this lost folk. Some of them – those gods who would have been considered good and benign - have been decapitated, dismembered and defaced in an obvious act of vandalism and defilement. Other, more devilish-looking statues have withered wreaths of flowers and garlands of plants circling their necks, along with small tributes of long-spoiled food and gnawed, split bones at their feet.

A successful DC 12 Intelligence (Religion) check will reveal the identities of those gods whose faces have not been defaced or vandalized with the passage of time. They are from, left to right, the ancient evil gods Tlaclocac, Xachtochun, Mtacllochil, Chilmamla and Huechitl - cruel, decadent deities that are still known to the cannibal folk of the region to this day.

At the end of the walkway, a weathered stone plinth – some 20' tall and seemingly mined from volcanic rock, unlike anything else in the plaza - stands before the opening to the pyramid, boldly engraved with the following prayer:

“Submit yourselves before Tlaclocac, lord of the underworld. Cower before Xachtochun, bringer of night. Appease the appetite of Mtacllochil, the lustful one. Relent to Chilmamla, the black sun. Surrender to Huechitl, the drowned one. Refuse not – your blood feeds the roots of the world.”

It is likely that players will not be able to read the prayer on their own, since it is in the language of those who inhabit the valley - but any simple magic like *comprehend languages* will reveal the plinth's words and meaning. Furthermore, a successful DC 15 Intelligence check will enable the reader to uncover the base meaning of the engraved prayer.

1 - Doorway.... To Death!

Enter a lost world of blood-curdling shock and ages old terror!

The ground-floor opening to the pyramid is some 30' tall and 25' wide, fashioned to resemble the highly-stylized face of a howling, baboon-like demon, mouth agape. Pointed stone teeth line the top and bottom of the entrance, with a 5' wide, single-file access point between them, allowing entrance into the pyramid. Fresh blood, seemingly no more than a day old, stains the teeth of the lower jaw, an obvious act of tribute and appeasement, most likely by the local cannibal tribes.

The steps of the jungle pyramid continue to rise to their pinnacle far above the ground-floor opening.

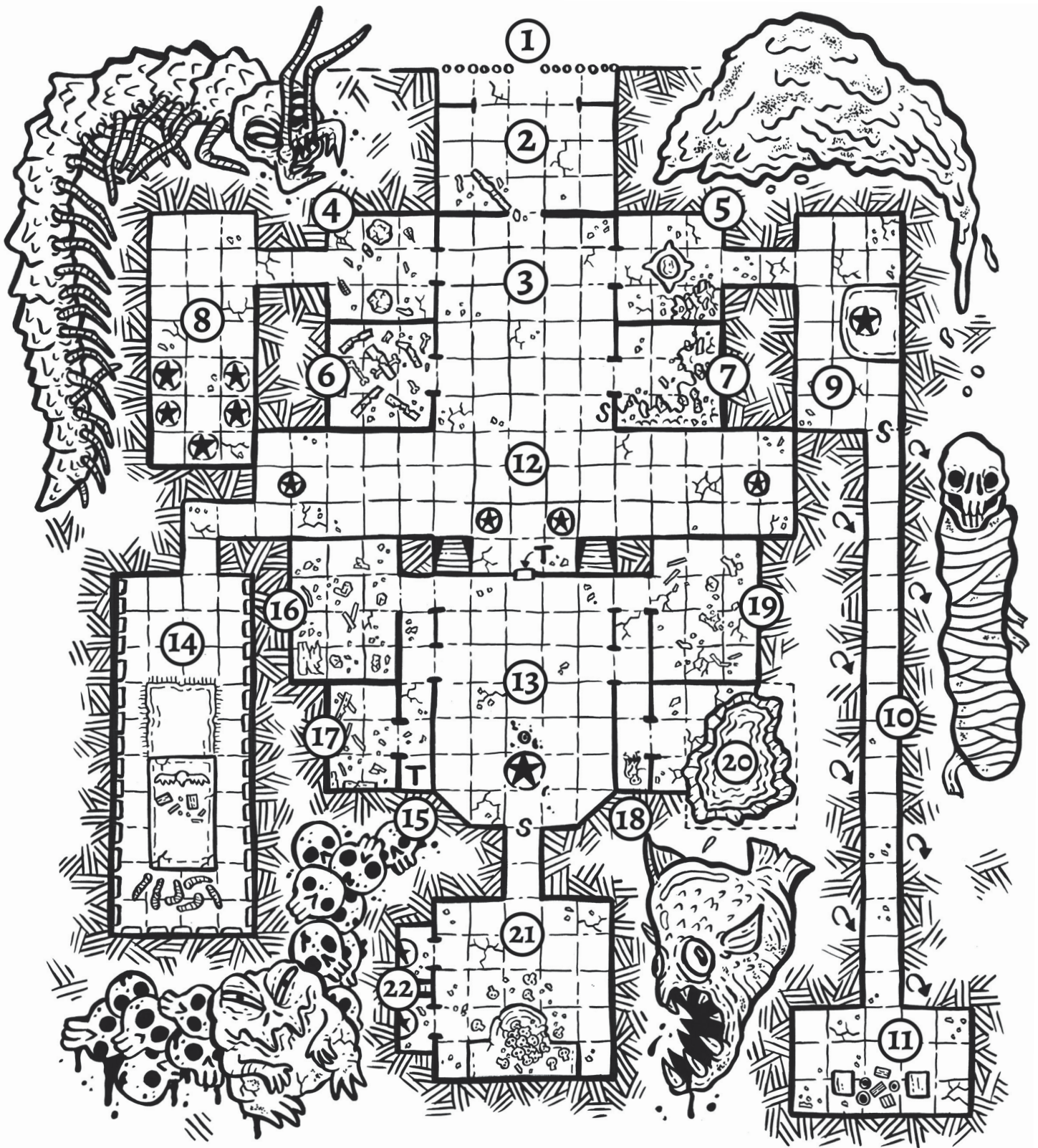
A definitive aura of evil emanates from within the pyramid, easily detectable without the use of magic. However, if a *detect evil and good* spell is used or a paladin's *divine sense* ability is in operation, a heavy aura of both chaos and evil are revealed.

2 - Grand Foyer

Doorway to Death 2: The Deathening!

This ancient chamber is 25' wide and 15' long. The walls of this ancient, decrepit foyer are carved with detailed bas relief and well-chiseled depictions of ancient life within the once grand temple. Detailed patterns and surprisingly well-colored engravings depict the daily duties of the bygone priests, resplendent in multi-colored, feathered headdresses and skirts of bone. Human sacrifice and bloody appeasement to dark and evil gods seems to be the central theme, with some priests offering the hearts of their victims to the sky while the severed heads of countless others tumble down the gore-streaked steps of the ages-old pyramid.

A large door of discolored, verdigris-covered brass lies to the south, wide open and wedged in place with a handful of old, yellowing human bones. Etched into the brass is the image of an ancient warrior with an intricate headdress holding a coiling constrictor snake aloft with two hands as the snake snaps its jaws at his face. The snake's eyes are inlaid with polished jade that, if pried loose, will yield 25 gp each. However, excessive prying and noise may alert the ghouls in the nearby chamber.



Level One, Jungle Tomb of the Mummy Bride

3 - Grand Hallway

They entered a place... of ancient pain!

This long, wide hallway is 50' long and 25' wide. It has two doorways along each side, before opening up into a larger, much wider area. Like many areas on the ground floor, the ceiling is covered with creeping vines and the occasional bit of hanging moss. The floor in this hallway is cracked in places, but not in a way that would threaten danger or hinder movement.

The floor here is engraved, showcasing a number of different scenes representing daily life in and around the pyramid during its ancient days. One section shows primitive tribes making war on one another, armed with long spears and wicked-looking swords, committing horrible atrocities. Another depicts day-to-day life in the village, with brightly-colored men and women hunting, butchering animals and harvesting bizarre-looking fruits. Still another depicts the ancient pyramid itself, with a blazing, black sun at its zenith, and priests and worshipers alike committing suicide with curving daggers.

4 - Ssssssslime

Something slimy, something green – someone bloody, someone screams!

At one time, the ceremonial vestments of the faithful were kept here, and stands made of bamboo held feathered headdresses, elaborately painted loincloths and wide belts festooned with tiny human bones. The walls held cruel-looking ceremonial daggers, ready for sacrificial rituals. Now, all that is left are two broad, circular stones that were once painted a bright turquoise but have faded with age, draped in rotting garments and a few odd bird feathers. Bits of dry, brittle twine and old vines hang from empty hooks where daggers once rested. The walls are cracked but stable, and twisting vines snake across the ceiling. There is a doorway in the west wall.

Hidden amongst the vines and hanging moss on the ceiling is a patch of particularly virulent and sticky **mottled slime**. It drops down onto the player characters if it detects any sort of movement beneath it.

The 5-foot patch of mottled slime is caustic and will erode flesh and metal on contact with its acidic secretions. The mottled slime has blindsight to a radius of 30 feet and reacts to the movement within this area. If a creature is aware of the slime's presence, a successful DC 10 Dexterity saving throw by that creature is sufficient to avoid being struck by the slime. A failed saving throw, or lack of awareness of the slime, prevents the creature from avoiding the slime as it drops onto its unsuspecting prey.

The mottled slime does 5 (1d10) acid damage to any creature that it comes into contact with. The creature takes an additional 5 (1d10) acid damage at the start of each of its turns, or until an action is used to scrape the slime off or until the slime is destroyed. Metal that comes into contact with the slime takes 11 (2d10) acid damage each round, and any nonmagical metal weapon used to remove the slime is destroyed.

The patch of mottled slime can be destroyed by direct sunlight, cure disease effects, and cold, fire or radiant damage.

5 - The Fountain of Four Faces

“Nothing is forgotten. These ancient stones tell a tale of blood and terror.”

This room has fallen victim to a partial collapse, leaving the southeast section of the room choked with assorted rubble and fallen stones. Vines and patches of green, subterranean moss cover the rubble. A crumbling stone fountain sits in the center of the room, also covered in a clinging mass of vines and moss, though it is filled about halfway with disgusting, brackish water. While it is no longer functional, the fountain is nevertheless intricately carved, depicting four different, highly-stylized animal heads, all pointing in different directions. The carved heads depict a snarling jaguar, a bulbous-eyed devil-frog, a hissing giant bat and a snake, its fanged jaws open and ready to bite. A doorway yawns wide on the east wall.

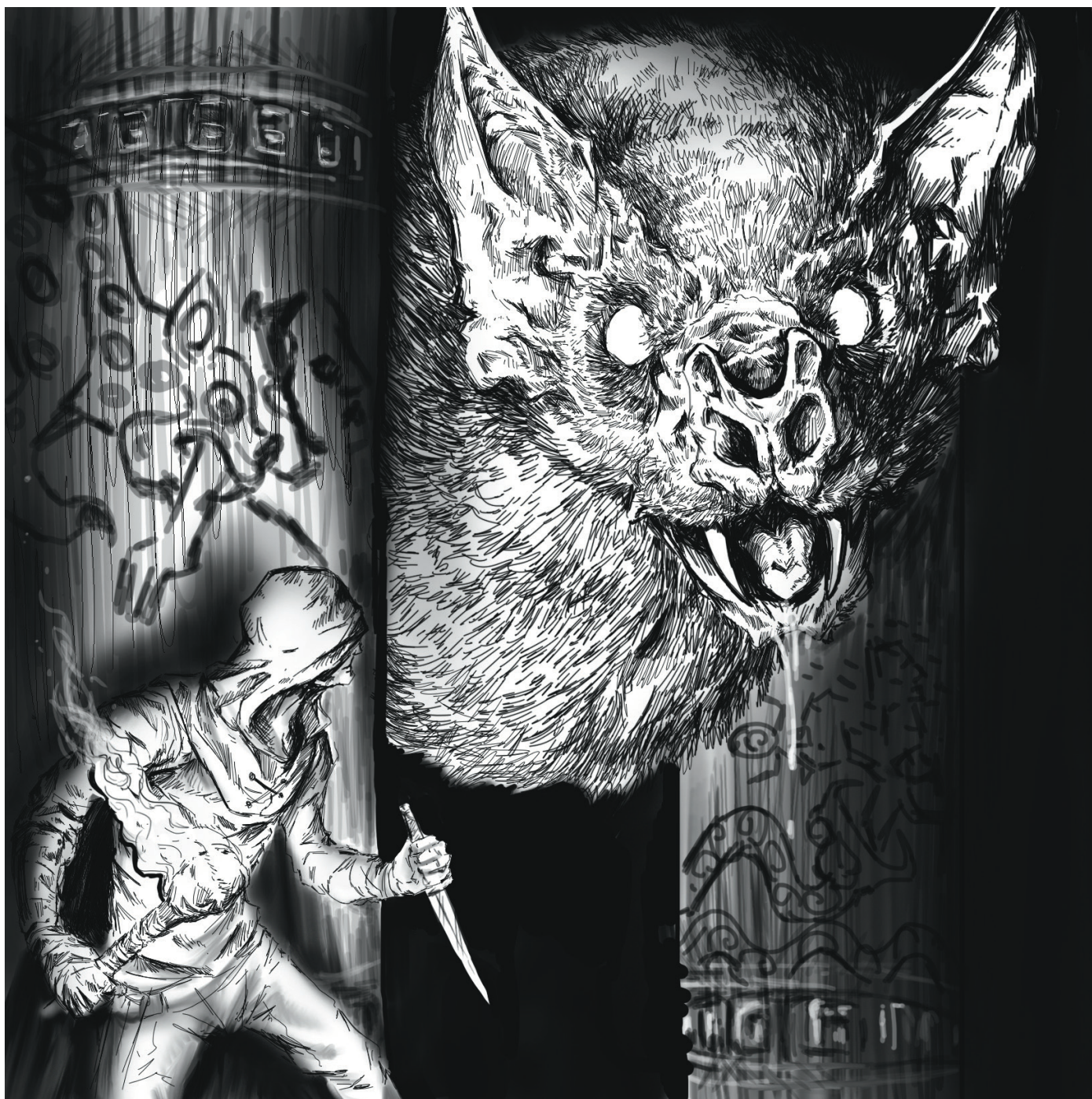
In ages past, worshipers and priests would come to this fountain to wash their hands and bodies clean, so they could prepare themselves to greet their gods. Time and ruin has taken its toll on both the room and the fountain and there is no longer anything of value to be found here.

6 - The Deserted Forum

Winner Winner, Human Dinner!

This room appears to have been some sort of open forum at one time, but the crude stone seats have all been overturned and the podium – once painted a bright red - is cracked and split. The walls are painted with frightening scenes of old, depicting acts of defilement and torture, as a great, horned figure wearing a headdress of skulls and feathers looks down. Vines and roots creep in from the walls and ceiling.

Crouching about, gnawing on split, cracked bones and scuttling around on the floor looking for ragged scraps of flesh are 2d6 **ghouls**. Formerly, these undead creatures were local savages that got too close to the pyramid and paid for it with their lives, tainted and transformed by its twisted, unholy energies. Now, they wait here for night to fall and prowl the nearby jungle. They will attack the living on sight.



7 - Umjuubu Unchained!

It whispers! It gibbers! It shrieks the secrets of the dead!

A large portion of this room has suffered a collapse, sealing off the entire back wall, along with the southern and eastern portions of this room. Vines crawl over the wreckage and moss clings to the stones, but there is seemingly nothing of interest in this chamber.

However, behind a concealed niche in the wall, directly to the right of the entrance, lies a secret. On a successful DC

15 Intelligence (Investigation) check, the severed, undead, mummified head of a great, long-dead shaman – Umjuubu the Old - lies hidden in a secret compartment, its mouth sewn shut to prevent it from gibbering eldritch secrets and mysteries of the dead. When found and held aloft, its eyes will open revealing two evil-looking yellow pupils and it will suddenly begin to mumble, attempting to speak. If the head's lips are pried open and the bindings severed, the head will gibber forth the same phrase over and over, in the language of the old, savage folk of the pyramid:

JUNGLE TOMB OF THE MUMMY BRIDE

“Praise to the Bloody Ones, of fanged mouth and fire eyes. I submit before thee – a vessel of your wrath, a whisper of your vengeance.”

These words, if repeated when the players are moving through encounter area 12, will allow them to circumvent the dangers there that are usually triggered when intruders pass through them. See the description of the summoning totems for more details.

In addition, once the mouth of the skull is pried open, a successful DC 13 Wisdom (Perception) check will reveal a ring inside the head’s mouth. This is a *ring of animal influence*.

8 - Hall of the Last Folk

They Crawl!

Fashioned to represent strong, stoic-looking jungle warriors wearing feather headdresses and carrying obsidian-tipped spears in each one of their crossed arms, these statues are 8’ tall and carved from the same sort of volcanic rock that the ruined plinth outside of the temple’s entrance is fashioned from. Each statue wears a simply-fashioned, jungle-twined necklace strung with withered, mummified human hands strung around their necks. A successful DC 10 Wisdom (Perception) check reveals that some of the severed hands are fresher and more recent than others, indicating that they’ve been replaced over the ages.

There are 5 statues in all – two along each side of the room and a larger one at the very end, which stands 10’ tall. In the headdress of the larger statue at the end, a curious-looking, star-shaped red crystal glints in the torchlight.

The smooth, star-shaped gemstone set into the statue is a sturdy, decorative crystal of tinted ruby quartz, with a value of up to 800 gold pieces to the right buyer (even more so to a collector). It can be removed from the statue quite easily and appears to be some sort of oddly-shaped key.

However, a hidden danger lurks for those who are not properly versed in the ancient, evil etiquette of the decrepit temple. Unless the players have their characters recite the prayer spoken by the hidden, mummified head of Umjuubu the Old found in encounter area 7, the removal of the crystal will cause the statues to uncross their arms in unison, revealing a one foot, circular hole in the chest of each statue. Inside each hole, crawling claws will scuttle forth, immediately forming a swarm and attacking the interlopers. The **swarm of crawling claws** will attack until they are destroyed or their opponents are dead.

If the swarm of crawling claws manages to defeat the intruders, all those who remain will scuttle back inside the statues and the trap will reset within 1 hour.

The gemstone can be used to open the **Sun Door** on the third floor.

9 - Idol of the Demon-Toad

Hellish! Forbidden! Vile! Bloated! Dare you tempt this wicked idol of cruelty and terror?!

A cracked and crumbling doorway on the western wall allows access to this room, which is dominated by a squat, 10’ slab of heavy stone that was painted green long ago, though the paint is now cracked, peeling and faded with the passage of ages. On top of the broad stone slab is the statue of a squat, hideous, demonic-looking toad-like creature, its mouth fanged and agape, also painted a long-faded greenish hue. The devilish statue’s eyes appear to be crudely fashioned out of some sort of cloudy, crystalline rock, but are otherwise worthless.

Upon closer inspection, the statue of the fiendish toad-like creature is found to have a groove cut into its lower jaw, ending in a small, round hole, little more than 6 or 8 inches in diameter, at the back of its throat. This odd craven idol is actually a crude but sinister device that can be manually operated to open a secret door at the south end of the room, but someone has to place their arm inside the frog’s mouth and activate the lever from inside the hole in order for it to open. If this takes place, the idol’s mouth will instantly clamp down upon the person’s arm, driving the evil-looking toad’s fangs into their flesh and dealing a single point of damage. A successful DC 13 Intelligence (Investigation) check indicates that the craven idol is most likely trapped. Furthermore, if the check succeeds by 5 or more, the player can deduce how the trap works. A successful DC 16 Dexterity check using thieves’ tools is sufficient to disarm or bypass the trap.

If the mechanism is activated, the statue’s mouth slowly crushes the unfortunate victim’s arm, as the fangs drive deeper into their flesh and the dusky crystalline eyes of the devilish eidolon begin to fill with the victim’s blood.

This process takes 2d4 rounds, during which the character takes 2 (1d4) piercing damage and their hit point maximum is reduced by 5 (1d10) each round, as the blood is literally drained from their body to fill the idol. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. At any time, the victim can make a successful DC 16 Strength check to tear himself loose from the loathsome statue’s grip. A successful

check means that the player was able to wrench his arm free, though they will deal an additional 2 (1d4) piercing damage to themselves and the process of filling up the idol will have stopped. If another player wishes to continue this process or to start anew, they will have to wait a full ten minutes for the device to reset and will then have to start the process over, from the beginning.

Once the idol has greedily sated its thirst with the victim's blood and the crystal eyes have filled, a loud bell will toll deep within the earth, the mouth will un-clamp and release the victim's arm, causing the secret door on the south wall to open and revealing the entrance to the hallway beyond.

10 - Slippery When Dead

Everyone has nightmares about the worst ways to die... especially your characters!

This circular stone passageway is some 80' long and painted in once-bright colors, from floor to ceiling, in highly-stylized scenes of depravity, butchery and human sacrifice. In days of old, this hallway was meant to simulate one's journey to the underworld after death. Evil-looking priests of old clad in elaborate headdresses cavort with winged demonic beasts and the very earth opens up to swallow the unfaithful. Corpses dance about, lit by fire, torturing the weak, while giant, fanged mouths rip the flesh from native warriors. All about, the leering faces of devils smile and cackle wordlessly.

Approaching the corridor with any kind of source of reliable light (torches, lanterns or better), allow the player characters to make a DC 13 Wisdom (Perception) check. If successful, they notice that there are places in the corridor, deftly hidden by the paintings and designs, containing circular holes of an undetermined depth. Upon closer inspection, these holes are 5' in diameter.

As players start to walk through the corridor, it will slowly begin to rotate. While it is easy enough to traverse at first, it picks up speed and effectively cuts the players' movement speed down to five feet each round, as they have to step about and find their footing in the corridor. In addition, the niches and grinning mouths carved in the hallway hold 1d2+1 **ochre jellies** that will "pour out" of the holes in the corridor as it turns. These slimes are mindless, and will attack the closest living thing to them.

Attempting to navigate the rotating corridor will result in a disadvantage on all attacks and on any Dexterity checks. If the character has a bonus to AC from Dexterity, the corridor also negates the bonus. Because of their curious, alien anatomy, the ochre jellies receive no penalty while in the corridor. They attack from the floor and the ceiling and will pursue their victims beyond the confines of the rotating tunnel.

11 - Black Brothers of the Cannibal God

They went into that terrible old tomb alive... and came out in pieces!

The rotating hallway exits through a circular doorway into this room. After the last player exits the corridor, it will stop rotating two rounds later.

This brightly painted chamber appears to be a tomb of sorts, with two upright thrones, painted gold, holding the skeletal, mummified remains of two priests of old. Each of these crumbling, mummified figures hold obsidian swords, wear feathered headdresses and are resplendent in their gold vestments inlaid with jade and turquoise. An assortment of ancient ceremonial urns, coffers and earthen pots sit nearby. The walls in this room are intricately carved with shocking, vivid images of leering, skull-faced priests performing great miracles and committing acts of terrible brutality. Unlike most areas on the ground floor of the pyramid, there are no creeper vines or hanging moss here – just bare, cracked stone laden with the dust and grime of the ages.

The two evil priests that are entombed here, **Huxtocol** and **Naztolac**, have persisted in this world long beyond their deaths, although they rarely stir from their centuries of sleep unless disturbed. They have the statistics of **wights** with 66 hit points each, and Huxtocol is in possession of a *cannibal jar*, using it the first chance he gets on any living creatures.

One of the lidless coffers holds 2 golden idols with polished jade eyes fashioned to resemble jaguar-headed, bare-chested warriors (450 gp each) and a golden scepter fashioned with a jaguar-headed tip (250 gp). The other coffer holds a large jade mask fashioned to resemble a demonic, snarling face (225 gp). The ceramic urns all contain the long-rotted vestiges of grain and little else other than an unhealthy looking but non-monstrous rot. Three simple looking clay pots each hold a *potion of healing*, while a fourth one has turned into a *potion of poison* over the centuries. The clerical vestments worn by Huxtocol and Naztolac, though rotting, can be salvaged to yield 235 gp in mixed gold, jade and turquoise. Their obsidian swords are worth 25 gp each

12 - Here There Be Monsters!

Shock! Horror! Death! Can they survive the triple totem threat of summoned sorcerous savagery?

This area is some 75' long and 15' wide, resembling a gallery of sorts. On the south wall, a pair of 12' tall wooden totem poles have been displayed prominently before a door of beaten brass, which is turning green and blue from a combination of oxidation and verdigris. The areas directly above and to each side of the door are carved with detailed bas reliefs of leering, screaming faces, all with their mouths agape. The faces all

JUNGLE TOMB OF THE MUMMY BRIDE

seem human, and of the region, with prominent noses, deep set eyes and long ears, but to have an evil glare to them.

A second set of totem poles can also be found, one at each end of the chamber, to the east and west. Each one of the poles is adorned with stylistic carvings and crudely painted images meant to inspire terror and dread. Scenes of giant dire jaguars feasting upon screaming villagers, ravenous jungle beetle swarms devouring native folk whole, huge spiders, two-headed giant snakes and all sorts of viscous-looking jungle predators in the act of feeding or killing can be seen carved into them. The top of each pole is crowned with a carved image of a wide-mouthed, curiously evil-looking frog, its eyes painted red.

Physically passing between the totems summons forth creatures to defend the temple and slay intruders, as a *summon monster spell*. At one time, proper prayers could be pronounced before the totems to allow safe passage, but these intonations have been lost to the passage of time. However, if the players discovered the hidden mummified skull of Umjubuu the Old in encounter area 7, pried the hideous thing's lips apart and deciphered its gibbering message, they can repeat it here to pass between the totems unharmed. The intonation is:

"Praise to the Bloody Ones, of fanged mouth and fire eyes. I submit before thee – a vessel of your wrath, a whisper of your vengeance."

Any summoned creatures will attack the infidels until they are slain or all enemies are killed. Afterwards, they disappear, summoned back to whatever hellish domain from which they were spawned.

The brass door beyond is both locked and trapped. A successful DC 15 Dexterity check with thieves' tools is required to open the door, though it can be destroyed by conventional means.

The trap on the door will unleash poisonous darts, firing from the open mouths of the many hideous stone faces situated around the door. Anyone within a 10' area around the door will be affected. A successful DC 14 Intelligence (Investigation) check will show the trap for what it truly is and a further successful DC 20 Dexterity check with thieves' tools is required to disable it. If the players attempt to open the door without first discovering and disarming the trap, or by merely forcing or destroying it, they will trigger the trap immediately.

If a character fails to disarm the trap, 10 poisonous darts fire from the open mouths of the many hideous stone faces situated around the door. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the door. A target takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10)

damage on a failed save, or half as much on a successful one.

When the players pass between the pillars, consult the following table to see what guardian beast is summoned forth:

1 – 1d4+1 Giant Vampiric Bats

2 – 1d6+1 Giant Spiders

3 – 1d3+1 Dire Jaguars (use the statistics for **Saber-Tooth Tigers**)

4 – 1d4+1 Big Ass Frogs

5 – 1d2+1 Giant Constrictor Snakes

6 – 1d3+1 Bad Ass Devil Frogs

7 – Game Master's Choice.

8 – Roll Twice, Add Both.

13 - The Faceless Idol of Xachtochun

It's an evil idol of black fortune and terrible woe! Don't miss this shock-crammed punch-packed double thriller-chiller-terror experience!

A horrible, well-carved stone idol dominates the wall of this chamber, its 8 arms outstretched and fashioned with sconces to hold torches. The idol's body resembles a powerfully built devil with a necklace and belt fashioned from the screaming heads and skulls of the living. Its face, however, has been chipped and struck away, rendering its identity and terrible countenance unknown. Numerous niches and holes fill the unholy statue, and it appears that gems and precious stones were once held in them. Before the idol, a simple-looking stone bowl sits, stained with fire and what the players can only guess to be the remnants of long-dried sacrificial blood.

A successful DC 15 Intelligence (Religion) check will reveal that this statue most likely represents the countenance of Xachtochun, a little-known but otherwise evil god of the underworld.

The idol is both magical and powerful, as a *detect magic* spell or its equivalent will reveal. At one time, this idol had an actual religious purpose and significance to the evil cultists of the pyramid. In the centuries since it was abandoned, would be plunderers and wayward adventurers have hacked away and stolen the gemstones from the sundered face of this evil god. All the while, the diabolical energies of the unholy pyramid have slowly crept in, twisting its original powers.

The evil idol accepts sacrifices. Sacrifices can be gold, gems, art objects of value, magical items or anything with a significant gold piece value. Although the player can make as many sacrifices as they choose, they may only roll on the table below once in a 24 hour period. If a sacrifice of at least 1,000 gp is burned in the bowl before the idol, roll d100 and consult the following table for the result:

01-05 - You have offended the gods and are cursed! For as long as you remain in the temple and the surrounding area, all attack and damage rolls, ability checks, saving throws and skill checks are made with disadvantage.

06-10 - The idol demands that its hunger be sated! It permanently lowers the hit point total of the character by 1d4+1. These hit points are permanently gone and can only be restored a *wish* spell or divine intervention.

11-15 - Screams and wails echo forth from the bowl, driving all those within 60 feet mad. All living creatures within 30 feet must make a successful DC 11 Wisdom saving throw or be affected by a *confusion* spell.

16-20 - An evil eye glares into your soul! Within the next 24 hours, the Game Master can voluntarily choose one saving throw for that character to fail.

21-25 - The bowl smokes and blood bubbles forth. A monster of your choice is summoned forth and is immediately hostile to the characters. It fights to the death and disappears if it is slain.

26-30 - You are the victim of a primal sorcerous curse! The next magical spell or effect that specifically causes physical damage to your character instead has its damage doubled. If this damage results in the death of the player, he is instead disintegrated as the gods erase his presence from the very fabric of reality!

31-35 - There is no good or evil – only power and those too weak to seize it! If the character is good or neutral aligned, his primary ability score (based on class) is permanently increased by 1 and they become evil – but secretly so. If the character is already evil aligned, his primary ability score (based on class) is permanently increased by 2. If a character becomes secretly evil, the Game Master should take them aside to discuss their motivations and how to proceed while in the tomb.

36-40 - You underestimate the power of the dark side! If the character is evil, his primary ability score (based on class) is permanently increased by 2. If the character is good, his primary ability score (based on class) is permanently decreased by 2. If the character is neutral, nothing happens.

41-45 - Roll d100. On a result of 01-50, the character's hit point maximum is permanently increased by 1d4 + 1. On a roll of 51-00, the character is *polymorphed* into a creature of your choice.

46-50 - Roll d100. On a result of 01-50, the character's primary ability score (based on class) are permanently increased by 1 point. On a roll of 51-00, the character is afflicted by the *feeblemind* spell (spell save DC 15).

51-55 - Roll d100. On a result of 01-50, the character permanently gains a bonus of +1 to all saving throws. On a result of 51-00, the character is blinded indefinitely. The blindness can be cured by a *greater restoration* spell.

56-60 - Roll d100. On a result of 01-50, the character's Constitution score is permanently increased by 1. On a result of 51-00, the character is afflicted by the *contagion* spell (spell save DC 15).

61-65 - Roll d100. On a result of 01-50, the character is healed for 3d8 hit points. On a result of 51-00, the character takes 3d8 necrotic damage.

66-70 - The blessings of the gods are upon you! You have advantage on all of your saving throws until sunrise of the next day.

71-75 - The gods take you under their protection. For as long as you remain in the temple and its surrounding lands, you do an extra 2 points of damage on all attacks, and have advantage on saving throws, skill checks and ability checks.

76-80 - Any and all curses on you are lifted. Any diseases or magical afflictions are cured. Any poisons that you have been affected by are gone and their effects are instantly healed.

81-85 - You act as if under the effects of a *potion of heroism* for the next 24 hours.

86-90 - The next spell effect that would cause you damage or a negative effect instead has all of its damage and effects negated, as if they never occurred. This only happens once and then the boon disappears.

91-95 - The gods speak! The character may have the answer to any one question, as if affected by a *divination* spell.

96-00 - The gods smile upon you! You have been granted a single *wish* but are not aware you have it. A warm feeling of prosperity and enlightenment flows over you, but you otherwise feel normal.

There are two sets of stairs, one on each end and leading up to the second floor, on the wall to the north. Doorways yawn wide on the west and east walls. At the southern end of the room, a successful DC13 Wisdom (Perception) check will reveal a secret door leading to a passageway south. The door is neither locked nor trapped.

14 - House of a Buncha' Corpses

You'll never get out alive!

This long hall is 20' wide and 60' long, lined with alcoves along each wall. There are 15 alcoves along the western and eastern walls and 5 alcoves along the southern wall, each containing the dried, mummified remains of a man, woman or child. A large stone table dominates the center of this room, with a variety of objects laid out upon it, and six twisted and mummified bodies lie beneath the table. Several bones and a few skulls lies scattered about the chamber's floor, along with bits of general filth and debris. Much like the rest of the tomb, vines and roots slither across the chamber's ceiling.

As noted before, the alcoves are filled with the mummified remains of men, women and children, clad in once-brightly colored woven textiles held together by rusting metal pins. Headbands, tasseled fringes and simple woven bracelets are common amongst the mummies. Each mummy also wears a necklace of small crystal beads (10 gp each). A successful DC 12 Intelligence (History) check indicates that these mummies were once either royalty themselves, or descendants of royalty through birth, and that they held some honored status in the temple's past.

The stone table is 15' long and 10' wide, cracked and unstable looking with the passage of ages. It seems that those who were entombed here were left with offerings to take with them into the next world, as a number of objects – both mundane and valuable – can be found here. At the head of the table, a large, mummified condor, its wings spread wide, rests against a set of painted urns that were once filled with wheats and grains. In its old, dried claws, it clutches a *potion of neutralize poison*. A number of high quality weaving tools are also on display, though most are crumbling and useless with age, along with several piles of once-finely woven textiles that have long rotted with age. Two lidless boxes made from smoothly-shorn river cane hold 210 gp and 255 sp respectively. The gold coins are different than the other coins found in the temple, as they are thicker and emblazoned with a grinning skull over a blazing sun. A successful DC 12 Intelligence (History) check indicates that they were used strictly for royal transactions.

Beneath the foot of the table, six mummified, twisted bodies are stacked. Closer examination reveals that these are the bodies of one man, three women and two children, clad in simple woven clothes, and that they all have had their left foot severed at the ankle to prevent them from fleeing and escaping their eternal servitude in the next life. It appears that they were all killed with a single sharp blow to the head.

A large rug sits before the table, woven to resemble a scene from the ancient days of the pyramid's spiritual zenith. The pyramid is displayed prominently, with the gods of old looking down from troubled, darkened skies. Beneath, dark-skinned warriors do bloody battle on the pyramids steps and tiers and the ground is literally soaked in the blood of the invading army. A few similar looking rugs, rolled up and bound with dried jungle twine lie heaped at the rug's south corner.

This is actually an **animated object** that will activate to defend the tomb whenever anyone gets within five feet of it. The rug will concentrate its attack on one victim specifically, and keep attempting to kill that person until it is destroyed. If it succeeds in killing an intruder, it immediately moves on to the nearest character, again attacking until it is destroyed.

15 - Stick It to the Man

The pyramid has a point to make. Lots of 'em.

This hallway has one doorway on the east wall and two doorways on the west wall. The walls here are not carved, but they have been painted with scenes of a great bat-winged demon breathing fire down onto a group of fleeing tribesmen as their huts and canoes burn in the background.

The south end of this hallway has been trapped so that it will deliver a full fusillade of spears at anyone traversing its depths. This is a one-shot trap and does not reset unless manually done by the denizens of the pyramid.

When a hidden pressure plate is stepped upon, a barrage of spears will fire from the end of the hallway, lancing any creature within its flight path. The spears are fired from pressurized tubes that are cleverly hidden amongst the painted murals of the wall and obscured by dust and cobwebs. The holes can be spotted with a successful DC 15 Wisdom (Perception) check, while a successful DC 15 Intelligence (Investigation) check enables a character to deduce the presence of the pressure plate from the variations of the mortar and stone used to creature it, compared to the surrounding floor. Wedging an iron spike under the pressure plate prevents the trap from firing.

The trap activates when more than 25 pounds of weight is placed on the pressure plate, releasing 12 spears. Each spear makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate. A target takes 3 (1d6) piercing damage from each spear they are struck with.

16 - Sleeping Chamber

This chamber once served as a sleeping chamber for several of the temple's evil priests. Vines and jungle roots spread across cracks in the ceiling and the floor is covered with rotted debris.

The western walls have been painted with religious scenes from the temple's most profane days, showing the herding, preparation and eventual sacrifice of brightly-painted slaves atop the temple's steps. Another scene depicts several priests wearing feathered headdresses bowing and scraping before a shadowed form with two evil-looking, smoldering eyes.

Little remains in this room, as the passage of time has reduced most of it to dust and dry-rotted debris. In the southwest corner, a fragmented, woven blanket that succumbed to rot long ago hides a simple beaten copper bowl engraved with a condor (worth 2 gp).

17 - The Not-So-Human Centipede

It slithers! It crawls! Beware its deadly bite!

This chamber appears to have once housed a simple armory of sorts, for defense of the inner temple in times of trouble. The walls are painted with once-vivid frescoes showing the clashing of armies, while white-painted priests atop terrible-looking giant lizards rain down lightning and fiery death from the heavens, setting the opposing army ablaze.

The cracked, crumbling walls still hold hooks and decaying shelves, though they can no longer bear any weight. 8 obsidian-tipped spears (8 gp each) lean against the northwestern corner of the room and 4 obsidian short swords (55 gp each) stand against the west wall, next to 3 wooden shields bearing the symbol of a grinning skull over a blazing sun. Two plumed helmets, inset with jade (80 gp each) – their feathers long rotted away – sit against the eastern wall.

A **giant centipede** is coiled up inside one of the helmets but will scuttle out and bite the hand of the first player that picks it up.

18 - Poor Ole' Pardoo

He discovered too late that his faith was meaningless... and pain was god!

This hallway has one doorway on the west wall and two doorways on the east wall. The walls here are not carved, but they have been painted with scenes of the skull-faced dead pulling mortals from the land of the living down into a dark, subterranean cavern full of flayed, half-skinned corpses and demon-faced imps who cavort about their captives, gleefully skinning them alive.

At the south end of the corridor are the skeletal remains of a long-dead explorer, clad in long-rotted brown robes and a tattered leather belt. A barely legible journal lies underneath the remains, though very little remains that is legible and, if not handled with the utmost care, the entire thing will fall apart in the players hands. A closer examination reveals that the journal – and most likely the remains – once belonged to a young cleric named Pardoo, who had documented his last days before being eaten alive by a beetle swarm.

A few sample passages, written in the common tongue, read:

"From my perch I could see them lowering the cages into the water, and the terrified howls of my comrades mingled with the laughter of the savages to fill the jungle as whatever lay beneath the water fed on them as they screamed their last breaths..."

"Proud and terrible, the accursed pyramid rises above the verdant jungle below, looming like the long-dead skeleton of an ancient empire..."

"I have fled into this evil place as a last resort, for death is sure at the hands of the savages outside. My wounds are deep and my strength fades. I fear I shall die in this unholy place, far from the loving light of..."

19 - Hey, Look! More Sleeping Chambers!

There's no rest for the wicked.

This room also once served as the sleeping quarters for several of the temple's vile priests. As with most areas of the ground floor, vines have slithered their way across the ceiling and bits of subterranean moss hang low from above. The ceiling and surrounding walls show many cracks and small gaps, and the floor is scattered with dust and crumbling debris.

The western walls have been painted with once bright images depicting the depraved priests of the temple drugging and subsequently sacrificing a woman clad in heavy-looking golden jewelry, then examining her blood and bones upon a dark altar for answers from the evil gods they worshiped.

Amongst the debris and offal scattered about the floor of this chamber is what appears to be the naturally mummified body of a monkey, who seems to have died rather suddenly and fallen to the floor here. In its dried, desiccated hands, it clutches what was once a *potion of poison*, though its contents have long dried away.



20 - DON'T! Look in the Sinkhole

What lurks in the murky waters below? A bloody orgy of shocking horror!

The doorway to this chamber gives way to a 15' long and 5' wide ledge, that then opens up into a small cavern of sorts with a large hole in the floor. The reek of putrid water is strong here and the walls glint slightly in the presence of light from the moisture below. Subterranean moss and lichen grow heavily along the ledge.

This chamber once held an open-air cenote – a limestone sinkhole of sorts that captured both water from underground streams and groundwater, along with rainwater, to serve as a watering hole in the depths of the jungle. The temple was built on top of this cenote and for many years it served as a reliable water source for the benign folk who resided here before the temple became a place of profane evil and sacrificial bloodshed. The roof of this chamber extends upwards, apparently to another chamber above. The walls of the cenote are porous limestone, but they are covered in a disgusting but non-deadly green-black slime, making climbing out very difficult.

These days, the water below has combined with the filth, slime and sacrificial remains to make an awful “stew” of rotting body parts, molds and other horrible offal. The sinkhole itself is roughly 30' deep and the “stew” in the bottom is another 10' deep.

The ledge is only somewhat stable. Small creatures and medium creatures in light armor are mostly safe, but any creature of medium size or larger wearing anything heavier than light armor is in danger of causing a small collapse and falling into the pit. A successful DC 13 Dexterity saving throw means that the player can catch themselves before the portion of the ledge they are standing on crumbles. Failure means that they plunge 30' into the pit, taking only 3 (1d6) bludgeoning damage because of the water, sludge and offal at the bottom.

In older, darker times, the evil priests of the temple used to pitch still-living victims into the pit, along with the sacrificial remains from their sacrifices and blood-letting. Piranhas once filled the pit's depths, placed there for the amusement of the priests, though over time these tiny deadly creatures have turned to undeath to please their insatiable hunger, becoming an **undead piranha swarm**.

Once someone falls or climbs into the pit, it takes a full two rounds before the undead piranhas will attack, but when they do they attack until they are destroyed.

21 - The Mouth of the Gods

The lucky ones got their heads chopped off!

This morbid chamber is dominated by a large, stacked pile of severed, mummified heads – some two hundred or more, at least – and is flanked by two squat, beaten copper braziers. Between them, a small series of steps lead up to a raised dais. This dais is large enough for a handful of people to kneel or prostrate themselves before the grisly mountain of skulls. The floor in front of the skulls is covered in old, dark stains which must surely be dried blood. In times past, the evil priests of the pyramid would use the grotesque collection of heads to speak to their profane gods, casting commune and divination spells seeking advice and lore.

Though it has been many centuries since the enchantments in this room were used, the magic still remains. Now, if an appropriate sacrifice is made, and a divination-type spell is cast, all of the mummified heads will begin shaking, rocking from side to side, muttering in unison their secrets in the dry, cracked voices of the dead. Any divination-type spell used in this way will be 100% accurate and will have its duration doubled.

To protect this profane and terrible place, the priests of old placed the restless spirits of two **wraiths** here to protect it. However, the wraiths will only emerge and attack if the **Mouth of the Gods** is damaged or attacked.

22 - Shrines of the Unholy

Evil come, evil go.

The doorways to these small shrines were once covered in dual curtains of brightly-colored peacock feathers, but they have not fared well with the passing of ages and will literally disintegrate under the touch of the players.

The shrine to the north features a demonic idol carved from stone - a squatting, devilish-looking toad with a profane sneer upon its bulbous lips. It is cracked and crumbling, though it is held tightly together from the many roots, vines and plants that have slithered over it from a crack in the wall behind it.

The southern shrine depicts another stone idol - a jaguar-headed demon with a snarling, evil countenance, its arm outstretched and its hand clenched in a grip stained with old blood and wisps of human hair. This statue is in slightly better shape than the other, as the vines and vegetation from the jungle outside have not yet had their way with it. At the foot of this hideous idol is a beaten copper bowl (worth 3 gp) that has been filled with 13 mummified monkey paws.



LEVEL TWO

23 - Archway of the Black Sun

What you can't see won't harm you... it'll bloody kill you!

Stairs to the west and the east lead up into this simple chamber. Creeping vines and bits of clinging moss hang from the ceiling, while the floor is deeply engraved with the image of a blazing sun. A curious-looking archway leads to the north, its doorway obscured in shifting, smoky shadows.

The archway is meticulously carved and highly stylized from volcanic rock, with the awning carved to depict a blazing sun with a leering skull wearing a headdress positioned in the middle of it. A thick, creeping fog obscures the inside of the archway, and shadows shift and move inside of it. These effects are the equivalent of *fog cloud* and *darkness* spells that cannot be dispelled. Characters can only move 10' per round inside of it. Attempts to move any faster will result in 1 bludgeoning damage per round.

The archway radiates both evil and magic, if the appropriate measures are used. If anyone chooses to pass through the arch and into the shadows they will be subject to the evil temple's curse, unless they intone the proper blessings out loud. These words were originally seen outside, on the stone plinth that sits before the temple's ground-floor entrance. For reference, they are as follows:

"Submit yourselves before Tlaclocac, lord of the underworld. Cower before Xachtochun, bringer of night. Appease the appetite of Mtaclochil, the lustful one. Relent to Chimalma, the black sun. Surrender to Huechitl, the drowned one. Refuse not – your blood feeds the roots of the world."

If players pass beyond the shadowy veil without intoning the blessings of the evil temple, roll 1D6 and the player character suffers the following effect:

-
- 1 – The character has disadvantage on their next attack.

 - 2 – The character has disadvantage on their next saving throw.

 - 3 – The character has disadvantage on checks that use their primary ability score for 24 hours.

 - 4 – The next foe the character encounters has advantage on attacks it.

 - 5 – The character has disadvantage on all ability and skill checks for 24 hours.

 - 6 – Roll twice, apply both.

The only way to avoid the effects of the archway is to intone the blessings of the temple's evil gods, as described before. Saving throws are not allowed.

24 - What Lies Beyond

This room is 25' wide and 25' long. There are two doorways on the west wall, two doorways on the east wall, a doorway on the north wall and the shadowy doorway to the south. This room is empty, aside from small bits of scattered debris, but there is a finely-worked engraving on the floor that depicts a scene showing the accursed temple in the background while an invading army is decimated by blazing meteors and thunderous strokes of lightning from the sky. On the ground, the earth has opened up into wide chasms to swallow up entire legions of screaming men. A large skull looks down in the skies above the temple. If a successful DC 15 Intelligence (Arcana) check is made, this engraving can be identified as the effects of a *storm of vengeance* spell.

Northwest Idol

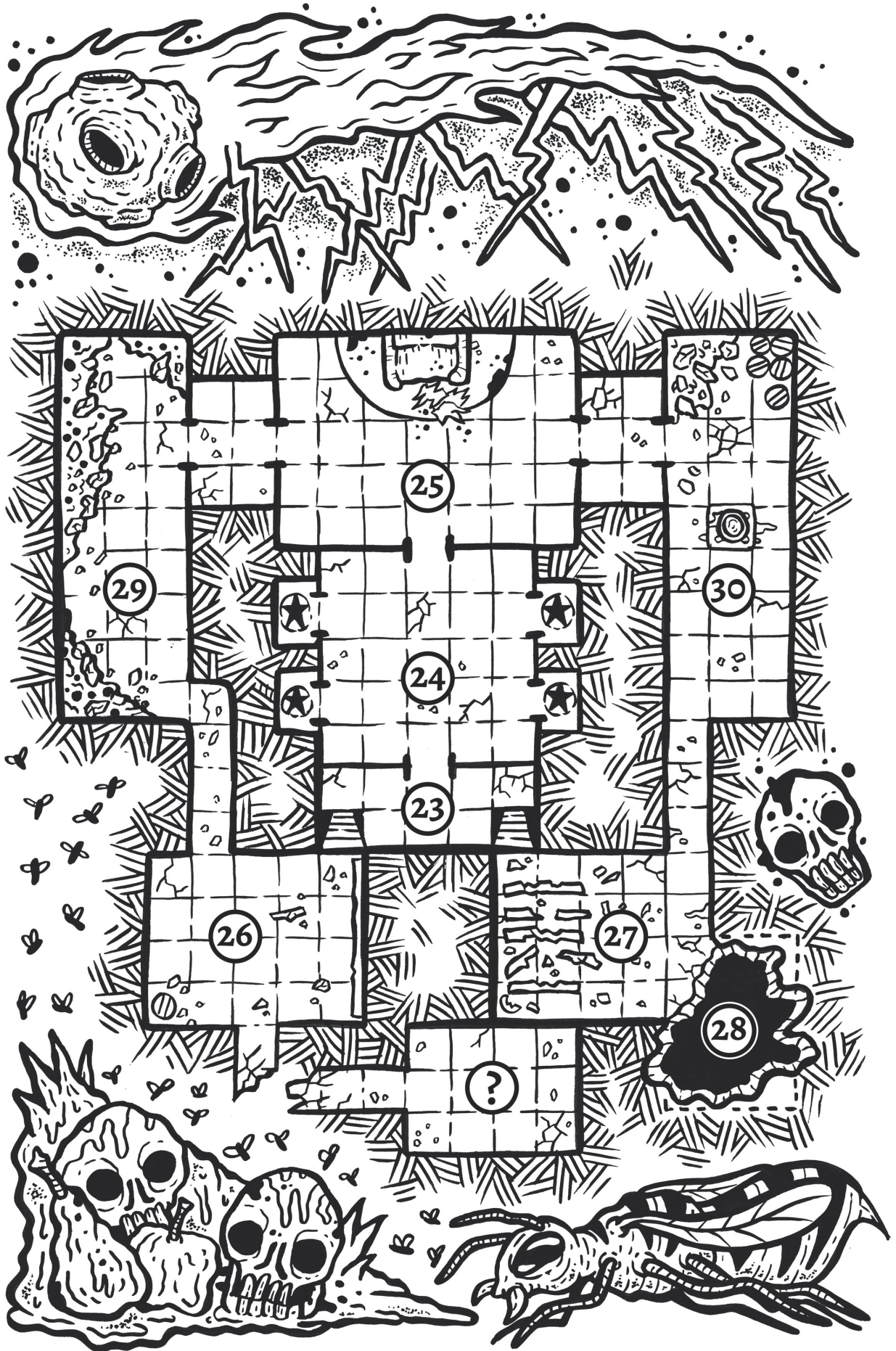
This alcove contains a cracked, stone idol depicting a coiled giant snake, its mouth open, fangs bared and eyes glittering with some sort of gemstone. When examined, the eyes prove to be inlaid with precious lapis-lazuli (worth 75 gp) that can be pried loose fairly easily. Lichen and moss grow in patches on and around the statue. A once-brightly colored bowl sits at the foot of the idol, containing 22 cp, 14 sp and 13 gp.

Southwest Idol

This alcove contains a crumbling, vine-covered stone statue of a growling, jaguar, its head bent low and its ears perked high in menace. The cracks in the wall of the alcove and ceiling have allowed climbing plants, roots and creeper vines to snake in and strangle the idol, covering it quite thoroughly. If the vines are hacked away or otherwise removed, the statue will literally fall apart. At the foot of the idol are the shards of a ceramic bowl, but nothing else.

Northeast Idol

This alcove contains a splintered and chipped stone effigy representing a fat, bulbous toad, its long, flappy mouth agape, its tongue protruding and its eyes wide. The broken shards of an old ceramic bowl painted in once-vivid colors lie at its feet, amidst a handful of 43 gp.



Level Two, Jungle Tomb of the Mummy Bride

Southeast Idol

This alcove contains a cracked and chipped stone idol portraying a hybrid bat-like creature with the torso and legs of a man but the head and clawed, winged arms of a bat. A casual examination shows that it bears the battle marks of swords and axes. Around its neck, it wears a necklace of mummified human hands. One hand, in particular, wears three rings. The rings are a gold ring fashioned like a bat's head with jade inlay (worth 95 gp), an intricately crafted gold ring bearing a mounted turquoise (worth 205 gp) and a *ring of the ram*. At its feet, a bowl of beaten copper (worth 1 gp) sits, though it is empty.

This statue is actually an **idol of ill omen**, though time and past battles have made it a shadow of its former self. It only has 80 hit points currently but will fight until any defilers have been driven back through the archway or it is destroyed. It will activate and attack intruders if any of the offerings are upset or it is disturbed, or if it is attacked. It cannot use or activate the magical ring it wears.

25 - Court of the Flayed Man

Unhinged! Insane! It's a wild thrill ride of terror etched in magic tattoos!

There are doors on the west, east and south walls. An intricately carved stone throne, painted with flaking gold color, rests against the north wall. To either side of the throne, the walls are engraved with a richly detailed carving, painted with a once-vivid overlay depicting a woman wearing a skull-like headdress decorated with feathers and glittering skirt made of gemstones facing a yawning archway that roils and stirs with shifting, menacing shadows. It appears that it was once set with many precious gemstones in the carving of the woman's skirt, but that these have either been removed or pried loose. Loose bits of rubbish and debris litter the floor and vines snake across the ceiling.

This was once a court where the high priestess gave commands, made religious pronouncements and held court with her vile brotherhood of evil priests.

The throne is covered in a flaking, cracked veneer of golden paint and is carved with terrible images of snarling, jaguar-faced demons and leering, evil-looking skulls. At the foot of the throne, an odd-looking object lies in a heap, looking more like discarded scraps of old, mottled leather than anything else. When this object is examined more closely, it is revealed to be the cracking, blotchy skin of a medium-sized human being who was flayed alive and had their skin preserved. The skin is disgusting and terrible in every way, but also harbors a secret – three spells have been inscribed as tattoos on the unfortunate victim's skin and any arcane spellcaster can

decipher and learn these spells from the flayed skin. A careful handling and perusal of the skin reveals the spells *black tentacles*, *bestow curse* and *hold monster*.

26 - The Ravenous Nymphs of Mtaclochil

Don't give em' no sass... or they'll kick yo' ass!

This chamber is 20' long and 25' wide. An archway leading to a hallway looms in the south wall but is partially blocked by a collapse. Small piles of withered, desiccated fruit and foodstuffs, skulls and bones along with offal and the reeking stink of urine adorn this chamber in various places, seemingly like small sacrifices. All along one side of this chamber, painted upon the wall in fading, dried colors, is a depiction of a horrible, decadent scene. The scene depicts an empty throne, with six skinless, long-haired women attending it. The women might be beautiful if it weren't for their horribly scarred condition. Along the bottom, in the tongue of the ancient folk it is written "*The Six Skinless Wives of the Lustful One*".

Attempting a Wisdom (Perception) or Intelligence (Investigation) check on the painting triggers a *glyph of warding* spell, which triggers a *phantasmal killer* spell. Suddenly, a gleaming black, demonic figure with a crown of bones and a belt of skulls appears in the throne, watching the characters with fierce, glowing red eyes. He points at the character that triggered the trap, speaks harsh words in a guttural tongue before leaping forward to grab the character.

The target must succeed on a DC 16 Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the character's turns, the target must succeed on a DC 16 Wisdom saving throw or take 22 (4d10) psychic damage. A successful save does not end the spell.

Additionally, on a failed saving throw, the target is pulled into the painting, its tortured visage writhing in horror and screaming in pain at the foot of the throne. Only a successful DC 16 *remove curse* or *dispel magic* spell can return the target to the mortal plane.

27 - Hall of Knowledge

Beware readers! The only ones among you who will not be paralyzed with fear are those among you who are already mad!

This chamber once served as some kind of hallowed repository of important records and prized knowledge. There is a doorway in the north wall and the southeast corner of the room opens up into an open air chute that leads both down and skyward, giving way to a dangerous earthen shaft on the ground floor.

The wooden racks that once lined the walls of this room were destroyed a long time ago, either by the passage of time or the various plants, roots and vines that crawl across the walls and unstable-looking ceiling. Fungus and mold have run rampant, and bits of hanging moss descend from the ceiling. Bits of shattered pottery – once vividly painted and showing life in and around the temple – lie scattered about the floor, along with odd, haphazard piles of molded and time-worn wooden tablets. The walls and ceiling are a bit damp from the moisture emanating from the cenote on the ground floor below, allowing the plants and vines to grow thicker and more rampant.

There are hundreds of these old wooden tablets - meticulously carved and painted with long-faded images that chronicle the achievements, stories, transcripts, legends, prayers, culture, trading acquisitions and countless other records of the folk of the ancient temple – lying discarded and scattered across the floor. In some cases the tablets are square or oblong, but some are cut into circular and triangular shapes as well, though to what purpose is long forgotten. If they are not handled with the greatest of care, they will fall to pieces and become unreadable. All of the tablets are written in the ancient language used by the jungle folk of the pyramid but have become nigh-unreadable from the fungus and lecherous mold covering them.

The ceiling in this chamber is indeed unstable and weakened. With a successful DC 15 Intelligence check, a character will recognize that the threat of a collapse or cave-in is imminent at some point in the near future. If a dwarf merely looks at the ceiling with adequate light, they can tell that the ceiling is dangerous. If any battle takes place in this room or any outwardly damaging, offensive spells (such as a *fireball* or *lightning bolt*) are unleashed, the ceiling could partially collapse. Each creature in the area must make a DC 16 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save and will be buried under the rubble, or half as much damage and will not be buried on a successful one. Characters that are buried begin to suffocate once they have held their breath for a number of minutes equal to 1 + their Constitution modifier. Once they have run out of breath, the character begins choking and can only survive for a number of rounds equal to its Constitution modifier (minimum of 1). At the start of its next turn, a choking character drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

28 - Cenote Shaft Chamber

It's a looooooong way down.

This simple room is empty, save for a large shaft leading straight down. A well-detailed carving on the west wall depicts the evil priests of the temple lowering a wooden cage full of slaves and captives into the shaft, only to be eaten alive by swarms of deadly man-eating fish at the bottom.

This shaft leads down to the ground floor and into the cenote at the bottom. From this level, it is a 60' plunge to the bottom, though anyone who falls only takes half damage because of the disgusting sludge and muck at the bottom.

The walls in the shaft are slick and disgusting from the condensation and trickle of moisture stemming from the cenote. The walls can be climbed, but only at a maximum rate of 5' each round. Any attempt to do so is made at disadvantage from the slick filth and disgusting slime. An unsuccessful attempt means that the player plummets to the bottom the cenote.

29 - Nest of Warmonger Wasps

They buzz... they sting... they kill!

This chamber is partially collapsed, though spreading vines, creeping vegetation and thick roots seem to hold everything in place. Several small 5' diameter holes in the west wall allow shafts of sunlight to show through. The floor here once bore a stylized engraving of some sort of river scene, but the scattered debris and vegetation have damaged or obscured most of it.

A small hive of 1d6+1 **giant wasps** that were once ridden by the local cannibal savages, but escaped and reverted to being wild again, have taken up residence here. They have developed a taste for poisoned human flesh and will attack any intruders until they lose the upper hand. If they lose the advantage, they will attempt to flee through the holes on the western walls.

Their hive takes up most of the south and east walls, having been constructed from bits of wood, loose debris and jungle plants, then sealed together with their disgusting enzymes. The cracked and split skulls and bones of old prey are littered about, all that's left over of food that the wasps brought back to their young, who are too young and small to fight.

If players search the hive thoroughly, they'll find endless amounts of filth and debris, along with a silver ewer fashioned to resemble a fish spouting water (worth 45 gp), a +2 *longsword* firmly grasped by a withered, mummified human arm and a *figurine of wondrous power* (silver raven).



30 - Ticked-Off Zombies

Half Zombie. Half Tick. All Terror!

This dank-smelling chamber is partially collapsed and one corner is filled with heaped, fallen stones. The walls are painted with faint, peeling frescoes that appear to show other buildings and features around the temple. A handful of old wooden barrels, smeared and sealed with tar, fill another corner of the room and an old font – once used to bathe and anoint sacrifices – dominates the center of this chamber. The font is long empty and now only contains a hideous, mottled, non-monstrous black slime that clings to the bottom. In addition, 6 disheveled and badly-decayed zombies can be found here, lazily slumped on walls or haphazardly draped over fallen stones.

A successful DC 12 Wisdom (Perception) check reveals that the ancient, cracked images painted onto the wall show other, satellite temples in the region, alerting the player characters to the existence of the **Temple of the Frog**, the **Temple of the Snake**, the **Temple of the Bat** and the **Temple of the Jaguar**. Each of these satellite temples is described later on in this module and this area can be used as a motivation for exploring them.

These **shambling parasitic SOBs** appear and act as normal, emaciated zombies, and only animate when they detect the presence of intruders, but they are covered in large, bulbous ticks, grown fat with disease and corruption, that literally hang from the decaying, loose folds of their flesh. They attack until destroyed or driven off.

LEVEL THREE

31 - The Sun Door

I see a blood moon a-risin'.

This area leads on to the accursed, decayed remains of Mazalitzli, the infamous Mummy Bride herself!

This ancient chamber is 15' long and 30' wide. The floor here is slightly buckled and uneven, and the walls are painted in once-vivid images depicting the life and subsequent un-life of the Mummy Bride. Horned and devilish-looking gods are seen billowing forth from the bowels of the cracked earth, clouded in black smoke and engaged in acts of brutal depravity with their worshipers. One peeling fresco depicts the Mummy Bride being dragged by an evil-looking, jet black, six-armed figure into an ominous looking, skull-faced cave, only to emerge swathed in funerary wrappings and wearing a gilded feathered skull-like headdress of gold.

The north wall of this chamber is dominated by a large stone mechanism, consisting of a circular doorway carved with frightening images, a huge circular stone painted black positioned to the left, touching the northwest corner and a long, grooved track along the north wall.

The circular stone doorway is heavily engraved, and depicts a blazing sun in its center, swathed in flaking gold leaf and meticulously worked with images of feathered serpents and grinning skulls. Jaguar-faced demons cavort with giant toads and devilish-looking bats, dragging screaming captives off to their doom. A closer examination of this door shows no discernible lock or handle, and apparently no way to open it. However, cleverly hidden in the carved mouth of one of the images is a small star-shaped hole and if the curious gem found in the **Hall of the Last Folk** is inserted into the hole it will cause the door to unlock, enabling it to be moved aside easily.

If the gemstone key is not on hand or was never found, the door can be forced. A successful DC 14 Intelligence (Perception) check reveals that pushing the black stone along the track, in front of the sun-door – mimicking an eclipse of the sun – allows the door to be pushed in and opened. The stone is 5' thick and flat on both sides, like a giant coin, and requires a successful DC 20 Strength check to forcibly move along the track.

Once the circular stone has been positioned in front of the sun, three things will happen - a loud peal of thunder will ring out through the upper level of the temple; a portal in the ceiling directly in front of the door will open up to the sky outside; and the black stone will sink into the floor while the circular door opens, revealing the tomb beyond that holds the unholy remains of the ancient Mummy Bride.

The opening in the ceiling leads directly outside, at the top of the pyramid, open to the sky. Of old, this was used to better commune with the evil gods of the pyramid. At one time, birds of paradise roosted here, but now those nests are gone and it no longer serves any purpose.

32 - Attack of the Killer Pygmies in the Mummy Bride A-Go-Go!

Spine Shattering! Skull Crushing! She's a One Mama Mummified Massacre Squad!

This hall is 40' long and 20' wide, serving as the final resting place for the accursed Mummy Bride, her tomb-guardians and her fabled treasure. The southern end of the floor is slightly buckled and the ceiling is crawling with vines, roots and bits of hanging moss. The walls are painted in cracked and peeling frescoes depicting the unholy gods of the pyramid, taking delight in various acts of brutality and decadence. Small upright tombs line the east and west walls and a larger tomb dominates the northern wall.

The eight small, 4' high upright tombs lining both the east and west walls are each filled with a dried, shrunken, pygmy-sized mummy, its eyes and mouth sewn shut, clutching an obsidian-tipped spear in one hand and a wicked-looking obsidian shortsword in its other. These small mummies are each painted with long-dried and peeling pigments, denoting some sort of special status that they enjoyed in life.

The actual tomb of the Mummy Bride is set into the north wall and is a full 10' wide and 5' deep. Her meticulously-carved stone sarcophagus has been skillfully worked to resemble how she looked in life – radiant and beautiful, with a feathered headdress upon her brow and a serpent-headed staff across her breast.

JUNGLE TOMB OF THE MUMMY BRIDE

A number of items have been placed around her sarcophagus, seemingly in tribute or to accompany her into the afterlife.

A stuffed and naturally mummified woolly monkey lies on its side, its tail partially broken off. Two small, polished bits of jade (worth 25 gp each) have been sewn into its eyes. Next to it, a woven basket lays on its side, containing four mummified stirges, stiff and bristling from the unnatural process of mummification. If these poorly-preserved stirges are ripped open, each one will be found to contain a small yellow opal (worth 250 gp each). In addition, several piles of high-quality but long-rotten linen are stacked to one side, next to a lidless stone coffer containing 384 gp, 177 sp, 20 cp and a finely carved jade statuette of three tribesmen fashioning a canoe from a tree trunk (worth 410 gp).

The lidless coffer is trapped. A successful DC 15 Intelligence (Investigation) check reveals this. The trap can be disabled with a successful DC 15 Dexterity check with thieves' tools. A failed attempt to disarm the trap requires the character to succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage from a horrible poisonous dust. The character must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

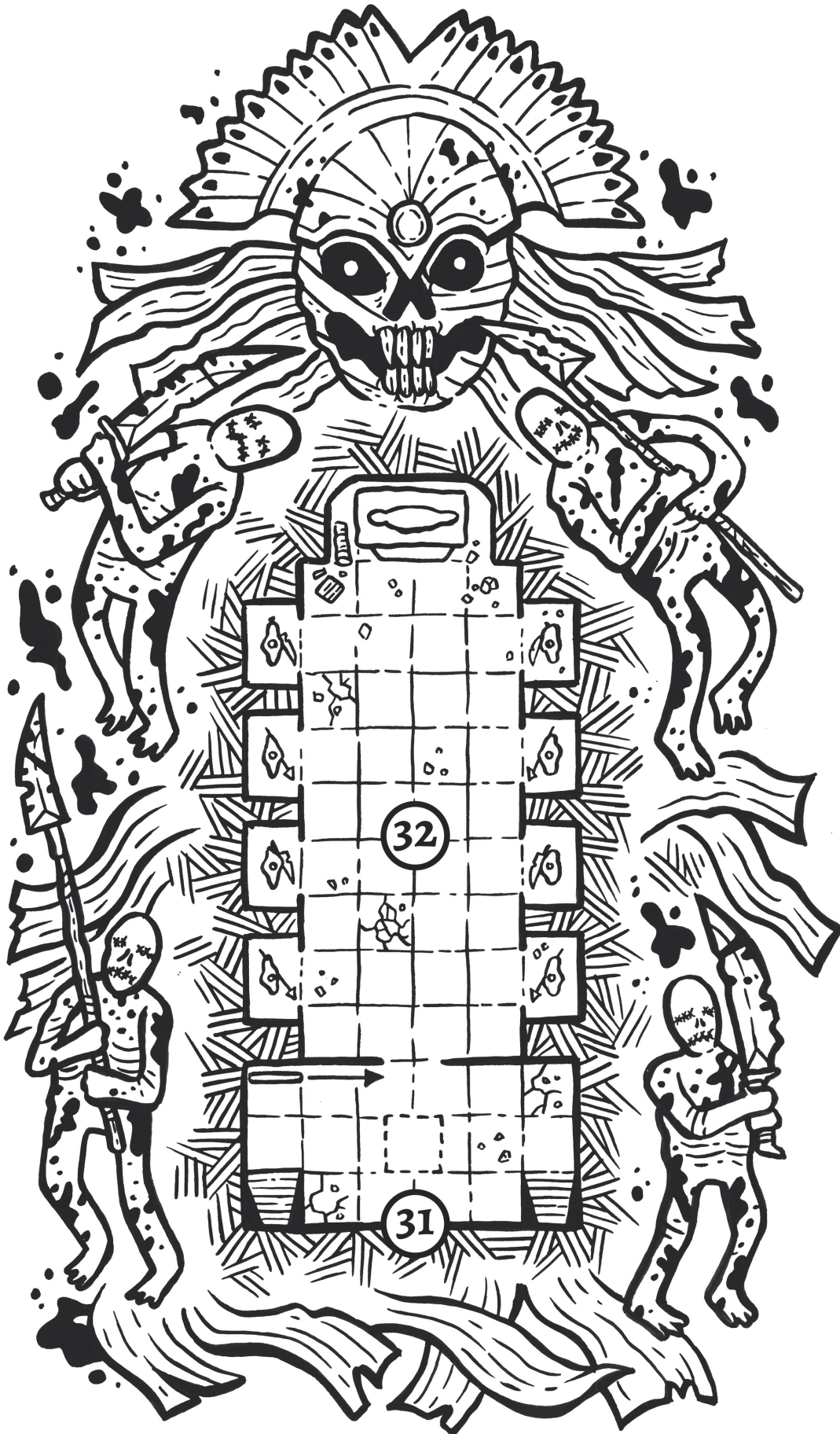
Finally, there are several clay tablets stacked against the north wall that detail the history of the pyramid and its evil gods (worth 500 gp to the right sage or wizard).

When this final chamber is entered, the players have little time to act before all hell breaks loose. **The Mummy Bride** will effortlessly fling the lid to her sarcophagus to one side and throw down her *staff of the python*, commanding it to activate. The 8 **pygmy zombies** will burst forth from their tombs and attack any and all interlopers. The Mummy Bride will attempt to keep as much distance between herself and the party as possible, targeting any obvious clerics with her spells initially, before focusing her spells and attacks on any wizards. The pygmy zombies will attempt to keep players at bay, attacking them and directly positioning themselves so that getting close to their mistress is difficult. The **giant constrictor snake** summoned forth from the *staff of the python* will slither forth and attempt to constrict, then bite, a fighter or anyone that seems to be wreaking a lot of damage.

If the players have defeated the Mummy Bride and her unholy guardians, the treasures of the accursed temple are theirs. In addition to the treasure scattered around her tomb, Mazalitzli wears assorted golden jewelry inlaid with lapis lazuli – a necklace, large earrings and a belt - that are worth 850 gp. Finally, Mazalitzli has one final treasure – the infamous **Heart of the Mummy Bride**. This fabled treasure is found hidden inside her torso and is a jagged, fist-sized chunk of rare “red” jade (worth 5000 gp) with a naturally glossy red-green shade to it. It has no magical powers or abilities, but it is *cursed*, bringing eventual doom and ruin upon all those who handle it. No power outside of a full *wish* or the direct intervention of a deity can alter or dispel the curse. Its victims just have to ride it out and accept the consequences. Hopefully, they live to tell the tale.

It's the heart of an evil mummy queen – what did you expect?





Level Three, Jungle Tomb of the Mummy Bride

EXPANDING THE MODULE

Congratulations to you and your players on making it to the end of *Jungle Tomb of the Mummy Bride* in one piece... but surely that can't be all, right? Well, of course not!

What follows are the various locales and encounter areas that surround the infamous pyramid-tomb, tucked away within the deadly "green hell" of the jungle. Satellite temples! Cannibal villages! Forbidden lands that no civilized man was ever meant to see!

All of this goes a long way towards breathing life into the campaign in and around the *Jungle Tomb of the Mummy Bride*. Feel free to use or omit whatever works best for you and your campaign.

THE CANNIBAL VILLAGE OF PIKAAL

"Beyond the river, the primitive still reigned in shadowy forests, brush-thatched huts where hung the grinning skulls of men, and mud-walled enclosures where fires flickered

and drums rumbled, and spears were whetted in the hands of dark, silent men with tangled black hair and the eyes of serpents." - "Beyond the Black River", by R.E. Howard.

THE BASICS

An evil cannibal cult, where death is the devil's blessing!

The remote village of these primitive, savage cannibal folk is a truly awful and horrifying place, by any stretch of the imagination. Once a fairly benign group of tribesmen, the worship of evil gods and the unholy taint that emanates from the pyramid has poisoned and transformed them over hundreds of years. This degradation has left them a degenerate, half-insane folk, wholly consumed with the power of devouring human flesh.

The village itself is typical of its kind in layout and design, with both common sleeping areas and individual huts for members of the tribe. The tribal chieftain, **Dol-Mu**, has the largest and nicest of the huts, while **Omanjuu**, the tribal shaman, has the second largest. All of the chieftain's guards have individual

huts, as do the **cannibal witch doctors**, **cannibal sub-chiefs** and a few other members of the tribe. The **cannibal wasp-riders** sleep communally near the **giant wasp pens**, while the **cannibal hunters** and the rest of the tribe of **cannibals** live with their respected families in single huts or communally in group huts. There are a handful of common areas, cooking fires and refuse pits, along with more important areas like the sacrificial altar, slave-pens and the giant wasp pens.



VILLAGE TRAPPINGS

To help bring the terrifying village of the savage cannibal folk to life, either roll 1d20 and take the applicable result or simply choose a result on the table below:

1 – A tribesman, machete in hand, moves through the crowd, carrying a large thatched net containing the bloody corpses of three spider monkeys.

2 – A circle of women, their upper chests and faces painted blue, sit about a fire, simultaneously cooking a strange, white meat over the flames and nursing their infant children at their breasts.

3 – A young, disheveled girl, no more than six or seven years old, stops in her tracks, slowly turns her head and stares wordlessly at the player characters. If she is approached, spoken to or engaged in any way, she simply stares at them sullenly and croaks “You... will never leave this... valley.” in broken common tongue, before erupting in a tittering, hideous laughter through her rotting, black teeth.

4 – A small group of women are working on a large drum, stretching what appears to be human hide over the top.

5 – A plumed headdress sits atop a withered and mummified human head. The head is displayed ceremoniously on a white-painted stump that is surrounded by small offerings of flowers, food, fruits, dead birds and offal.

6 – Several young members of the tribe kick around a ball on the ground. Upon closer inspection, the player characters realize that it is a human skull hideously caked with mud and dirt.

7 – A group of young men armed with bows and arrows are gingerly handling a clay pot. Once opened, the clay pot is revealed to be full of small green and red frogs. One of the men takes a frog out and gently dips an arrow into its back. He repeats this process with different arrows several times.

8 – A woman sits on a stump, plucking the brightly colored feathers from a peacock. Her left leg bears deep scars, seemingly from some sort of attack by a large cat, possibly a jaguar.

9 – Several blue and white painted women of middle age or older murmur and whisper to each other, looking at the player characters in a mixed sense of wonder and disgust. They pass what appears to be the cured, withered head of a great ape between them, lifting it to their lips and drinking some terrible red concoction from the sawed-off skull.

10 – An agitated jaguar paces back and forth in a crude but sturdy looking cage made of bamboo and long wooden poles. Occasionally, a child or villager will poke it with a pointed stick or spear, angering it even more.

11 – Over a bed of hot coals, a spit slowly rotates with what appears to be a human leg skewered on it. Nearby, two older women sit on the ground chopping a strange, orange yam-like vegetable.

12 – A village elder – painted from head to toe in white paint and wearing bones through his nose and earlobes - squats in front of a group of children from the village, telling them strange tales in a bizarre, guttural language.

13 – The body of what appears to be a villager from another tribe hangs by its heels from a nearby tree. It has been disemboweled and its innards removed, but its chest cavity has been stuffed, almost to bursting, with delicate-looking white flowers.

14 – Several long poles have been impaled in the earth, reaching towards the sky. Impaled on each pole are a half dozen or so severed, rotting human heads and yellowing skulls. Each skull and head bears a different, strange symbol painted in orange upon its forehead.

15 – The cured hide of a giant sloth is being scraped and tanned upon a long rack of bamboo poles by several young women. One of the women appears pregnant and has a large yellow sun painted on her swollen belly.

16 – An emaciated woman from the tribe, with a white circle painted upon her chest and forehead, sifts through a large wooden bowl full of dead, dried insects, picking and choosing the choicest morsels for herself.

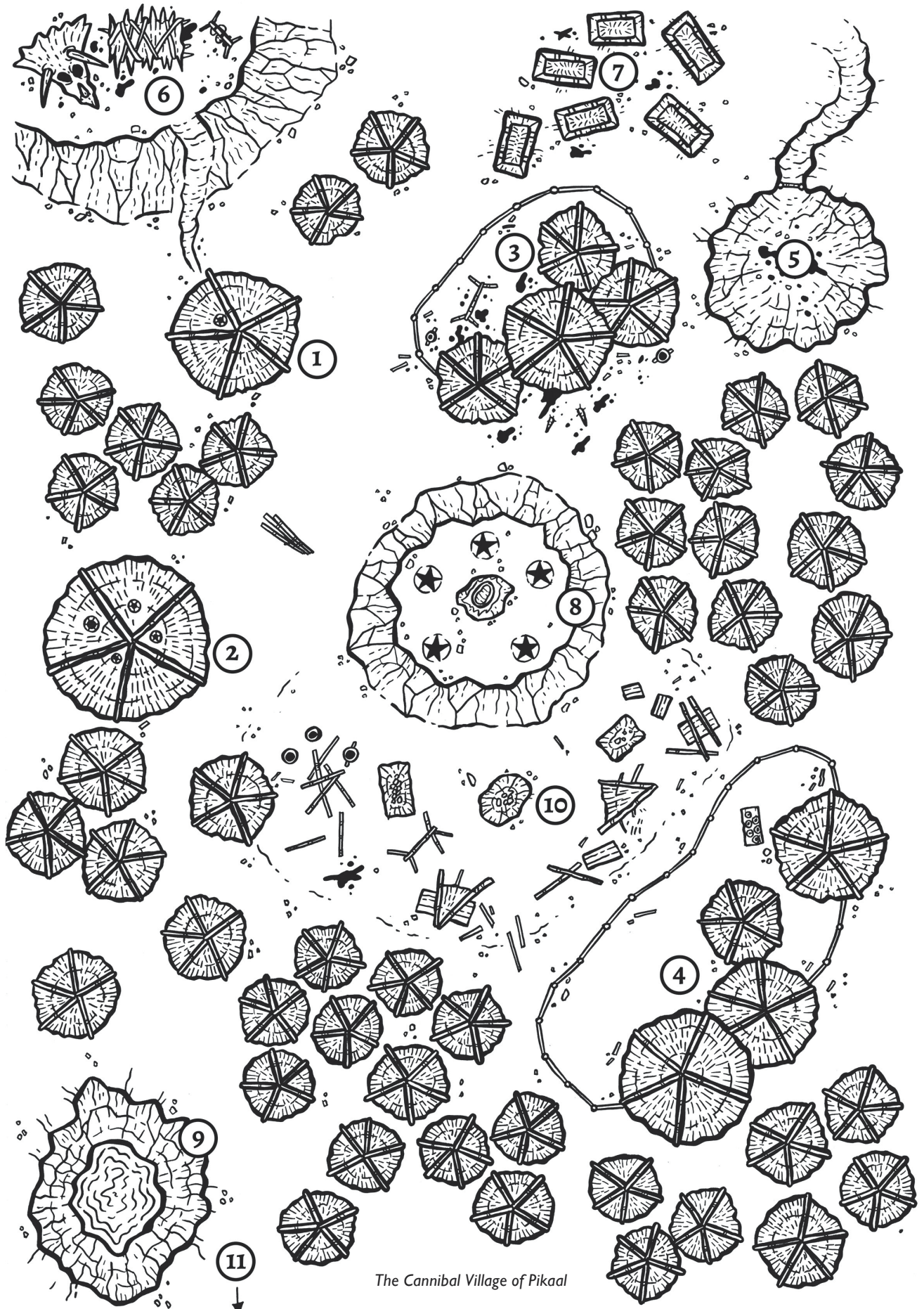
17 – A gentle, rolling chant emanates from inside a non-descript hut with a thatched roof. The door to the hut has been painted yellow and white and a fire-blackened skull hangs over the doorway as if in some sort of strange community gesture or religious observation.

18 – Near the shaman’s hut, a bizarre looking human skull – elongated and pear-shaped – has been displayed atop a crude, stump-like pedestal. For whatever bizarre reason, a number of brightly colored green praying mantises crawl on and about the strange skull, drawn to it for unknown reasons.

19 – The unmoving corpse of a giant wasp is being dragged along the dirt by two young boys to a shallow earthen pit stained black by an unknown substance. Several men stand around the pit sharpening long knives and talking amongst themselves.

20 – A small, pygmy-sized, mummified body wearing a feathered headdress and decorated with dried plants and herbs sits inside a crudely fashioned box of bound bamboo. The container is being carried around by a small group of villagers, who are caked in blood-streaked mud and repeating a horrible, monotonous chant over and over with black-stained lips, their eyes rolling back into their heads.

JUNGLE TOMB OF THE MUMMY BRIDE



The Cannibal Village of Pikaal

1 - Shaman's Hut

Dare you enter the bloody hut of the bone-nose maniac?!!!

This one-story, one-room hut has a thatched roof with a ragged stone chimney and the front door is painted bright red. A large wooden totem stands outside the front door and all manner of sun-bleached skulls and old bones – human, demi-human and those of assorted animals - have been hung from it. A small pile of simple offerings and bloody viscera sit in a heap at the totem's base.

Inside, a large fire pit dominates the center of the hut, and a large stone pot sits in the center. Above it is a cooking spit, along with all sorts of dried herbs, a rack of antlers, curious-looking plants and an assortment of small pickled and mummified creatures. Within the pot, a disgusting stew of bones, putrefied flesh and other loathsome, odious ingredients bubble, filling the hut with a horrifying stench. On a bamboo rack nearby, 8 tsantsa-style shrunken heads hang, in various stages of completion.

A nearby table and shelf, crafted from shorn bamboo, hold all sorts of herbs, flowers, mushrooms, feathers, branches, moss, eggs, roots and berries. More specialized and wicked ingredients are present as well, such as ghoulish tongues, snake blood, giant spider eyes, mummified human hearts, dire jaguar claws, ground bone meal, giant wasp venom and human bones of all shapes and sizes. In addition, the shaman has an earthen flask filled with a single usage of the *black blood of tlaclocac*, 2 *potions of cure serious wounds* and an earthen flask of *blood mud*. In a bowl, there are 4 *eldritch leeches*. New magic items are listed in the Appendix.

Omanjuu the tribal shaman is a wicked, black-toothed woman, bent and cruel. She wears a feathered headdress upon her shaved and scarred head, and one eye has been plucked out, leaving a ragged hole for an eye socket. She has bone piercings in both her ears and nose, and only a few, rotting teeth remain in her mouth. The upper half of her face has been painted red with clay from the pit and the bottom half has been painted black. She carries a +1 *staff* with a leering skull carved into the top of it through which she can blow a hideous tune that will summon forth 1d6+1 **ghouls** from the nearby pit. This effect is not magical or supernatural, but rather a result of Omanjuu having trained the ghouls to heed her call.

2 - Chieftain's Hut

Psycho-savage cannibal fury in the blood-n-guts style you've come to expect!

This is the largest hut in the entire village. It has a broad, thatched roof and several crude chimneys for cooking fires. A large jaguar skull hangs upon the front door. Inside, one corner is dominated by a large stack of crudely-cured pelts fashioned into a bed and the intact, whole skin of a giant, albino ape adorns the wall next to it. A large cooking pit sits in the middle of the hut, unlit. Several long, barbed wooden skewers lay nearby.

The only real treasure here is a large, plain-looking wooden bowl in which the chieftain has laid out a handful of his captured treasures from slain enemies. In addition to a variety of skulls and bones, the bowl contains 3 small pieces of amber (worth 30 gp each), a medium-sized chunk of un-worked lapis lazuli (worth 225 gp), 47 gp bearing the markings of the nearby ancient temple, a golden necklace adorned with a condor with eyes made of polished jade (worth 265 gp), a *pearl of power* and an unopened *flask of curses* that the tribal shaman secretly hopes the chieftain will open so that she can seize leadership of the tribe for herself.

The chieftain wears a large circular tusk through his nose and two smaller bones through each ear. The upper half of his face is painted yellow, while the lower half of his face is painted black. It is rumored that the chieftain gains his immense strength from eating the choicest bits of flesh from great warriors and powerful beasts, though the actual truth of this statement is unknown. He is, however, known to wear the flayed and tanned skins of his enemies as trophies and to ride a trained giant wasp as his steed.

3 - Tannery and Hunter's Lodge

It's a bloody chop-shop of horrors!

Directly adjacent to the slave pens, the tannery and hunter's lodge reside. The tannery is truly a bloody house of horror, as this is where all of the preparation and skinning of the cannibals' food source takes place. Three naked human bodies are savagely spitted upon long spears driven into the ground, with the tips of the spears emerging crudely from their mouths. Each body is in varying degrees of the flaying process, making for a truly grisly scene. Pots and crude tables hold an assortment of limbs and organs, while knives and crude hammers, axes and saws hang on a makeshift bamboo rack nearby. Human skins are stretched tight upon racks, with a long earthen pit of gutted entrails and curdled blood running to the side. An area towards the back seems solely dedicated to the production of fetishes fashioned from the remains of sacrificial victims, as there are several severed heads being fashioned into "tsantsa-style" shrunken heads.

The hunter's lodge is a much less grisly scene, being composed of several small but interconnected huts, outfitted with the barest of furnishing and necessities. Raised bamboo racks, outfitted with beds of moss and the occasional cured pelt function as beds in a sleeping area. A fire pit sits in the middle of the central hut and the evidence of the cannibals' forbidden appetites and craving can be seen scattered about, as the remains of blackened, cracked-open bones litter the ashes of the pit. Another hut functions as an area where spears and crude weapons are being fashioned, with several in various stages of development. At any time, 2d4 **cannibal hunters** can be found here, relaxing, sleeping or eating.

4 - Giant Wasp Pen

You don't like giant devil wasps? Well, they don't like you either.

This covered animal pen is where the savage cannibals keep their "warmonger wasps" – the **giant wasps** that they have trained over time to ride into battle. There are a total of 12 giant wasps here, all affixed with a crude wooden device that hobbles them and renders them unable to fly, until removed. They have been trained by the savage tribesfolk to respond to simple verbal commands and can be affixed with crude animal skin saddles and harnesses for riding.

In addition to being the pen in which the giant wasps live, there is a fenced off area with a crude table upon which 6 earthen clay pots reside. These clay pots are painted a bright red with a solid black band around the center, and contain poison that the tribesmen have patiently drained from the giant wasp's stingers, for application to their weapons. Each one of these pots holds 10 applications of giant wasp poison.

At any one time, there will be 1d3+1 cannibal wasp riders here.

5 - Zombie Pit

Get your stinking paws off me you damn, dirty zombie!

Just as its name would imply, this is an earthen pit filled with animated **zombies**, created both by the evil taint that flows from the pyramid and by the cruel witch woman shaman of the village. The pit is 25' deep and has a narrow trench attached to it, festooned with a sturdy bamboo gate that can be raised or lowered by a crude device at the top of the pit's entrance. This allows the tribesfolk to herd these undead creatures into a single file line for removal. Captives are sometimes thrown into the pit for the chieftain's amusement, as he watches the zombies tear their victims to pieces before devouring them.

At any one time, there are 8d8 zombies, in various stages of decay, within the pit. They are mindless and fairly docile unless agitated or let loose. Typically, there are enough cannibal sub-shamans, along with the presence of the witch woman Omanjuu, to control and herd the zombies, but if player characters have dispatched any of them, this task may prove more difficult.

6 - Sacrificial Altar

Friends and countrymen, lend me your ears... and hearts... and heads!

Near the shaman's hut, down a narrow path and up a small hill, lies the sacrificial altar upon which Omanjuu, the tribal shaman, makes sacrifices to the decadent, evil gods of her tribe. The altar is a wicked, hideous thing, fully twelve feet tall, fashioned from an intertwining of thick jungle vines and human bones. Hanging from the outside of it is an effigy made entirely of bones, depicting a large six-armed figure, painted black, representing one of the evil gods of these savage folk, Tlaclocac. About the effigy's neck is a crude necklace hung with severed human ears and fingers. Around its waist is a wide belt fashioned from human skin. Directly in front of the altar is a crudely cut, wide stump, upon which human sacrifices are made. The stump is stained dark by the hundreds of terrible human sacrifices that have been made here, and the ground around it is soaked and slick with rotting viscera. To the left of the stump sits a set of *drums of panic*, fashioned from human skin, with bones for the drummer's sticks.

To the left of the altar is a massive, demonic, singular-looking skull – that of a fiendish triceratops. Hanging ceremoniously between the skull's primary horns, from tied and knotted vines, is a wicked-looking obsidian dagger. This is "*Tzuigecatl, the Deathspeaker*", a magical ceremonial dagger that Omanjuu wields when making human sacrifices during the blackest of her rituals. It is highly prized by the cannibal folk and its theft would elicit nothing less than the full, armed

vengeance of the entire tribe. Scattered in small piles around the triceratops skull are smaller skulls - mostly human, although the odd jaguar, giant frog or demi-human skull can be seen - with odd symbols and markings drawn upon them with what appears to be mud, blue paint and blood. Some of the skulls still have a few clinging vestiges of flesh and hair adhering to them.

To the right of the altar is a makeshift wooden rack hung with a dozen "tsantsa-style" shrunken heads. Each of these small, leathery, shrunken and dehydrated human heads has its eyes, nose and mouth sewn shut with jungle twine. Affixed to the top of the rack is what appears to be the mummified head of a large, man-sized frog. If a good-aligned creature approaches within 20 feet, the mummified frog's head will begin delivering a raspy, horrid croaking noise and the shrunken heads will sway back and forth, mumbling through cracked, fettered lips in an unknown language. This effect functions much like an *alarm* spell.

7 - Slave Pens

Savage! Terrifying! Trapped in the heart of darkness!

Used to hold captives and those destined for sacrifice, these crude prisons are sunk into the red clay earth, with thatched lids of sturdy wood and locked with long, thick poles pushed into circular grooves.

Each slave pen is roughly 20' deep and 8' wide, with rain-slick, clay walls. The desperate claw marks of those who have tried to climb their way out mark the sides of the pens and small bits of ragged, tattered clothing, cracked bones and other useless debris litter the floors of the pens. Captives can attempt to climb to the top of the pit, but with a disadvantage due to the crumbling, moisture-slicked walls.

Each of the pens, when occupied, are guarded by 2 cannibals each. One of them carries a curved animal horn that can be blown into to provide a warning. These guards are armed with long spears and do not use poison on their weapons.

8 - Demon Totems

"What was it anyhow, and however did young Wizard Whateley call it out the air it come from?" - The Dunwich Horror, H.P. Lovecraft

On a small, raised hill adjacent to the common area, five large totem-like structures have been raised in a rough circle. These tall wooden poles measure some 10' to 15' tall, are roughly

5' in diameter and are individually covered in painted, stylized carvings of demons, evil gods, macabre scenes of defilement and killing, savage creatures and devilish acts of depravity. Each one of the poles is dedicated to a different evil god worshiped by the cannibal folk of the tribe and, likewise, each one has singular characteristics. They are as follows:

1 - Tlaclocac, Lord of the Underworld - This totem pole depicts a large evil-looking, six-armed, horned being wearing a feathered headdress and a necklace of human hands. The screaming, flayed skins of the damned writhe in agony beneath him.

2 - Xachtocun, Bringer of Night - This totem pole depicts a carving of a winged, shadowy figure blotting out a fading sun and plunging the land below into perpetual darkness. The pale, tortured souls of non-believers claw for the surface as they are pulled to their eternal demise in a massive bleached bone garden beneath.

3 - Mtaclochil, the Lustful One - This totem pole depicts a black-skinned, demonic figure with a crown of bones and a belt of skulls, with fierce red eyes. All about him are naked, skinned men and women, tethered to his throne by the veins in their wrists and feet, like marionettes in a puppet show.

4 - Chimalma, the Black Sun - This totem pole depicts a horrid, withered, fetus-like demon curled up inside a blazing sun of dark light, like a child in a mother's womb. Men and women scream and wail underneath it, their eyes torn from their sockets so that only bloody, gaping holes remain.

5 - Huechitl, the Drowned One - This totem pole depicts an eyeless, bloated being draped in river weed, underwater, pulling drowning men down to a watery doom. Beneath, on the ocean floor, terrible predators lurk amongst sunken ships and wispy ghosts wail without sound in a silent watery grave.

On the ground around the totems, many braided grasses and boughs of leaves have been scattered about and small offerings of flowers, gold, bone, food, gemstones, offal and bits of human flesh have been left as offerings to the evil gods of the savage folk. At any time, 2d6 gp, 3d6 sp and 4d6 cp can be found scattered about as tribute. There is a 50% chance that 1d3 precious stones will also be present. These precious stones will either be amber, jade, lapis lazuli or malachite, and will be worth 1d10X10 gold.

While nothing likely happens while the player characters are present, these totems are used in strange, taboo rituals on certain special occasions and barbaric festivities during the year. Terrible sacrifices are made, horrible demons from the lower planes are summoned and foul acts of cruelty and unnatural debasement are performed by the shamans and villagers - both to each other and their unwilling captives.

The totems have a faint magical aura of summoning and a strong aura of evil if a *detect magic* or similar magic is used.

In the center of the totems, a large flat rock rests, upon which the cured animal hides of several creatures (such as sloths, dire otters and great cats) are draped over and on top of which a large, empty turtle shell rests. Inside the shell is the skin and hide of a monkey, which is wrapped around a *five demon bag*. This evil magical item is used by Omanjuu in her unholy dark rituals and if encountered and confronted in the village, she may flee here to use the bag in her defense.

9 - Cenote

The main source of reliable water for the village comes from this place – an underground cenote. This sinkhole is composed mainly of limestone and the groundwater underneath is fed by an underground river. The water here is very clear and quite drinkable, though it does carry the same insidious taint of evil as the rest of the valley, thanks to the ancient evil of the pyramid. This water, over time, has contributed to the long term insanity of the savage folk who use it on a day to day basis. While it does not cause memory loss or confusion, like other areas in the valley where the taint is more concentrated, it can affect the imbiber's mind over time if consumed regularly.

No hostile creatures lair within the cenote and there is no material treasure to be had. Other than being a source of water and actually quite beautiful, it is of little consequence.

10 - Common Area

This large area is a place where all the villagers eat, share resources, meet and do common, everyday tasks. There are several large fire pits here, along with areas where wood and bamboo is being carved or harvested. Several projects such as hut building, roof thatching and canoe making are usually in progress.

11 - Tlaclocac's Maw

It whispers. It hungers.

To the south of the village, a massive, jagged charnel pit yawns wide in a clearing, strewn with the cracked and split bones of what must be hundreds of sacrificial victims. A thick yellow haze seems to hang above the pit and the rancid, reeking odor here reminds one of nothing less than a thousand open graves. The edges of the earthen pit are slick and treacherous with muddy orange clay and the walls are caked with old bones, ragged scraps and what appear to be frantic claw marks of those who tried to escape the pit. A disgusting, slimy pool of fetid water has collected at the bottom of the pit, amidst the charnel remains, and bubbles disgustingly from time to time.

This horrible place is sacred to the savage cannibals of the village but is avoided by them except under special circumstances. While the village shaman makes annual pilgrimages and sacrifices here, the majority of the folk from the village almost never come here unless it is to cast sacrifices into the pit or under the orders of the witch woman Omanjuu. There is a palpable aura of evil, death and wickedness here, soaked into the very clay itself.

Villagers cast sacrifices into the pit to both appease their evil gods and to sate the "hunger" of the pit itself. In times past, when sacrifices were lean or not sufficient, horrible, gibbering creatures shambled out of the pit and dragged some of the villagers off. Since those days, the villagers make sure that this poisoned, evil place is always well-fed with slaves, captives and sacrifices.

If player characters are near the pit, there is a 25% chance that they will encounter a pack of 2d4 **ghouls**. If it is night, this chance increases to 50%. There is an additional 25% chance that the pack of ghouls is led by a **ghast**. If a ghoul is killed, another crawls out of the unholy pit in 1d4 days to replace it.



THE SATELLITE TEMPLES

In the countryside surrounding the accursed tomb of the Mummy Bride, there are several smaller, satellite temples devoted to various animal gods and spirits. These are relics of the old faith, before the rise of the evil that ruled the pyramid. They have lain lost and abandoned for even longer than the pyramid and are universally in deteriorating shape.

TEMPLE OF THE JAGUAR

The ruins of this ancient structure are crumbling and in utter collapse. Only a single archway is left and the temple looks as if the only thing keeping it together are the thousands of roots and vines that coil, crawl over and cover the entire structure. Near the doorway, a variety of strange, white-blue mushrooms grow and the attending fungus covers the nearby vines. If there was ever anything valuable here, it is either gone or buried in the scattered rubble on the floor.

Inside, there is a single room that appears to have been some kind of satellite temple to the evil gods of the pyramid. Barely visible beneath the vines and roots of the encroaching jungle, the faded frescoes and scenes of depravity and worship are still faintly visible. As with the doorway, the mushrooms and fungi are growing everywhere.

If the player characters attempt to search the room, a successful DC 12 Wisdom (Perception) check will reveal a long, loose stone amongst the rubble by the door. If it is moved, an animated skeleton will immediately sit up and

attempt to reach out and touch the nearest character, but in doing so it will crumble into nothing but bone fragments and a chalky white powder before the players' eyes. A successful DC 10 Intelligence (Investigation) check will reveal a golden brooch in the powdery remains. This golden brooch is fashioned to look like a snarling jaguar with tiny emerald eyes and is worth 250 gp.

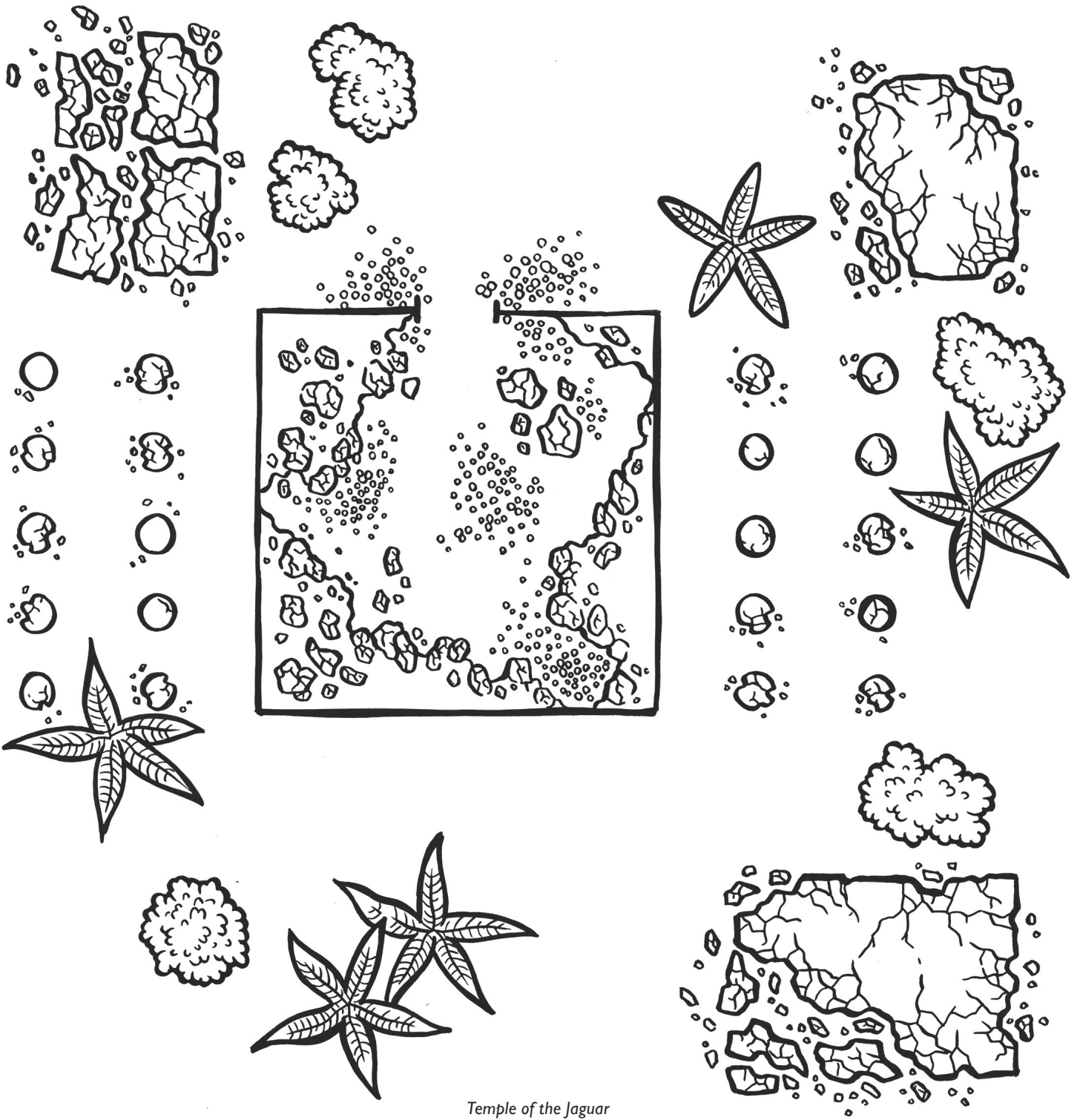
A successful DC 10 Intelligence (Nature) check reveals the fungus to be a normal, non-deadly variety of common jungle mushroom. However, the real danger is from the **corpsewalker mold** here and only a successful DC 21 Intelligence (Nature) check will reveal that the insidious menace of these mushrooms being hidden amongst the other mold. If any living creatures stir up the mold on the floor, move the loose stone, touch the powdery white remains, handle the pendant or otherwise come into contact with this blue and white, clumpy fungus, they must make a successful DC 15 Constitution saving throw against disease or become poisoned until the disease is cured.

The corpsewalker infection is not immediately noticeable, but for every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

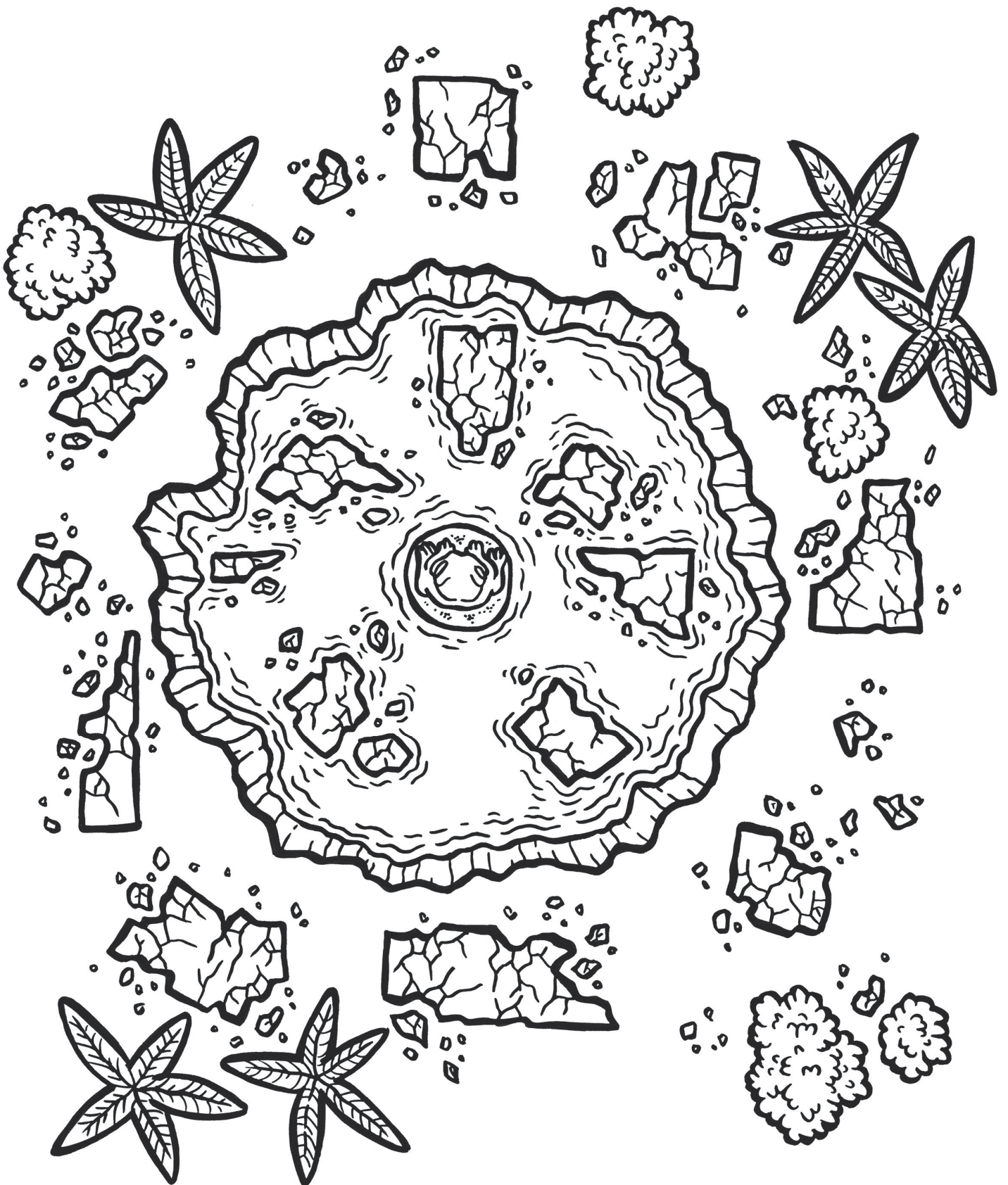
If a creature dies from this disease, it will reanimate as a zombie covered in corpsewalker mold within 1 hour. The zombie will immediately seek out any living creature within 360 feet of it to infect with the corpsewalker mold. When the corpsewalker zombie is slain, it turns into a chalky white powder.



JUNGLE TOMB OF THE MUMMY BRIDE



Temple of the Jaguar



Temple of the Frog

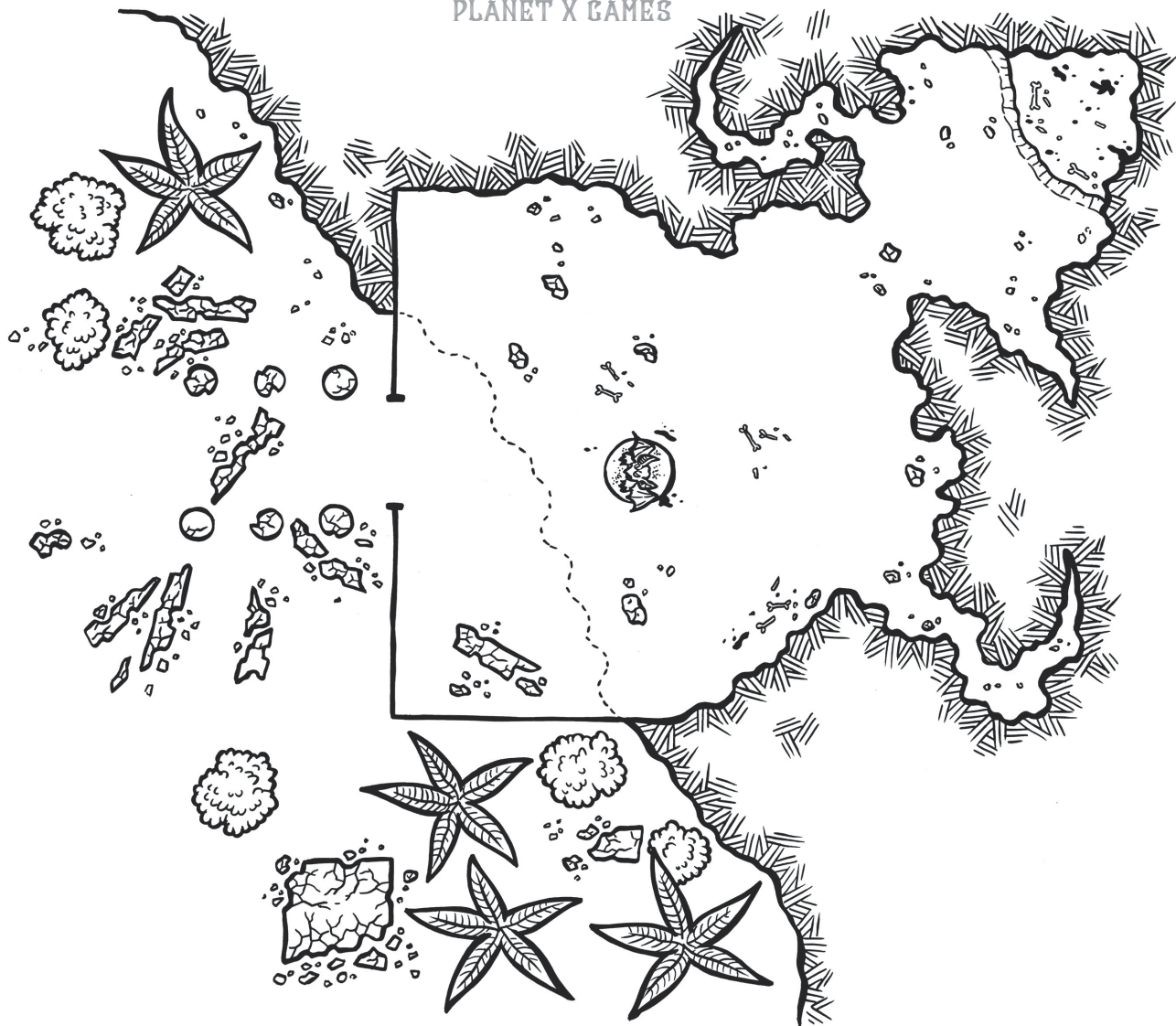


TEMPLE OF THE FROG

This stone structure once stood tall and proud but has now collapsed into nothingness. A single raised dais lies intact, upon which the detailed, well-carved statue of a squat, devilish toad sits, covered by encroaching vines and lichen. Cracked and shattered rubble lies everywhere and the actual foundation of the old temple has sunken into the earth to create an uneven bowl-like depression. Rainwater has filled this area and it is now the lair of $2d6+2$ **big ass frogs** (uses the statistics for **giant frogs**) that are drawn to the mysterious energies of the ancient temple. There is a 50% chance that these creatures have been tainted by the evil presence of the pyramid and are actually **bad ass devil frogs**.

If confronted, the creatures will attack as normal. However, if the player characters are outnumbered by more than three to one, the frogs will attempt to capture and subsequently drown their opponents. Three (or more) of them will gang up on one character each, then attempt to use their grapple abilities to submerge and drown them. Normal rules for escape and drowning apply.

Submerged in the muck and slime of the pool are the remains of a handful of unlucky adventurers who crossed paths with these slimy creatures. If the pool is diligently searched and the disgusting muck sifted through (a process that takes $6d10$ rounds, minus 2 rounds for each character that helps beyond the first), the player characters can recover 309 gp, 155 sp, 181 cp, a finely made golden frog statue worth 150 gp and a *+1 warhammer*.



Temple of the Bat

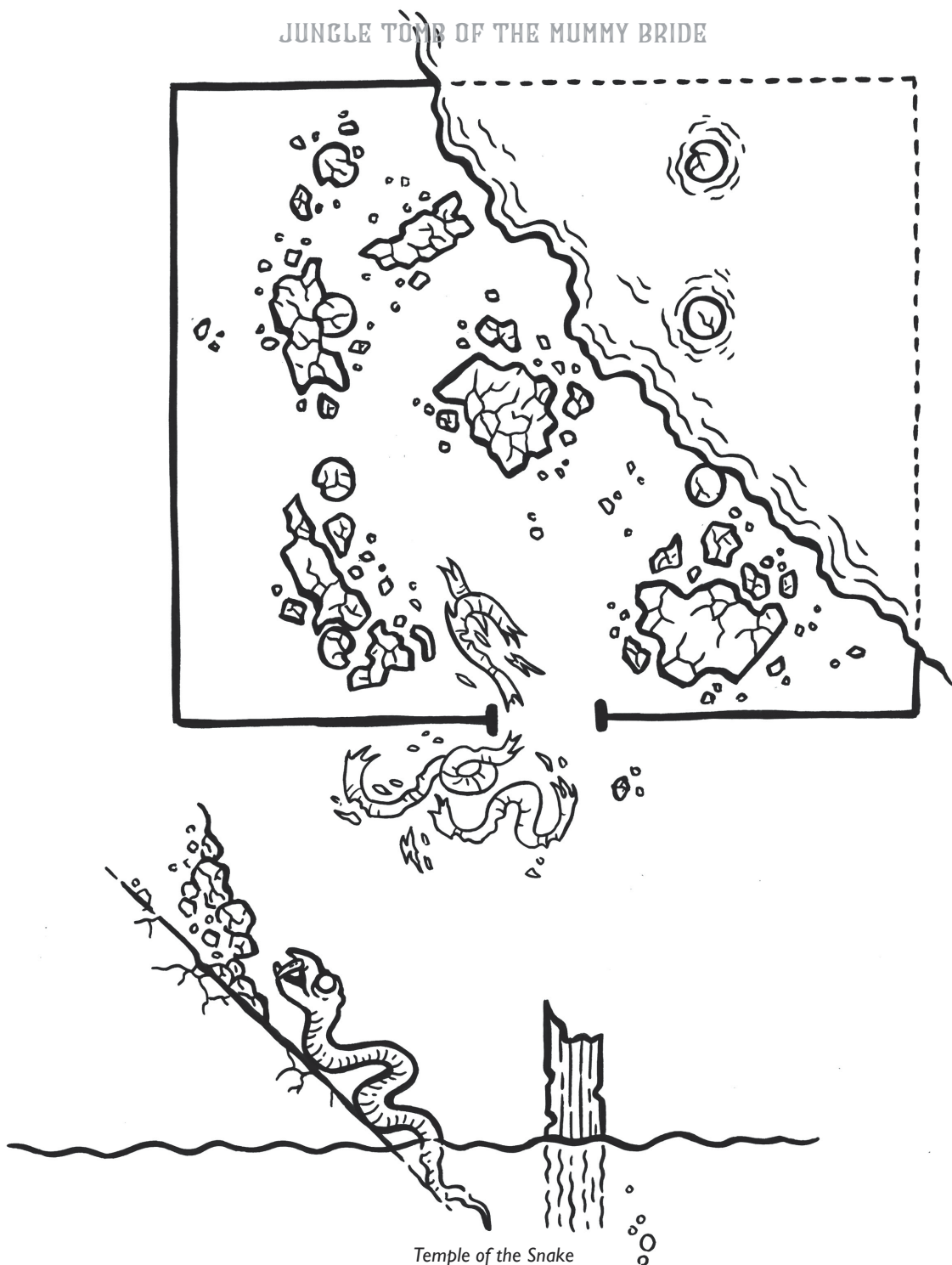
TEMPLE OF THE BAT

Compared to the rest of the satellite temples on the outskirts of the pyramid, this ancient place is still in relatively decent shape, despite huge roots buckling the floor and jungle vines creeping in from seemingly every inch of the rainforest. The sagging archway is crumbling but intact, and is fashioned with a large bas relief of a demonic-looking, fanged bat with its wings spread wide. The temple rests against a hillside, covered in a thick blanket of vegetation, and opens up into a natural open cavern. Hundreds of bats roost inside the cavern and pour out of the archway at sunset.

At one time, a sizeable contingent of werebats dwelled in and around this old temple, worshiping and cavorting against the moonless sky on even the blackest of nights. Over time, every single werebat has been hunted down and killed by the local savage tribesfolk, who covet their flesh as somewhat of a delicacy. The savages' ability to ride their warmonger wasps into battle struck the death knell for this werebat colony and now only one survives – an unusually strong and capable werebat known as **Gouge-Eye**.

Gouge-Eye makes his lair inside the cavern at the back of the old temple in a dark, unlit rook at the top of the cave. Hundreds of normal bats roost in and around his perch, occasionally fluttering around the cavern. In addition to these normally benign creatures, there are always 3d6 **vampire bats** here as well, although they won't normally attack intruders unless agitated or ordered to do so by Gouge-Eye. The werebat himself does not suffer intruders into his lair, as he is already paranoid and suspicious from the recent eradication of his kind. He will attack intruders without warning, but attempt to flee if he is reduced to less than 10 hit points.

The floor of the cavern is covered in bat droppings, bones and debris, but amongst the refuse there is treasure to be found. A successful DC 12 Wisdom (Perception) check reveals 335 gold, 117 silver, 40 copper, a solid turquoise statue of a bat-god (435 gold), a golden bowl worked with images of demonic faces with small rubies for eyes (810 gold), two obsidian masterwork shortswords and a +1 *medium shield*.



Temple of the Snake

TEMPLE OF THE SNAKE

This old, dilapidated temple lies half submerged at the edge of a sloping marsh area, covered in a wild blanket of swamp lilies, old vines and surrounded by massive trees. The archway to the temple is stylized to look like a coiled anaconda and there are three massive snake skin sheds directly inside and to the right of the archway, scattered haphazardly about the rubble. Roots have buckled the floor here, pushing it up so that it has broken apart in numerous places. The pillars are carved with images depicting giant snakes devouring their screaming victims whole or squeezing them to death.

The back area of the temple is underwater and it's here that 1d3+1 **giant constrictor snakes** have made their lair. The giant snakes will attack anyone entering their lair or disturbing their rest.

Scattered amongst the rubble and submerged in the murky waters of the temple are numerous treasures. A successful DC 12 Wisdom (Perception) check reveals a lidless bamboo chest stuck in the mud containing 363 gp bearing the evil skull-faced sigil of the Mummy Bride's temple, along with a sturdy soapstone vase (worth 45 gp).

ASSORTED LOCATIONS AND ENCOUNTERS IN AND AROUND THE PYRAMID

Welcome to Green Hell

This jungle will take your breath away... all of it!

The great expanse of the jungle valley is known as “the Green Hell” by outsiders and it is the lure of great riches and forbidden wonders that tempt the fates and tickle the greed of would be plunderers and adventurers. The jungle is a lush but dense environment flourishing with hidden dangers, stinging insects, exotic wildlife, man-eating savages, demon-tainted dinosaurs, the shattered remains of lost civilizations and the split, gnawed bones of those who thought they would be the ones to conquer it.

A great river winds through the jungle valley, and widespread floods are not unknown when there is excessive rainfall, which oftentimes makes long-range travel in the rainforest next to impossible.

Due to the overwhelming evil of the pyramid, the land around has become subtly tainted. In some cases, the taint is slight and results in no more than the occasional sinister appearance in flora or fauna. Other times, the very water itself can cause *confusion* and forgetfulness, or transform a creature into a fiendish, demon-tainted beast over time.

The jungle valley’s interior has never been mapped by anyone, much less explorers or outsiders. Every single man who has ever tried has met his untimely doom at the hands of one of the jungle valley’s many dangers – drowning and choking to death in quicksand, eaten alive by cannibals, devoured by hell-blooded dinosaurs or shaking and screaming from horrible fevers and ravaging disease.

The Hateful Fates

Terror and madness lie at the bottom of a cursed and forgotten sinkhole. Once a wellspring of life, this blood-soaked bone garden is now a devilish den of evil inhabited by cannibalistic oracles of terror. Can trespassers escape its gibbering whispers of madness?

Deep within the jungle valley, located at the bottom of an ancient, cursed cenote, lies the lair of three man-eating, seer-like hags. They have been dwelling inside this long dried out sinkhole for more than a century, having gone insane long ago from drinking what they refer to as “the black blood of the earth” – water tainted by the evil energies of the pyramid.

These awful creatures – Maegg, Mohg, and Gloria (all are **green hags** who can each use *legend lore* once per week while in the presence of the other two) - are thoroughly evil, sadistic creatures and do not suffer trespassers lightly. However, they have been known to bargain with intruders rather than eat them, if they are brought suitable gifts or tribute. Sometimes, their flesh eating cravings are far too intense and they end up devouring trespassers whether they paid tribute or not.

Their lair is a charnel pit of bones and bloody debris, reeking of death and despair. Amongst the odd limestone formations, curious pools of black liquid bubble forth and stalactites hang thick from the ceiling. As the tunnels of the old cenote wind deeper into the earth, luminous fungi and mushrooms light the way to the hags’ inner lair.

These three green hags are large and powerful for their kind, having suckled at the tainted teat of evil for more than century. Though the corrupted waters have rendered them incurably and irrecoverably insane, they are nonetheless deadly and must be handled with the utmost care. Their treasures include 1,659 gp, 544 sp and 619 cp in assorted currencies, a bronze cloak clasp fashioned to look like a hawk (worth 45 gp), a golden ring inset with polished jade fashioned to look like a staring eye (worth 110 gp) a *potion of greater healing*, *potion of animal friendship*, *bracers of archery*, a quiver with 15 +1 arrows, and +2 *studded leather armor*.

The Honeyed Horrors of Hexagonal Hell... in 3-Bee!!

Today the hive! Tomorrow... the world!

Built around the sun-bleached ribcage of some long-dead, gargantuan creature, this giant bee-hive is a confusing and sticky labyrinth of tunnels inhabited by **fiendish giant bees** transformed by the malevolent taint of the pyramid. Once a much larger colony, they were recently decimated to their current numbers by the giant wasps that are sometimes ridden by the savage cannibal folk of the valley. The savages highly prize the bee’s “devil-honey” (described in the Appendix) and left enough of the hive alive to rebuild while simultaneously making off with some of the delicious yet horrible concoction. These attacks have left the fiendish giant bees particularly hostile towards humans and humanoid creatures.

From the outside, the hive looks typical for its kind, although much larger than the usual variety. The tunnels are large enough to comfortably accommodate man-sized creatures, although the innate stickiness of the floor and walls reduce any creature that relies on walking to half their normal movement rate and negate any bonuses to armor class for having a high dexterity score.

The fiendish giant bees are highly territorial and attack those who come near the hive. They fight to the death in defense of their colony and home, targeting any creatures first with their smite ability.

There will typically be 3d6 fiendish giant bees present, although an attack on the hive will bring an additional 6d6+6 fiendish giant bees from afar to defend the hive.

Faster Purple Worm! Kill!! Kill!!

An ominous tunnel yawns wide in the jungle, leading to death and mayhem – can the adventurers face the many-toothed terror that awaits them in the tunnels below?!

A shallow sinkhole in the verdant overgrowth of the jungle floor leads to an obvious tunnel at the bottom, some 10' tall and 8' wide. Anyone inspecting it can tell that some sort of creature or natural phenomenon has burrowed this tunnel, and then fortified and packed it solid through constant travel to and fro. A successful DC 13 Intelligence (Investigation) check reveals occasional bits of a white, mucus-like film that has become caked and dried on several loose stones. A further successful DC 15 Intelligence (Nature) check reveals these clues to be the calling card of one of the most voracious and deadly underground predators – the dreaded purple worm.

The tunnel winds back and forth, extending some quarter mile or so beneath the earth, gently sloping and subtly winding through small caverns and cross-sections, before finally terminating in a large underground chamber. This earthen cavern is more than 100' wide and over twice that in length, with numerous smaller tunnels and chambers adjoining it and snaking off in different directions. The ground is uneven and broken, strewn with boulders and loose areas of gravel. An obvious 8' wide path through the boulders and loose dirt serves as the primary egress through the cavern. A cautious look around the chamber shows debris, bones and bits of acid-pitted, badly-digested armor scattered around haphazardly.

At the north end of the chamber, a large sinkhole drops some 35' into a smaller sub-chamber, littered with more loose gravel and sand. Amidst the large rocks and scattered stones are 7 veined purple and yellow eggs, each one about 5' tall and 3' wide. The eggs seem to be stuck to the ground with some sort of disgusting, thick, clear-white mucus, anchoring them to the floor and the surrounding stones. A strong odor of bile and turned earth permeates the area. In the southern corner, the bizarre-looking skeleton of some sort of large, curious-looking insectoid creature lies crumpled and discarded, its bones scattered about and the flesh picked clean from its outer chitin. A successful DC 15 Intelligence (Nature) check reveals this to be the remains of a very large, monstrous cave cricket.

A **purple worm** lairs here, resting in between almost constant feedings and taking care of its unborn young. It has an insatiable appetite and will immediately attack any living creature that it encounters. It will first attempt to grapple its victim and then, if it establishes a hold, swallow them whole. Opponents who prove especially difficult to deal with or who use offensive spells will be attacked using the creature's poison stinger, then grappled and swallowed whole once they have stopped wiggling around and causing trouble.

A total of 182 gp, 250 sp, 144 cp, a beaten golden idol of a small child-king (worth 560 gp), a beaten copper statue of a turtle inlaid with chipped jade (worth 85 gp in its current condition), a *medium-sized metal +2 shield* and a large, jagged chunk of malachite (worth 395 gp) can be found amongst the debris and offal of the chamber – undigested by the immense creature. The eggs are the un-hatched young of the purple worm, which will hatch prematurely if they are treated roughly, pulled open, pried loose or otherwise moved, releasing 7 very hungry **baby purple worms** that will try and devour anything close by – including each other!

The Valley of Boiling Death

Rising from the depths of a black hell, these boiling waters are a terrible tempest of thrilling terror!

The pungent “rotten egg” odor of sulfur on the breeze gives the characteristics of this narrow valley away before travelers even see it. The nearby volcano fuels the geysers in this valley, sending scalding hot water up through the ground, making the land extremely inhospitable to all but the most hardy plants and animals. Hundreds of thin plumes of smoke rise up from the jagged floor of the valley.

The savage folk of the valley believe that the geysers are the homes of angry spirits that live within the earth and some of the villagers come to the valley to throw sacrifices and valuables into the cauldrons of boiling mud. It is said that if you have wronged the spirits of the earth or offended the gods, then they shall call up the boiling waters of the earth to cook you alive.

An assortment of boiling ponds dot the landscape, and a small thermal lake has begun to form. Rare but devastating mudslides sometimes sweep through this area, irreversibly altering the landscape and destroying everything in its path. Any living creature caught in their path is consumed and irrevocably destroyed.

HAZARDS

Geyser Blast

Unpredictable and dangerous, a geyser blast can consume the unwary in a matter of seconds, literally cooking an unprepared explorer alive. A keen adventurer will notice the presence of a geyser if they have a passive Wisdom (Perception) of 10 or higher, or if they succeed on an active DC 10 Wisdom (Perception) check.

Any creature within 10 feet of the geyser blast must succeed on a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage from the scalding water on a failed saving throw, or half as much on a successful one.

Geyser Field

A geyser field is an unpredictable area of often violent thermal springs, heated by the nearby volcano, where magma and hot igneous rocks release gases that heat the local groundwater into powerful, destructive geysers. A geyser field is especially sensitive, and any creature who travels through it has a chance to trigger the geysers in the field, causing them to erupt and shower the area in super-heated boiling water and mud.

Any creature in the geyser field when it erupts must succeed on a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed saving throw. Until it exits the geyser field, the creature takes 14 (4d6) fire damage at the start of each of its turns.

Acid Pool

Often found in bright colors of yellow, blue and green, and marked by thermal steam ascending from its surface, acid pools can be found scattered across the valley floor. Any creature that starts its turn within 10 feet of an acid pool takes 7 (2d6) acid damage from caustic fumes and poisonous gas. A creature that falls into an acid pool takes 28 (8d6) acid damage at the start of each of its turns until it exits or is pulled from the pool.

In some instances, a thin crust of dirt, minerals and dust collects over an acid pool and, over time, it begins to look like solid ground. A successful DC 14 Wisdom (Perception) check reveals the hidden danger before a creature has the chance to step on it. A creature that does step on the hidden hazard must succeed on a DC 15 Dexterity saving throw to avoid breaking through the crust and falling into the acid pool.

A failed saving throw results in the creature falling into the pool, taking 28 (8d6) acid damage at the start of each of the creature's turns that it remains in the pool.

Additionally, any nonmagical weapons and armor carried by the creature is partly dissolved. Any nonmagical armor the creature is wearing takes a permanent and cumulative -1 penalty to AC, while nonmagical weapons take a permanent and cumulative -1 to damage rolls for each turn that the equipment is in the acid pool. The armor is destroyed if the penalty reduces its AC to 10, and the weapon is destroyed if its penalty drops to -5.

Mundane equipment is permanently destroyed by the acid pool after a single turn of exposure.

At least one gray ooze is known to haunt these pools, subsisting on animals, birds and the occasional savage tribesman who gets too close. It attempts to surprise its victims, sometimes floating on top of an acid pool or lurking just beneath the surface. It uses its pseudopod to grapple an opponent and pull them into the pool for a quick death, so that it can dissolve their flesh and bones for a quick meal afterwards.

Poisonous Gases

Often emitted from super-heated fumaroles – an opening in the earth's crust that emits steam and noxious fumes - poisonous gas is a very real threat when traversing the valley floor. In order for a poisonous gas to be effective, it must be inhaled. A successful DC 15 Wisdom (Perception) check alerts a character to the presence of the poisonous gas and allows them to move away from it. If the gas goes unnoticed, each creature that passes through an area filled with poisonous gas must succeed on a DC 14 Constitution saving throw or take 10 (3d6) poison damage and be poisoned for 1 hour. Continued exposure to the poisonous gas requires that creature to repeat the saving throw at the start of each of its turns.

Boiling Mud

Because of the close proximity of both the volcano and local groundwater, some areas of the valley floor have become incredibly dangerous pools of boiling mud. These pools are easily identified by the steadily boiling surface and noxious steam rising up from them.

JUNGLE TOMB OF THE MUMMY BRIDE

A creature who becomes mired in a pool of boiling mud takes 21 (6d6) fire damage at the start of each turn of their turns. Once the creature exist the pool, an action must be taken (either by the creature or a companion) to scrape the mud off or the damage will persist at the start of the creature's next two turns.

Boiling Mudslide

A thankfully rare phenomenon, a boiling mudslide is a catastrophic event that almost certainly spells death for any living creature caught inside its radius. Caused by the natural instability of the valley floor and quick but powerful eruptions from the depth of the volcano, the pressure of volcanic gasses and boiling steam can push up through the crust. When this happens in a region filled with large, deep pools of boiling mud, a boiling mudslide can occur.

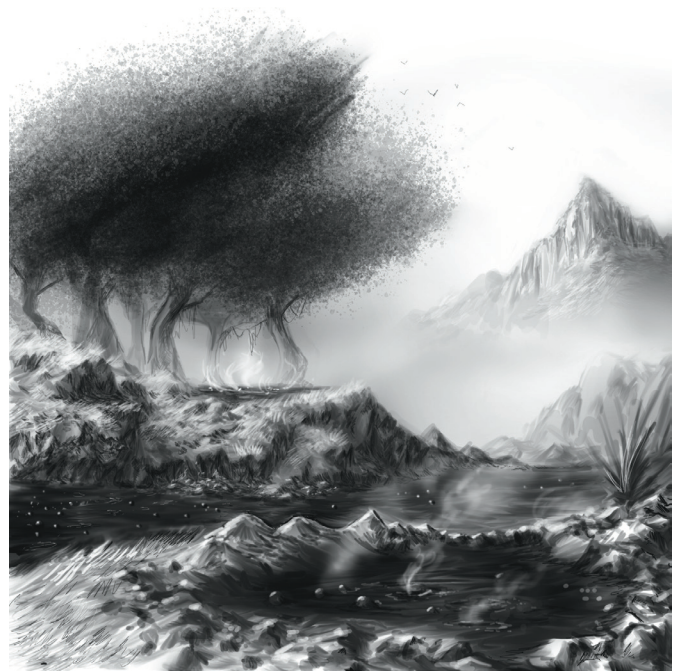
Each creature caught in the path of a boiling mudslide takes 21 (6d6) fire damage. If the creature is Large-sized or smaller, it is knocked prone. Creatures that are Huge or larger must succeed on a DC 30 Strength saving throw or be knocked prone. At the start of each of the creature's turns after being knocked prone, the creature is pushed 20 feet in the same direction as the mud flow and takes 21 (6d6) fire damage. A creature that succeeds on a successful DC 25 Strength check can use their action to stand up. Moving out of the mud slide requires a successful DC 20 Dexterity (Acrobatics) check and the terrain is considered difficult. If the creature is unable to extricate themselves or be pulled from the mudslide, they will begin to suffocate within 1d6 rounds. See the Fifth Edition SRD for the rules on suffocation.

When a boiling mudslide occurs, it destroys or reshapes the structure of nearly everything in its path, mowing down trees, scorching vegetation and killing all wildlife. The local cannibal tribe believes that a boiling mudslide is a sign that their gods are angry and after one occurs they will often bring sacrificial captives down into the valley as an appeasement, shoving or lowering them into pools of boiling mud or acid to atone for their perceived transgressions.

Down on the Fungus Farm

Here they grow again.

This large colony of mushroom men exists deep within the jungle, in giant mushroom and fungus structures that exist both above and below the ground. Generally peaceful and introspective, they quietly tend massive gardens of mold, spores and rot, resplendent with every manner of fruiting body imaginable. A hive mind, communicating through the



rapid transfer of spores, these fungal fellows have managed to stave off the corrupting effects of the Mummy Bride's pyramid, making their lair one of the only places in the jungle valley free from the creeping taint of corruption caused by the pyramid's evil.

Beneath the sprawling, fruiting gardens of fungi and giant mushrooms on the surface, the mushroom men tend a far more grisly and fantastic garden underground. Accessed through a maze-like collection of twisting tunnels and confusing passages, the mushroom folk cultivate a luminous, fungus-filled grotto where the slowly-decaying corpses of hundreds of creatures rest, covered in a blanket of alien-looking, blue-white fungi. This bizarre fungi leeches deep into the moldering bodies, storing the collective knowledge and memories of these dead creatures, so that it can be accessed by the mushroom men in times of need or peril. The tribe's leaders often come here to gain pieces of information or answers to questions that these creatures knew in their former lives.

On very rare occasions, explorers and travelers who have gained the tribe's trust have been granted access to this forbidden chamber in order to consume the potent elixir brewed from the fungi and mushrooms, so that they can gain a piece of much-needed information. This access is only allowed after doing some sort of service for the tribe or in return for some sort of treasure of valuable piece of information.

At any one time, 8d10 mushroom men of various sizes and types will be present.



Fungal Grotto

Tippin' Back Some Juuka

The mushroom men are known for brewing a powerful but foul-tasting, bitter magical potion from the assortment of fungus and mushrooms that grow amongst the moldering bodies in their underground fungi gardens – known as juuka - that sends its imbibers on extremely powerful psychic and spiritual journeys. These psychic dream-quests propel drinkers on a psychedelic, spiritual awakening where they may receive portents and visions, see into the future or past and sometimes communicate with strange beings beyond the pale of human consciousness. Some drinkers have reported traveling to other dimensions and planes of existence, doing battle with fantastic creatures, speaking directly with omnipotent gods and experiencing miraculous healing of both body and mind.

To gain the effects of juuka, a player must spend a full, uninterrupted round drinking it. A creature that ingests juuka must succeed on a DC 10 Constitution saving throw. Despite a successful saving throw, the creature is poisoned. While poisoned in this manner, the creature is also incapacitated, with its mind and consciousness having left its physical body to be sent on a wild rollercoaster ride through the very fabric of time, space and reality.

At this juncture, you are encouraged to come up with any sort of bizarre story-telling mechanism, game mechanic or bit of personal flavor that you desire, in order to get information across that you wish the players to possess. Players may end up having to do battle with otherworldly, nightmarish creatures as they face their own fears, or they may speak with enlightened, benign beings that help them along their journey, offering advice or maybe even magical healing. This is determined entirely by you and can be modified as you see fit.

This advice or information, while potentially very useful or enlightening, can potentially come with a dire cost. On a successful DC 12 Wisdom saving throw, the player gains some useful bit or piece of information, determined by you, and will awaken from their psychedelic slumber in 2d4 hours. On a failed saving throw, the player is subject to the effects of a *phantasmal killer* spell and must fight against the horrors and nightmares that accost him on his journey. A character that is slain by the *phantasmal killer* drops to 0 hit points, while a character that survives the *phantasmal killer* will awaken in 2d4 hours but will still be poisoned for 24 hours after waking.

The following is a sample juuka vision:

“The jungle around me melted away into nothingness, revealing that I was in the clutches of a massive, green-scaled python. As the python’s mouth opened wide to swallow me, a blinding light shone from within, consuming me. I felt liquid fire rain over my body, stripping away my fears and pre-conceived notions of the mushroom folk. The fire rolled over my skin but was cool to the touch, like snowflakes blowing in a summer wind. As my senses slowly returned, I was outside myself, looking down at my body. I was a naked babe again, sitting amongst the ferns of the jungle floor, suddenly watching a long trickle of ants cascade down a single frond. A low, guttural growl drew my attention upwards, and I saw a sleek, supine jaguar padding towards me, the spots on its hide blinking like eyes. Its mouth opened, full of stars, to bite my head from my shoulders and suddenly I found myself lying flat on my back inside the fungus-folk’s twinkling, luminous grotto, with the ghosts of my ancestors whispering secrets to me. I lay there for what seemed like a lifetime... quiet and still... listening to the murmurs... and I knew I had found the answers I had come to seek.”

The Ungguuk, “the Eaters of the Dead”

When there’s no more room in Hell, the living dead shall walk the lands of men... and devour their souls!

Considered to be “evil spirits” by the other tribal folk of the jungle, the Ungguuk are a small, terrible tribe of cannibal folk whose name translates roughly to “grave eaters” or “eaters of the dead”. Once a much larger tribe, disease, universal disgust and hatred from the other tribes – along with constant warfare - have reduced their numbers to no more than a few dozen, causing them to flee to the deepest recesses of the jungle in order to feed and survive. Now, they make their lair in the darkest heart of the jungle, sleeping in the open graves of an ancient tribal burial ground and devouring the flesh of their enemies – alive or dead.

The typical Ungguuk tribesman has a small, pygmy-sized body topped with a large head and a shrunken face filled with self-sharpened, rotten teeth. They are squat, little men of evil disposition with long arms that sometimes dangle to the ground like an ape’s, with sunken eyes and filthy, matted hair. Their malnourished bodies are skinny, underfed and often diseased because of their terrifying eating habits, and they smear funerary ash over their skin to hide their open wounds and leaking sores. They reek of the open grave, have terrible hygiene and have a generally dry, withered appearance, as their day-to-day diet consists of dead flesh. Their hygiene is far

from passable, even in the most debased and uncaring society, and their odor is detectable from a distance. Despite their outward appearance, the Ungguuk are not undead, though many tribes believe that they are. In truth, the scabrous, tittering witch-doctors of the Ungguuk brew a special brew before hunting or going into battle that dulls pain and the emotional response, lending further credence to rumor that they are the living dead.

The Ungguuk are typically small and fast, despite their diseased bodies, wearing no armor and wielding spears, blowguns and small machetes. Their shamans are known to be able to speak with the dead and to be able to learn the secrets of those who have passed by consuming their dead flesh. Unintelligent undead will often ignore them, mistaking the Ungguuk for one of their own. Their customs are altogether unclean, unwholesome and terrible.

Long rumored by the other jungle tribes to have been birthed from cannibal tribesman who feasted upon the forbidden flesh of the undead, these diminutive, horrible, shrunken faced men were once highly prized by the court of the Mummy Bride and her accursed temple, before it fell. The priests and hunters of the court would capture the Ungguuk, bringing them back to their court and treating them as tiny, savage jesters. For this affront, the Ungguuk still hate the pyramid and all those interred within.

A typical wandering band of Ungguuk consists of 3d6 **Ungguuk tribesmen** and 1 **Ungguuk witch doctor** (both can be found in the Monster Appendix).

The Ghost Council of Non

They went into the jungle alive... and came out in pieces!

Atop a high-inaccessible peak high in the crags above the jungle lies the hidden graveyard of Non - a remote but beautiful place where the fabled couatl of legend come to die when their time in the mortal realm has passed. Resplendent with the serpentine bones, unique golden jewelry and multi-colored feathers of those who either came here to die or were carried here by their brothers in ages past, the entire area radiates a sense of calm and good. Multicolored birds of paradise roost amongst the vine-choked crags and all manner of tropical plants grow amongst the lush green of the cliffs.

What few folk have ever discovered is that the spirits and disembodied consciousness of these great beings still linger here, in a heavenly state of reverie and reflection. This ghostly council of elders is thousands of years old, having seen the rise and fall of the Mummy Bride and her evil temple, along with the slow but steady corruption of the jungle valley. The

spirits of more than a hundred couatl rest here, contemplating the secrets of the universe and sending their eternal consciousnesses on journeys through the astral realm.

The graveyard itself is a veritable treasure trove, as the couatl who found their final rest here often wore over-sized golden jewelry. This jewelry comes in many shapes and forms, but the most common are large torcs worn about the neck. Each piece of jewelry has a base value of 300 gp, with 1d6X100 gold in additional value, depending on the size and design. In addition, the graveyard is full of thousands of couatl feathers, which are highly prized by alchemists and wizards. A single feather from the legendary couatl could be worth up to 150 gp on the open market, to the right buyer.

Composed of the whispering, ghostly spirits of more than a hundred long-dead but wise couatl who have come here to find their final rest, this supernatural council can be a wise, benevolent force or a wrathful barrage of destruction, depending on a character's alignment.

If a character of evil alignment somehow finds themselves in the graveyard, a barrage of disembodied, serpentine ghostly voices will murmur and whisper, warning them to leave at once. If they are defiant or refuse to do so, the Ghost Council will bring their full powers to bear on the offender, attempting to obliterate the interloper. The ghostly spirits of a hundred **couatl** rise from the earth and lash out with psychic energy attempting to tear and devour the identity and consciousness of the target from the fabric of reality. The offender must succeed on a DC 18 Wisdom saving throw, taking 55 (10d10) psychic damage on a failed saving throw, and half as much damage on a successful one. This psychic assault will continue each turn until the offender leaves or is dead.

If a character is of neutral alignment, they will be left alone as long as they do not attempt to disturb the eternal rest of the spirits who dwell here. Disturbing the bones or taking the scattered treasure will elicit a response as though they had an evil alignment.

If a character is of good alignment, then they will be greeted by vaporous, winged, serpentine apparitions - the spirits of the long-dead couatl - and told that they may rest and be at ease here, as long as they do not disturb the remains of the Ghost Council. All healing done while a good character rests here is at double the normal rate and all diseases will be cured by staying here a full day. Furthermore, a good-aligned character may beseech the souls of these long dead benevolent beings for aid. If they have already proven themselves through pure deeds and good actions, they may learn an important bit of knowledge or useful scrap of information that could aid them.

The Cavern of the Crystal Skulls

A cursed cave of calcified corpses awaits!

The source of many ghost stories and whispered rumors amongst the savage tribes of the valley, this deep cave is far off the beaten path and obscured by the knotted vines, dense palms and tangled roots of the jungle. The entrance is jagged and uneven, but flattens out and provides able footing once inside. A stream runs out of the cavern mouth, and down the earthen hill leading up to it. The tunnel beyond winds deep into the mountain, finally opening up into a rough-hewn, multi-tiered room, while two small streams flow out of the rock walls and disappear back out the corridor.

With able torch or lantern light, several glittering, curious-looking bodies can be discerned upon the second tier, in a sitting position, looking down. These are the ancient remains of the honored dead, whose bones were laid here in ancient times but have become calcified and transformed into a sparkling, crystallized state. Yellow, white and vaguely purple crystals have literally cropped up on these ancient remains, giving them an otherworldly, alien-like appearance.

The remains are entirely non-magical and simply a result of the damp conditions of the cave and natural crystallization over an extremely long period of time. There is no treasure to speak of, though an assortment of ancient, primitive tools can be found in the dirt and water around the cave.

The cavern and its streams are home to all sorts of freshwater crab, albino crayfish and a variety of fish, as well as a colony of **darkmantles** and occasionally the **fiendish giant otters** who hunt them. Typically, there will be 1d4+1 darkmantles here, along with 1d2+1 fiendish giant otters (see Monster Appendix).

Sons of the Underworld

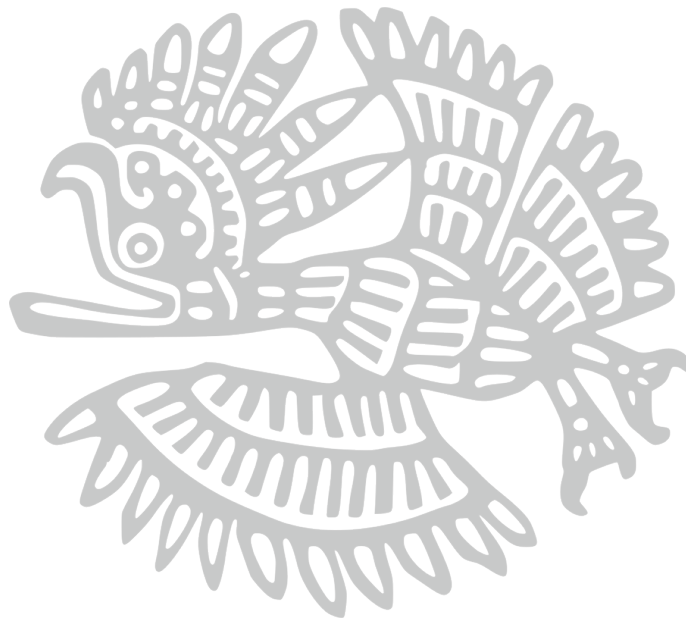
Sometimes, it's what's on the inside...

Appearing as little more than a meticulously carved stone door depicting scenes of debauchery, fetishized torture and human sacrifice in a vine-choked hillside, this ancient stone vault was actually used to hold a special weapon created by the priests of the accursed pyramid, should they need to use it against invaders.

The stone door can be opened with a successful DC 17 Strength check or by breaking it down. It has the normal statistics for its type according to the core rules. Once inside, the room is a single 30' by 30' room, with no additional entrances or windows. Vines and creeping plants choke the far end of the room and snake along the ceiling. Standing about the room are 12 creatures that initially appear to be zombies but who are actually **swarm shamblers** (see Monster Appendix). A successful DC13 Intelligence (Investigation) check reveals that the eyes, noses, ears and mouths of these zombies have all been sewn tightly shut with twine and packed with tar. They moan incessantly through tightly-sewn lips.

These terrifying zombies have been specifically crafted and rendered airtight to hold an additional deadly element inside them – **a swarm of undead hornets** (see Monster Appendix) surrounded by poison gas!

If a cleric destroys them with the turn undead ability, their bodies burn away under the light of the righteous gods of good... only to expose both the poison gas and the swarm of undead hornets at the same time! A second successful turn undead check will have to be made in order to turn or destroy the undead swarm of hornets. The gas remains regardless of any successful turning attempts.



APPENDIX

MAGICAL ITEMS

The Black Blood of Tlaclocac

Potion, rare

Also known as “feral draughts”, these potions are often consumed by savage cannibals before raids into civilized lands.

Your eyes become filled with blood, giving them an unnatural appearance as you become bloodthirsty and violent, gaining the benefits of a *bless* spell and 10 temporary hit points. Because of the anger and depravity caused by drinking this potion, you have advantage on saving throws against charm effects.

This effect lasts for 1 minute.

Blood Mud

Wondrous item, rare

Insidiously prepared with jungle mud where the blood of an intelligent humanoid has fallen in battle, cannibal shamans and witch doctors of savage tribes’ smear and paint this on the bodies of their warriors to make them more effective in battle.

When you smear *blood mud* on your body, you take on the aspect of a feral barbarian and fight with unmatched fury. While fighting in this manner, you gain the following benefits if you are not wearing heavy armor:

- ▶ You have advantage on Strength checks and Strength saving throws.
- ▶ When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.

If you are able to cast spells, you can’t cast them or concentrate on them while under the effect of the *blood mud*.

Your enhanced fighting ability lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven’t attacked a hostile creature since your last turn or taken damage since then.

Blood Mud can only be used once per long rest.

Cannibal Jar

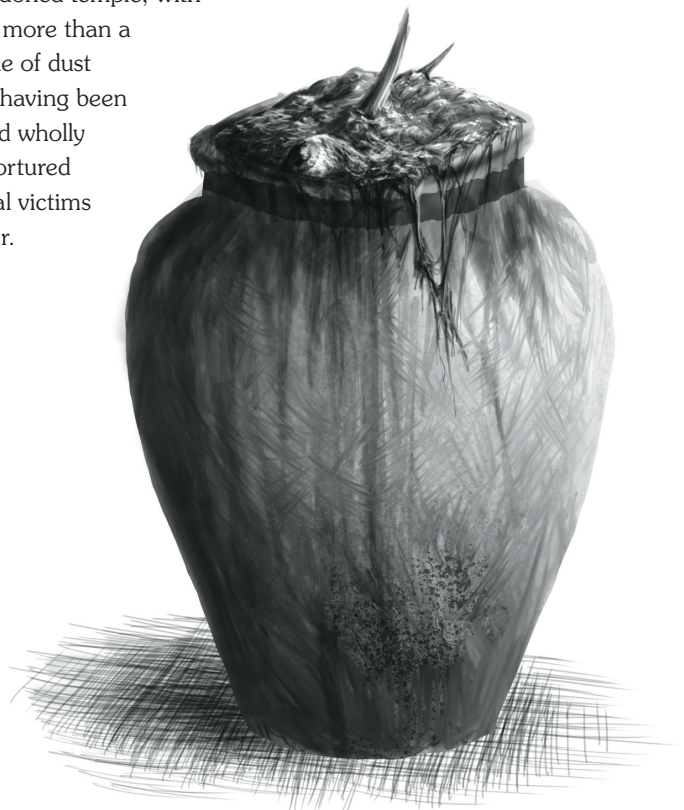
Wondrous item, very rare (requires attunement)

This earthen, clay jar is painted bright red and has a banded black stripe around the mouth. Inside, it contains a disgusting stew of rotting flesh and viscera that curdle and roll about, filled with bits of cracked, ragged bone – the remains of sacrificial victims.

Once per day, you can use an action to speak the jar’s command word and summon the tortured spirits of the sacrificed dead that dwell within. The spirits erupt from the jar in a vaporous, moaning cloud, surrounding a target of your choice. The target must succeed on a DC 16 Constitution saving throw. A target takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one. The jar cannot be used this way again until the next dawn.

If the target is killed by this attack, all of the flesh is rapidly stripped from its bones, which quickly crumble to dust. The creature can only be restored to life by means of a *true resurrection* or *wish* spell.

If the user commands the spirits to appear and there is no target to attack, the spirits will instead turn on the summoner. Many times, a *cannibal jar* has been found sitting alone in the jungle or an abandoned temple, with nothing more than a small pile of dust nearby, having been devoured wholly by the tortured sacrificial victims of the jar.



Devil Honey

Wondrous item, rare

Curse. When you eat this gooey substance, you gain the effect of the enhance ability (*bull's strength*) spell for 1 hour. While under the effect of *devil honey*, you experience alternating periods of euphoria and confusion mixed with rage.

An effected target cannot take reactions and must roll a d10 to determine their behavior immediately after consuming *devil honey* and every 10 minutes after until the effect has expired.

1 - The creature uses its movement to move in a random direction towards another creature (either friend or foe). To determine the direction, roll a d8 and assign a direction to each die face. The creature must attack the creature it is nearest to at the end of its move.

2-7 - The creature acts normally this turn.

8-9 - The creature must use its action to make a melee attack against a randomly determined creature within reach. If there is no creature within its reach, the creature does nothing this turn.

10 - The creature does nothing, taking no actions.

The effects of the *devil honey* can be negated by a *remove curse* spell.

Drums of Panic

Wondrous item, very rare (requires attunement)

You can use your action to sound this pair of drums. In response, all hostile creatures within 60 feet of you must make a DC 13 Wisdom saving throw. On a failure, the creature must drop whatever it is holding and become frightened for 1 minute.

While frightened, a creature must take the Dash action and move away from the drums by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it does not have line of sight of the drums, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

Eldritch Leeches

Wondrous item, rare

Gathered from foul jungle swamps and ensorcelled by nightmarish cannibal shamans, the blood-black leeches cause 1d4 necrotic damage when applied to the body, but also provide the victim with a predetermined spell effect for 1 hour. The necrotic damage cannot be healed until the leech is removed from the victim.

For example, an *eldritch leech* could be used to allow a creature who applies one to their body to benefit from an enhance ability (*bull's strength*) spell. The types of effects that an *eldritch leech* can be enchanted with are limited to GM discretion.

Five-Demon Bag

Wondrous item, very rare (requires attunement)

Often found in the hands of evil priests, cultists and witch doctors, this item allows you to bring forth hideous demons from the depths of the Abyss.

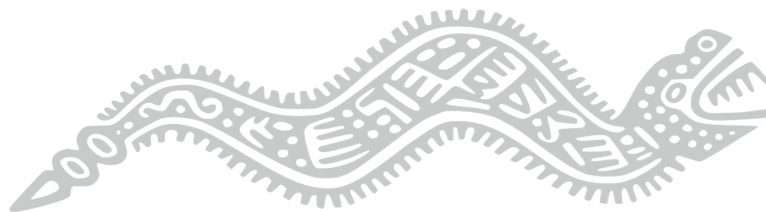
Once per week, you can summon 1d3 + 2 dretch demons. The summoned demons appear in unoccupied spaces within 60 feet of you and act as your ally. The demons remain for 1 minute, until you are slain, or until you dismiss them using an action.

The bag cannot be used this way again until seven days have passed.

Flask of Curses

Wondrous item, rare

Curse. When the stopper of this ordinary-looking flask is removed, all creatures within 30' of the flask must succeed on a DC 13 saving throw or be magically cursed. Until the curse sends, the target has a disadvantage on Wisdom saving throws and ability checks. A *remove curse* spell ends the curse.



Head-Hunter's Belt

Wondrous item, very rare (requires attunement by an evil-aligned character)

Fashioned from human skin and hung with a single, hideous shrunken head, this awful magical belt has several magical benefits, but only for those of particular tastes and natures. While wearing this belt, you gain the following benefits:

- ▶ You gain 5 temporary hit points.
- ▶ You have a +1 bonus to AC and saving throws.

If you have partaken in cannibalism in the last 24 hours, the bonuses double for 24 hours.

Razorvine Pouch

Wondrous item, rare

Another dreaded item fashioned by the evil witch doctors of the southern jungles, this pouch is fashioned from tanned, weathered human skin and contains 1d6+1 pieces of withered human heart tissue, or “seeds”. When these terrible seeds are thrown to the ground, they begin to enlarge and elongate, as grasping weeds and vines sprout from them in a 20-foot square that lasts for 1 minute. For the duration, these plants turn the area into difficult terrain.

A creature in the area when then seeds begin to grow must succeed on a DC 11 Strength saving throw or be restrained by the entangling vines until the effect ends. A creature restrained by the plants can use its action to make a DC 11 Strength check, freeing itself on a success. In addition, the vines cause 2 (1d4) slashing damage each round the creature is restrained, as the razor-sharp leaves from the vines cut away at them.

When the effect ends, the vines and weeds wither away.

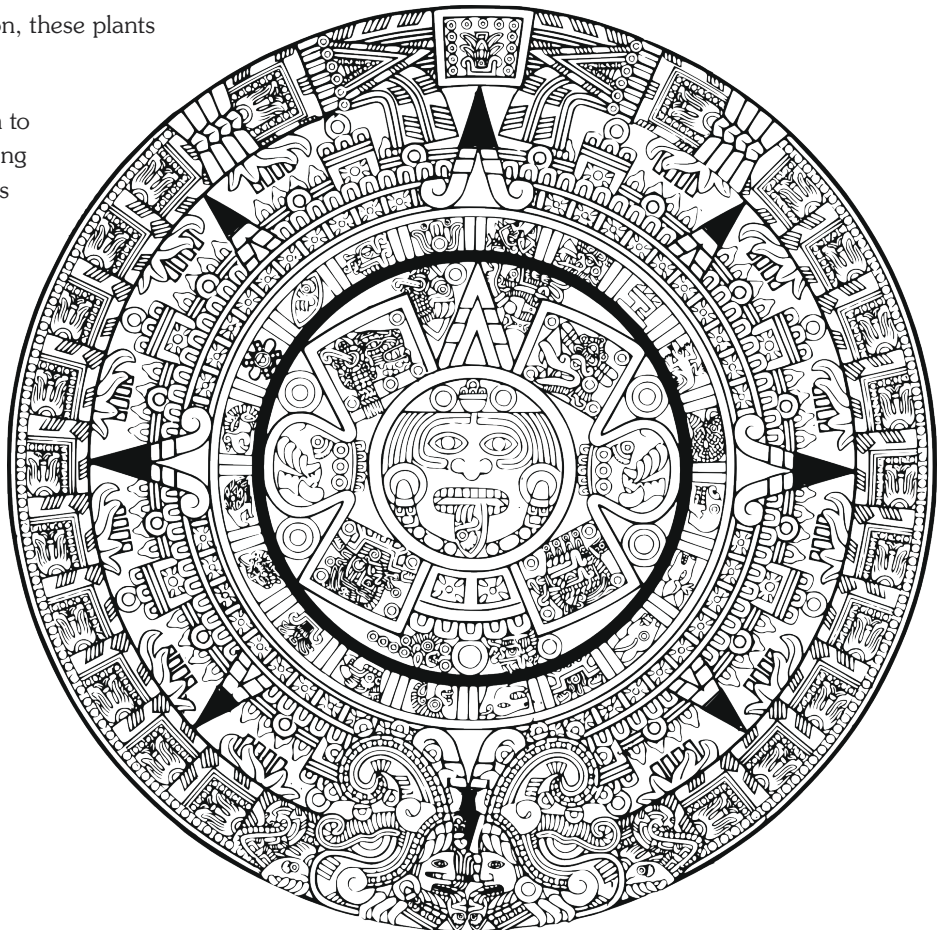
“Tzuigecatl, the Deathspeaker”

Weapon (dagger), very rare (requires attunement)

This *obsidian +1 dagger* allows you to speak with the tormented souls of the restless dead that it has absorbed through all the sacrifices it has been used for over the many centuries since its creation.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While wielding the dagger, you can use an action to cast the *legend lore* spell. The dagger can't be used this way again until the next dawn.



MONSTER APPENDIX

This section contains all of the stat blocks you'll need for playing *Jungle Tomb of the Mummy Bride*. Whenever a monster appears in bold text for the first time, it indicates that you can find the statistics for it here in the Monster Appendix. Statistics for monsters that are already in the core SRD (such as ghouls or zombies, for example) are not included, but can be found in the online 5E SRD or in the appropriate books dedicated to such things.

Bad Ass Devil Frog

Large fiend (devil), lawful evil

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	5 (-3)	12 (+1)	3 (-4)

Saving Throws Dex +5, Con +4

Skills Stealth +5

Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Amphibious. The frog can breathe air and water.

Devil's Sight. Magical darkness doesn't impede the frog's vision.

Keen Smell. The frog has advantage on Wisdom (Perception) checks that rely on smell.

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

Standing Leap. The frog's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Large 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 frog, and it takes 14 (4d6) acid damage at the start of each of the frog's turns. The frog can only swallow one target at a time.

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

Big Ole' Snake

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Cannibal

Medium humanoid (any), chaotic evil

Armor Class 12 (hide armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Reckless. At the start of its turn, the cannibal can gain advantage on all melee weapon attack rolls that turn but attack rolls against it have advantage until the start of its next turn.

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, and the target must succeed on a DC 10 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

Cannibal Hunter

Medium humanoid (any), chaotic evil

Armor Class 13 (hide armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common

Challenge 1 (200 XP)

Keen Hearing and Sight. The cannibal has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The hunter makes two melee attacks or two ranged attacks.

Obsidian Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Horn Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cannibal Sub-Chief

Medium humanoid (any), chaotic evil

Armor Class 13 (hide armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	9 (-1)	12 (+1)	9 (-1)

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Reckless. At the start of its turn, the cannibal sub-chief can gain advantage on all melee weapon attack rolls that turn but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The cannibal sub-chief makes two attacks with his scimitar.

Obsidian Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Cannibal Wasp-Rider

Medium humanoid (any), chaotic evil

Armor Class 14 (bone-studded leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 50 ft. (mounted)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Animal Handling +4

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Flyby. While mounted, the wasp-rider doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Obsidian Boar Spear (Mounted). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage and the target must succeed on a DC 11 Strength saving throw or be knocked prone.

Horn Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cannibal Witch Doctor

Medium humanoid (any), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	17 (+3)

Skills Arcana +3, Religion +4, Perception +4

Senses passive Perception 14

Languages Common, Goblin

Challenge 3 (700 XP)

Spellcasting. The cannibal witch doctor is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The cannibal witch doctor can cast the following spells:

Cantrips (at will): *chill touch*, *guidance*, *poison spray*

1st level (4 slots): *bane*, *detect magic*, *inflict wounds*, *mage armor*

2nd level (3 slots): *augury*, *darkness*, *ray of enfeeblement*

3rd level (2 slots): *bestow curse*, *conjure animals*, *dispel magic*, *stinking cloud*

Poisonous Hex. As a bonus action, the cannibal curses one creature for 1 minute that it can see within 90 feet of it. Until the curse is removed, the cannibal deals an extra 7 (2d6) poison damage to the target whenever the cannibal hits it with a melee attack.

If the target drops to 0 hit points before the curse ends, the cannibal can use a bonus action on a subsequent turn to curse a new creature.

A *remove curse* spell will end the curse early.

Actions

Obsidian Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Chieftain's Guards

Medium humanoid (any), chaotic evil

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Multiattack. The chieftain's guard makes two melee attacks.

Bone Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Dol-Mu, the Tribal Chieftain

Medium humanoid (any), chaotic evil

Armor Class 16 (bone-studded leather)

Hit Points 112 (15d8 + 45), (122 with headhunter's belt)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	8 (-1)	11 (+0)

Saving Throws Str +8, Dex +6, Con +7

Skills Athletics +10, Intimidation +5

Senses passive Perception 9

Languages Common

Challenge 7 (2,900 XP)

Headhunter's Belt. Dol-Mu has a +2 bonus to AC and saving throws and gains 10 temporary hit points while wearing the *headhunter's belt* (included in stats).

+2 Spear. Dol-Mu has a +2 bonus to attack and damage rolls made with his *spear* +2 (included in the attack). Dol-Mu coats the blade of the spear with wasp poison.

Actions

Multiattack. Dol-Mu makes three melee attacks or two ranged attacks.

+2 Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage, or 10 (1d8 + 6) piercing damage if used with two hands to make a melee attack, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Equipment. *Headhunter's belt* (see Appendix), +2 *spear*.

Fiendish Giant Bee

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	1 (-5)	12 (+1)	3 (-4)

Saving Throws Str +4, Dex +5, Con +4

Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the bee's vision.

Flyby. The bee doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Actions

Multiattack. The fiendish giant bee makes two attacks: one with its mandibles and one with its sting. Alternatively, it can use Smite once.

Mandibles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fiendish Giant Otter

Medium fiend (devil), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	5 (-3)	12 (+1)	3 (-4)

Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Devil's Sight. Magical darkness doesn't impede the otter's vision.

Hold Breath. The otter can hold its breath for up to 10 minutes.

Keen Smell. The otter has advantage on Wisdom (Perception) checks based on scent.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Giant Vampire Bat

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the giant vampire bat regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Gouge-Eye

Medium humanoid (human, shapeshifter), chaotic evil

Armor Class 13 in humanoid and hybrid form (*obsidian necklace*), 13 (natural armor) in form

Hit Points 120 (16d8 + 48)

Speed 30 ft. (10 ft. in bat form), fly 60 ft. (bat form only)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses blindsight 60 ft. (bat form only) passive Perception 11

Languages Common (can't speak in bat form)

Challenge 4 (1,100 XP)

Shapeshifter. Gouge-Eye can use his action to polymorph into a bat-humanoid hybrid or into a giant bat, or back into his true form, which is human. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Echolocation (Bat Form Only). Gouge-Eye can't use his blindsight while deafened.

Keen Hearing. Gouge-Eye has advantage on Wisdom (Perception) checks that rely on hearing.

Obsidian Necklace (Humanoid or Hybrid Form Only). Gouge-Eye has a +1 bonus to AC and saving throws while wearing the obsidian necklace.

One-Eyed. Gouge-Eye has disadvantage on Wisdom (Perception) checks that rely on vision.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, Gouge-Eye makes two melee attacks. In hybrid form, he can attack like a humanoid or make two claw attacks.

Bite (Bat or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werebat lycanthropy.

Claw (Bat or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Obsidian Spear (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Equipment. *Obsidian necklace.*

Idol of Ill-Omen

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48) (the one featured in this adventure only has 80 hit points, as it is damaged)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	12 (+1)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Immutable Form. The idol of ill-omen is immune to any spell or effect that would alter its form.

Magic Resistance. The idol of ill-omen has advantage on saving throws against spells and other magic effects.

Magic Weapons. The idol of ill-omen's weapon attacks are magical.

Actions

Multiattack. The idol of ill-omen makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 3) bludgeoning damage.

Fire Breath (Recharge 5-6). The idol of ill-omen exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Insidious Jungle Creeper

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Skills Stealth +5, Perception +4

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

False Appearance. While the insidious jungle creeper remains motionless, it is indistinguishable from a normal plant.

Actions

Strangle. *Melee Weapon Attack:* +6 to hit, reach 25 ft., one target.

Hit: 14 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 24 (7d6) poison damage at the start of each of its turns.

The insidious jungle creeper can strangle only one target at a time.

Creeping Vines. Grasping roots and vines sprout in a 15-foot radius centered on the insidious jungle creeper. These plants turn the ground in this area into difficult terrain. A creature in that area when the effect begins must succeed on a DC 13 Strength saving throw or become restrained. A creature can use its action to make a DC 13 Strength check, freeing itself or another entangled creature within reach on a success. The effect ends after 1 minute or when the insidious jungle creeper dies or uses Creeping Vines again.

Mazalitzli, the Mummy Bride

Medium undead, chaotic evil

Armor Class 16 (breastplate +1, golden headdress)

Hit Points 112 (15d8 + 45)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	11 (+0)	20 (+5)	17 (+3)

Saving Throws Con +8, Wis +10, Int +5

Skills History +4, Perception +9, Religion +4

Damage Vulnerabilities fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Infernal

Challenge 10 (5,900 XP)

Golden Headdress. Mazalitzli has a +1 bonus to AC and saving throws while wearing the *golden headdress* (included in stats).

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

Spellcasting. Mazalitzli is an 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She can cast the following cleric spells:

Cantrips (At will): guidance, resistance, sacred flame, spare the dying

1st level (4 slots): bane, guiding bolt, inflict wounds, protection from evil and good

2nd level (3 slots): aid, blindness/deafness, hold person, silence, spiritual weapon

3rd level (3 slots): animate dead, bestow curse, dispel magic, protection from energy, speak with dead, spirit guardians

4th level (3 slots): banishment, control water, freedom of movement, guardian of faith

5th level (2 slots): contagion, flame strike, hallow, insect plague

Turn Resistance. Mazalitzli has advantage on saving throws against any effect that turns undead.

Actions

Multiaction. Mazalitzli can use her Dreadful Glare and make one attack with her rotting fist or her *staff of the python*.

Rotting Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 12 (3d6 + 2) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Staff of the Python. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands to make a melee attack.

Dreadful Glare. Mazalitzli targets one creature it can see within 60 feet of it. If the target can see Mazalitzli, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the Mazalitzli's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare from mummies of all types for the next 24 hours.

Equipment. +1 breastplate, golden headdress, scroll of insect plague, scroll of protection from energy, staff of the python.

Mushroom Man

Medium plant, neutral

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	11 (+0)	12 (+1)	9 (-1)

Senses darkvision 120 ft., passive Perception 11

Languages communicates via spores with living creatures as a *tongues* spell

Challenge 1/2 (100 XP)

Sunlight Sickness. The mushroom man has a disadvantage on all ability checks, attack rolls, and saving throws while in sunlight. If the mushroom man is exposed to sunlight for more than 1 hour, it dies.

Warning Spores. If damaged, the mushroom man releases warning spores that all other mushroom men within 240 feet of it can sense.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 3 (1d6) poison damage.

Frightening Spores (3/Day). The mushroom man ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Omanjuu, the Tribal Shaman

Medium humanoid (human), chaotic evil

Armor Class 13 (hide armor) (16 with barkskin)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

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

Saving Throws Int +4, Wis +7

Skills *Medicine* +7, *Nature* +4, *Perception* +7

Senses passive Perception 17

Languages Common, Druidic

Challenge 7 (2,900 XP)

Spellcasting. Omanjuu is an 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She can cast the following druid spells:

Cantrips (At will): *druidcraft*, *guidance*, *poison spray*, *resistance*

1st level (4 slots): *charm person*, *entangle*, *faerie fire*, *thunderwave*

2nd level (3 slots): *barkskin*, *enhance ability*, *heat metal*, *hold person*, *spike growth*

3rd level (3 slots): *call lightning*, *conjure animals*, *dispel magic*, *wind wall*

4th level (3 slots): *blight*, *dominate beast*, *giant insect*, *stoneskin*, *wall of fire*

5th level (1 slots): *awaken*, *contagion*, *insect plague*, *tree stride*

Actions

+1 Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands to make a melee attack.

Equipment. *Razorvine pouch* (see Appendix), *+1 staff*.

Purple Worm Hatchlings

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Saving Throws Con +5

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 2-foot-diameter tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Tail Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Pygmy Juju Zombie

Small undead, neutral evil

Armor Class 11

Hit Points 23 (4d6 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	5 (-3)

Skills Acrobatics +3, Athletics +3

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the pygmy juju zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the pygmy juju zombie drops to 1 hit point instead.

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Shambling Parasitic SOB

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the shambling parasitic SOB to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the shambling parasitic SOB drops to 1 hit point instead.

Tick Infestation. The shambling parasitic SOB is covered in bloated, blood-gorged ticks. When the shambling parasitic SOB is hit with a melee or ranged attack, all creatures within 10 feet of the shambling parasitic SOB takes 7 (2d6) necrotic damage as a tick bursts, spraying viscous, diseased black blood everywhere.

Actions

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

Swarm of Crawling Claws

Medium swarm of Tiny undead, neutral evil

Armor Class 12

Hit Points 45 (10d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Resistance bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny crawling claw. The swarm can't regain hit points or gain temporary hit points.

Turn Immunity. The swarm is immune to effects that turn undead.

JUNGLE TOMB OF THE MUMMY BRIDE

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 8 (2d6 + 1) piercing or slashing damage (GM decides), or 4 (1d6 + 1) piercing or slashing damage if the swarm has half of its hit points or fewer.

Swarm of Undead Hornets

Medium swarm of Tiny undead, neutral evil

Armor Class 12

Hit Points 36 (8d8)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistance bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny hornet. The swarm can't regain hit points or gain temporary hit points.

Actions

Stings. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much on a successful one.

Swarm of Undead Piranhas

Medium swarm of Tiny undead, neutral evil

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistance bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny piranha. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Vampire Bats

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 52 (8d8 + 16)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	4 (-3)

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Echolocation. The swarm can't use its blindsight while deafened. **Keen Hearing.** The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage plus 7 (2d6) necrotic damage, or 2 (1d4) piercing damage plus 7 (2d6) necrotic damage if the swarm has half of its hit points or fewer. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Swarm Shambler

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the swarm shambler to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the swarm shambler drops to 1 hit point instead.

Insane in the Methane. When the swarm shambler is reduced to half health, a 10-foot radius of disgusting green gas will extend out from the swarm shambler. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Death Burst. When the swarm shambler dies, it explodes in a burst of putrid flesh and gore, unleashing a swarm of undead hornets in the same space that the swarm shambler occupied. The swarm will attack the nearest living creature on its initiative during the next combat round.

Actions

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

Ungguuk Pygmy

Small humanoid (human), chaotic evil

Armor Class 13 (hide armor)

Hit Points 32 (5d8 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	7 (-2)	9 (-1)	8 (-1)

Senses passive Perception 9

Languages Common

Challenge 1/8 (25 XP)

Pack Tactics. The pygmy has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Obsidian Short Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Reed Blowgun. *Ranged Weapon Attack:* +3 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage plus 7 (2d6) poison damage.

Ungguuk Pygmy Witch Doctor

Small humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	10 (+0)	13 (+1)	16 (+3)

Skills Medicine +3, Religion +2, Perception +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Fanatic Devotion. The witch doctor has advantage on saving throws against being charmed or frightened.

Spellcasting. The witch doctor is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The witch doctor can cast the following spells:

Cantrips (at will): *chill touch, guidance, poison spray*

1st level (4 slots): *bane, detect magic, inflict wounds, mage armor*

2nd level (3 slots): *augury, darkness, ray of enfeeblement*

3rd level (2 slots): *bestow curse, conjure animals, dispel magic, stinking cloud*

Actions

Skull Fetish. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

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