

The Lost Temple

**A One-Round Dungeons & Dragons Living Jungle
Adventure for High-level heroes (levels 5+)**

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Updated for Third Edition D&D by Ed Gibson

Escorting Valleena to a nearby village so that she can become a more powerful shaman seems an easy task. Along the way, you discover a canoe floating in the river, and it sends you on an adventure beyond your imagination. For high-level (6+) heroes.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It's a good idea to ask each player to put out a nametag with the player's name at the bottom, and the character's name, race, and sex at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players describe their characters for one another and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

The DM should be familiar with the Living Jungle setting and rules, including the awarding of Hero Points.

The adventure is written for characters levels 5-10. Characters of lower level will find it extremely challenging.

Adventure Summary

The heroes are called upon to deliver a young woman from one village to another. She is the chieftain's daughter, and she is being sent to attend a ceremony that will elevate her from initiate status to intermediate status in her training to become a shaman. On the way, the heroes will pass a burial canoe on the river, and the young woman will insist upon investigating its origin. This will lead the heroes to a temple that has stood empty for over 50 years and contains a dangerous and uncontrolled fiend.

Player Introduction

Players should be told that their team was assembled from several nearby villages based on their reputations. The entire village of Bwabay is so busy making preparations for the upcoming ceremony that the chieftain deemed it necessary to hire the party as escort for Valleena, his daughter. She is to be taken from Bwabay, a Koshiva village, to the village of Hakiki (also Koshiva), about four days' journey up a minor tributary of Lake Koro. (DM Note - The Koshiva nation does not lie along Lake Koro, but several offshoot clans have established villages there). There, she is to participate in a ceremony that will move her from initiate shaman to intermediate shaman. The party is provided with one canoe per two characters, plus two additional canoes for provisions and gifts for the hosting village (but heroes can use fewer canoes if they wish). They are also given adequate food for the journey and any other sensible tools or supplies (the DM may grant any items that seem reasonable—nothing too rare or expensive). The heroes have two days in Bwabay to make preparations and learn about their mission. They have seven days to make the four-day journey.

Valleena must abide by certain taboos while on her journey, in preparation for her ceremony. The heroes must help her live by the following restrictions:

1. Valleena may not eat meat until the ceremony;
2. She may not speak from sundown to sunup;
3. She must bathe in the river twice each day; and
4. She must spend half an hour per day in secluded silence in the jungle. She may not see anyone, nor may anyone see her during this exercise.

The villagers assist Valleena and the heroes with their preparations. The canoes are loaded and the party sets out down the river at sunup on day 1. Allow the players to determine how the canoes are loaded and which characters are in each canoe.

Read the following to the players as they prepare to board the canoes.

"The quiet morning damp prickles with excitement. Your canoes are loaded and the village women flutter about Valleena, ensuring that she has everything she needs and wishing her luck. Valleena's mother and father stand proudly nearby, watching the excitement and smiling broadly. Finally, they bid their daughter farewell. Her mother has tears in her eyes as she hugs her. Her father tells her that they will join her in nine suns. He turns to your group, and in a voice as deep as a bullfrog's, sternly but warmly commands you, 'See my daughter safely to Hakiki. Our village will depend on her in later years. May the river spirits guide you and protect you.'

"When everyone is loaded, the canoes are pushed off the riverbank and the journey begins.

Some of the women toss sweet-smelling orchids into the river around your canoes. Their voices fade behind you as you paddle downstream."

Day 1

The first day of travel passes without incident. Valleena will have bathed and meditated before setting out. The heroes will need to assist her in obeying her taboos and will need to make camp and prepare meals. The provisions that were packed contain only a little dried meat but plenty of fruit, vegetables, and grains; avoiding meat should be no problem for Valleena. When it is time for her to bathe, she may have one female companion. She prefers to bathe before sundown so she can communicate with a companion or cry for help if necessary. Once the heroes make camp, three velociraptors bound into their campsite looking for dinner. They flee if one of their number falls.

Raptors (Velociraptors) (3): Hit Dice: 4d10+12 (34 hp), Initiative: +2 (Dex), Speed: 60 ft, AC: 16 (-1 Size, +2 Dex, +5 Natural), Attacks: rake +6 melee, 2 claws +1 melee, bite +1 melee, Damage: rake 2d6+4, claw 1d3+2, bite 2d4+2, Face/Reach: 5 ft by 5 ft/10 ft, Special Attacks: None, Special Qualities: Scent, Saves: Fort+7 Ref +6 Will +2, Abilities: Str 19 Dex 15 Con 17 Int 2 Wis 12 Cha 10, Skills: Hide +7, Jump +13, Listen +11, Spot +11, Wilderness Lore +9, Feats: None.

The velociraptor is adapted from the Dinosaur, Deinonychus in the Monster Manual.

The night passes uneventfully aside from typical jungle noises. The heroes are one day closer to Hakiki.

Day 2

Valleena chooses to bathe and meditate shortly after sunup. The taboo for meditating states that she must not see anyone or be seen for half an hour. If they wish, the heroes may form a ring around her in the jungle, then drop out of sight in the undergrowth for 30 minutes once everyone is in place. Should the time be interrupted, the meditation must be started over.

The morning of Day 2 passes uneventfully. The river is swift but calm, and the sound of chattering birds is heard throughout the day. Around midday, the party hears distant music and drumbeats. Valleena is not aware of a tribe making its home in the direction of the music, but tribes move about the jungle continually. She is unconcerned, but will accompany the party if they choose to investigate.

Should the party beach its canoes and search for the source of the music, the group will spend two hours trekking through the underbrush before finding a small settlement of a tribe calling itself the Yapaga. Once there, the party will need to greet the camp's leaders, including Mapag, the chieftain, and wade through the problems of a language barrier; this tribe speaks an obscure dialect. The camp is cautious but not hostile, and the day will be an anxious one. The newcomers will be offered food and drink, but they will receive distinct signs that the tribe is eager for them to leave. The group would do best to leave the settlement with enough time to return to the canoes before dark (Valleena will remind them of her need to bathe if they are reluctant). This excursion is merely a waste of time and the heroes will do better to remember their goal of delivering Valleena to Hakiki on the appointed day. The DM should keep this encounter short and simple to avoid wasting game time.

As they paddle down the river late in the afternoon (or once they are back at the river—the DM may need to adjust if the party stays at settlement past dark), the heroes hear a great crashing in the brush to their left. As they look about, a pair of anchisauruses (7-foot tall, plant-eating dinosaurs) break free of the brush and thrash into the water, desperately trying to cross the river. A few seconds later, an allosaurus thunders out of the brush, pursuing its next meal across the river. If the heroes are quiet and paddle toward the left bank, the allosaurus must make a Spot check (DC 28) to notice them. If they provoke the dinosaur or do anything to call attention to themselves, it abandons the anchisauruses and engages the heroes instead.

Flesh Lizard (Allosaurus): Hit Dice: 12d10+72 (138 hp), Initiative: +2 (Dex), Speed: 50 ft, AC: 15 (-2 Size, +2 Dex, +5 Natural), Attacks: 2 claws +14 melee, bite +9 melee, Damage: claw 1d6+6, bite 2d6+3, Face/Reach: 10 ft by 10 ft/15 ft, Special Attacks: Improved Grab, Special Qualities: Scent, Saves: Fort+14 Ref +10 Will +4, Abilities: Str 22 Dex 14 Con 22 Int 2 Wis 14 Cha 10, Skills: Hide +5, Listen +12, Spot +12, Wilderness Lore +10, Feats: None.

The allosaurus is a blend of the megaraptor and tyrannosaurus dinosaurs from the Monster Manual.

Valleena asks that the heroes make camp before sundown so she can bathe again before she is prohibited from speaking. During Valleena's bath, she is attacked by an anaconda. It swims up to her underwater and begins wrapping itself around her leg. She is in about 2 feet of water and notices a swish in the water before the snake makes its attack, so she is not surprised and has a chance to cry for help. Because she is in the water, she loses her armor class bonus for Dexterity.

Anaconda (giant constrictor snake): Hit Dice: 11d8+11 (60 hp), Initiative: +3 (Dex), Speed: 20 ft, climb 20 ft, swim 20 ft, AC: 15 (-2 Size, +3 Dex, +4 Natural), Attacks: bite +13 melee, Damage: bite 1d8+10, Face/Reach: 15 ft by 15 ft (coiled)/10 ft, Special Attacks: Improved grab, Constrict 1d8+10, Special Qualities: Scent, Saves: Fort+8 Ref+10 Will+4, Abilities: Str 25 Dex 17 Con 13 Int 1 Wis 12 Cha 2, Skills: Balance +11, Climb +18, Hide +3, Listen +9, Spot +9, Feats: None.

The anaconda is adapted from the Snake, Giant Constrictor in the Monster Manual.

As soon as the snake makes a successful attack, Valleena is captured and suffers damage during that round and every subsequent round.

- If the heroes try to pry her free without harming the snake, they must successfully grapple the snake and make an opposed Strength roll versus the snake (+7) to overcome the snake's muscles.
- Area spells will harm Valleena as well as the snake, but targeted spells such as *magic missile* will harm only the beast.
- Heroes must use caution in striking at the snake lest they harm Valleena.
- All heroes in the water lose armor class bonuses for Dexterity.
- Heroes using slashing/piercing weapons suffer in the water suffer a -1 situation penalty to attack rolls, heroes with bludgeoning weapons suffer a -2 situation penalty to attack rolls while in the water.

The evening of day 2 passes uneventfully.

If the heroes did not investigate the music in the jungle, they are one full day closer to Hakiki. If they stopped to explore, they traveled upriver only half a day.

Day 3

The heroes wake to find a heavy mist hanging all around them. Shortly after they break camp, rain starts to fall steadily and continues all day. The rain is warm, but it slows progress down the river and decreases visibility. The heroes cover only half the distance they had hoped to cover that day, but they still have four days to travel a distance that should take them a day and a half. If they investigated the music heard in the jungle on Day 2, the DM must deduct the time they spent in that endeavor.

When Valleena stops for her meditation, two randomly chosen heroes wander within range of a mantrap plant. Read the description of the mantrap carefully before beginning this encounter.

- As the heroes take up their positions, choose a site for the plant within 60 feet of at least two characters.
- They must make Fortitude saving throws (DC 15); those who fail are attracted to the scent of the plant's pollen and start to move toward it.
- They also summon their companions to check out something unusual nearby.
- If both heroes succeed at their saving throws, place one or two other heroes in range of the plant—otherwise, this encounter is missed entirely.
- Valleena is immune to the pollen because of her proximity to these plants all her life.

Mantrap: Hit Dice: 8d8+24 (60 hp), Initiative: +0, Speed: 0 ft, AC: 15 (-1 Size, +6 Natural), Attacks: Special, Damage: Special, Face/Reach: 5 ft by 5 ft/10 ft, Special Attacks: Poison, Swallow Whole, Special Qualities: Turn Resistance +2, Saves: Fort +9 Ref +2 Will +3, Abilities: Str 18 Dex 10 Con 16 Int 0 Wis 12 Cha 10, Skills: None, Feats: None.

The mantrap is patterned after the Assassin Vine in the Monster Manual.

This is a huge bush with towering stalks of purple flowers. The mantrap releases pollen continuously during daylight hours; all creatures within 60 feet must make a Fortitude saving throw (DC 15) or be lured to the plant by its intoxicating pollen. Any PC making 5 successful saving throws is permanently immune to this affect. Those affected move toward the plant and voluntarily climb into one of the 1d4+1 leaf traps on the plant. Once a leaf trap closes, a victim cannot be pulled free by any means until the plant is destroyed. Its acidic secretions begin to dissolve prey immediately, inflicting damage per round equal to 20 minus the victim's Armor Class (discounting Dexterity bonuses). Regardless of Armor Class, all victims sustain at least 1 point of damage per round.

The goal of this encounter is **not** to kill most of the party or to waste a large amount of time. The goal is to test the party's ability to deal with this strange threat and to rescue any comrades who are captured by the mantrap. The DM should make sure that, if possible, at least one hero falls victim to the poison and moves toward the plant. The number of traps on the plant should be adjusted for the size and levels of the party; for a smaller, weaker party, perhaps two traps are sufficient; for a larger, stronger party, five traps might be appropriate. If the heroes search the area after the combat, they will find an obsidian-tipped spear under one of the dead flower pods.

At the end of day 3, the party is half a day closer to Hakiki.

Day 4

The day dawns clear and bright (as bright as things can be in the jungle). About an hour after the party takes to the river, a randomly chosen hero notices several long wooden stakes, much like javelins, stuck into the ground on one of the riverbanks. The javelins are about 6 feet long and each is topped with two brightly colored feathers. Two are at the river bank and five more can be seen deeper into the brush, like trail markers leading away from the bank.

Valleena doesn't know what these are for and can't guess who might have left them. If she is asked, she'll offer a guess that maybe someone found good fishing in this spot and left the stakes as a marker. She has no urge to investigate but will not object if the party chooses to look around. The heroes can detect ten stakes leading into the jungle, but they find no more of a trail. This investigation will take about two hours and net the heroes absolutely nothing.

In the late morning (the DM should adjust time if the heroes checked out the javelin markers in the jungle), the canoes pass a fork in the river. The fork leads back upstream at about a 45-degree angle from the current course of the river. Read the following to the players.

"Your canoes glide swiftly along the slow-moving river. The air is still but is filled with the chattering of primates and the screeches of birds. Ahead, you see that a tributary joins the river. You steer the canoes to avoid the turbulence of the merging waters.

"As you pass the juncture, Valleena suddenly cries out and calls for everyone to paddle to the bank just beyond the intersection. She has spotted something in the tangles of tree roots and brush that dangle into the river.

"Beaching your canoes, you follow Valleena to the knot of branches and roots. She points to a ragged, ancient canoe that must have drifted from upstream and snagged here recently. The canoe is half rotted and partially sunk into the waters. Its hide covering has a number of tears and holes; if not for the branches that entwine it, it would have sunk long ago. The vessel is obviously a burial canoe, for inside is a body, or the remains of one. The occupant is wrapped in long strips of cloth and leaves, but these have fallen away or rotted. The face of the deceased is visible through the ragged wrappings, empty eye sockets staring upward and a few brown teeth jeering at you. Valleena is visibly shaken by the discovery, and she quickly pulls out some powders, feathers, and shells, whispering words of blessing over the deceased and your party. 'We

must place him in one of our canoes and send him down the river,' she pleads. 'His soul will be restless until we do. And we must learn why his caretakers did not deliver him to the deeper river. They must have known he would not travel safely down the smaller branch.'

The heroes now need to decide their next course of action. Valleena is insistent that they place the body in one of their canoes and send it down the river. She is anxious about the discovery and wants to explore upstream. If the heroes do not want to sacrifice a canoe immediately, Valleena can be convinced to explore the river first and launch a burial canoe when they return down the river. The heroes should have at least a full day to spare before they must continue their journey to Hakiki; they had seven days to make the four-day journey.

About an hour and a half upstream, the heroes spot a crumbling building spanning the river. An arch passes over the waterway, forming a tunnel about 50 feet long. Ledges run along both sides of the water; they are wide and tall enough for people to comfortably load and unload canoes and to pull the canoes up onto the stonework. A single wooden door can be seen on both sides, leading into the mysterious structure.

From the outside, the place appears to be a small temple. It has two levels, both above ground. The upper level is smaller than the lower level, giving the building a rough pyramidal shape. It is crudely made of limestone and sandstone, and the entire place is overgrown with vines, mosses, and invasive plants that found footholds in neglected cracks in the stone. A few windows, little more than slits in the stonework too narrow for a human to enter, can be seen on both floors. The only two doors visible are those leading from the river.

If the heroes explore the tunnel, they find two canoes on the ledge that are similar to the burial canoe. These are in better condition, but show signs of neglect; heroes can guess that they have probably lain here 20 years or more. Next to these canoes are the remains of two individuals who were once dressed in ceremonial garb. Their bones lie strewn about and their clothing is torn and rotted. The victims appear to have been slain by predators or else ravaged by scavengers.

In the area around the temple are twelve small huts, the homes of the priests who lived here. Since the stone temple allowed little airflow, it was an uncomfortable place to sleep and live. The huts are all similar, built of wooden poles and grasses. All are deteriorating. Inside each hut are a few articles of clothing, woven sleeping mats, and in a few huts, a wooden holy symbol of a snake. All these articles are in poor condition after lying undisturbed in the jungle for so many years. The only real treasure found in the huts are two beaded necklaces.

DM's Notes: This is an ancient temple that has stood empty for about 50 years. The temple was built about 300 years ago. It was not associated with any known religion; the temple was inhabited by pagan priests who worshiped snakes and discovered the secrets of the yuan-ti. They were in the process of summoning a fiend that they planned to enslave; their ceremonies to control the fiend failed, however, and the fiend killed everyone in the temple. The fiend is bound to the temple and cannot leave it. It has been in hibernation for the past 50 years. As soon as the heroes open one of the upstairs doors, the fiend will awaken and begin looking for them.

The two priests whose remains lie on the ledges along the river were in the process of committing their brother to the river when the fiend attacked them. The burial canoe was never escorted to the main fork of the river and floated here until recently, until the rope that held it rotted away and the canoe drifted downstream where the heroes found it.

Inside the Lost Temple

The only way for the heroes to enter is through the doors leading from the river ledges. Both doors were solidly built of wood with a copper band around the middle. The wood was sealed with numerous layers of sticky tree sap that acted as a lacquer. Many layers have worn away, but the doors are still solid. They can be smashed down (DC 25) or hacked through (Hardness 5, Hit Points 30).

River Level

North door: This leads to Room 1 and a trap (DC 15); the door opens onto a pit 15 feet deep, 10 feet wide, and 15 feet across. Anyone falling into the pit suffers 1d6 points of damage. The floor of the pit consists of about six inches of muddy water due to the proximity to the river, and is littered with several inches of dead animals, snakes, and other debris. Six live snakes slither through the mess; three are ordinary and three are poisonous. There is a 10% chance per round that a live snake will attack any heroes who fall into the pit. Roll 1d6; on a roll of 4-6, the snake that attacks is poisonous. Use the same statistics for all the snakes, adding Poison [Fortitude save (DC 11), initial and secondary damage is 1d6 temporary Constitution] if appropriate.

Snakes (6): Hit Dice: 2d8 (9 hp), Initiative: +3 (Dex), Speed: 20 ft, climb 20 ft, swim 20 ft, AC: 16 (+3 Dex, +3 Natural), Attacks: bite +4 melee, Damage: bite 1d4 and poison, Face/Reach: 5 ft by 5 ft (coiled)/5 ft, Special Attacks: Poison, Special Qualities: Scent, Saves: Fort+3 Ref +6 Will +1, Abilities: Str 8 Dex 17 Con 11 Int 1 Wis 12 Cha 2, Skills: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9, Feats: Weapon Finesse (bite).

The snakes are adapted from the Snake, Medium Sized Viper in the Monster Manual.

This door was created as an escape exit; a wooden ladder hangs suspended in the air on ropes above the opposite side of the pit. In an emergency, the ladder could be swung across the pit using a series of ropes and pulleys. There is no way to let the ladder down from this side of the pit.

South door: This leads into Room 2. It is empty except for a small table and two stools, both in poor condition due to age. The floor is packed earth. A locked door is in the opposite wall. It can be smashed down (DC 18) or destroyed (Hardness 5, Hit Points 15). On the opposite wall is a crude drawing of a hooded cobra ready to strike.

Stairs (3): Because the temple spans the river, the first floor is elevated to make it level across the archway. The stairs ascend roughly 8 feet. On the outside wall is a series of drawings, half-chiseled and half-painted, depicting human priests in garb like that seen on the river ledges. They are attacking a canoe passing through the archway and seizing a male occupant. In one of the sketches, the victim is being sprayed with snake venom; in a subsequent drawing, the victim is shown wearing the ceremonial garb and participating in a ritual. The heroes should be able to deduce that young men are kidnapped from canoes passing under the arch, then are drugged with snake venom and are indoctrinated into service at the temple.

Level One

Although the exterior of the temple is built of stone, all interior walls on this level are built of wood. Stone pillars throughout support the upper level. The pillars are painted and carved with scenes of snakes curving around the pillars, migrating en masse, swallowing smaller snakes and other prey, and include bizarre artwork of human-snake hybrids. Narrow slits, about 6 inches wide and 3 feet high, are cut into the exterior walls to allow air passage and surveillance of the jungle.

Platforms (4): These are recesses that are about 4 feet high. They are the ceilings from rooms 1 and 2 below.

Instruction Rooms (5,6,7): These rooms have no doors; instead, grass curtains once hung here. They now lie crumbling on the floor. Inside, grass mats lie on the floor; they are not large enough for a human to sleep on, but are large enough for a person to sit on. The rooms were used for instructing initiates in the ways of the temple. A bead necklace lies on the floor.

Audience Hall (8): About a dozen wooden benches and two dozen grass mats lie in here, arranged to face the north end of the hall. A ruined table lies near the north wall. The remains of four priests can be found in various parts of this room. The walls are covered in drawings, half-chiseled and half-painted, depicting various rituals involving snakes.

Open room (9): A secret door (DC 18) in the northeast corner leads to an escape passage into the trapped room below. A single body, that of a priest in ceremonial garb, lies in the center of the room. Beneath his body is a small booklet and a pouch of colored chalk. The booklet is crumbling, but heroes can deduce that the man was recording the events of a ritual. The first page shows a number of priests in ceremonial garb preparing a brazier and a number of bowls. The second page shows two priests inscribing glyphs on two stone tablets. The third, fourth, and fifth pages show various phases of the ritual. The sixth page shows a six-armed yuan-ti (a marilith, but never use that word with the players) forming out of a cloud of purplish smoke. The next page is an unfinished drawing of the six-armed yuan-ti attacking a priest. If the heroes are not curious about the booklet, Valleena will wonder why the man is lying dead in this spot, and whether the scenes in the booklet are connected to the deaths in the temple.

Staircase (10): The stairs start on either side of the platforms and rise to a landing on Level 2. Near the bottom of the staircase sprawls the body of a dead priest, dressed in ceremonial garb. On the floor are two stone tablets and a hammer and chisel. The tablets seem to match those in the booklet of drawings found with the priest in room 10. If none of the heroes notice this similarity, allow them an Intelligence check (DC 15) to make the connection or let Valleena point this out to the party.

The symbols on the tablets are as follows:

- Tablet 1: Snake creature, sun, jungle trees, pyramid (matching the temple), rectangle, concentric circles, brazier, small bowls.
- Tablet 2: Snake creature, wavy lines, whirlwind, concentric circles, snake creature inside concentric circles.

Level Two

This level is five feet shorter on every side than Level 1, giving the exterior a roughly pyramidal appearance. It otherwise matches Level 1, with narrow windows for ventilation and stone exterior walls.

Storage (11, 12, 13, 14): These rooms are formed by bamboo poles lashed together. The doors are made of grass mats. All are in poor condition due to age. The

rooms are filled with clay jars (some filled with water but others filled with what looks like blood), blank writing tablets, hammers and chisels, herbs, barks, and berries gathered from the jungle (useless and unidentifiable), small statuettes of snakes, ceremonial robes, pieces of snakeskin, snake teeth, 3-foot lengths of rope (presumably for tying up unwilling “initiates”), ceremonial knives, and other paraphernalia that might be used in spell casting or in performing rituals.

Laboratories (15, 16): These rooms appear to have been used for research and experiments. Each room contains two wooden tables, one of which is fitted with leather cuffs to restrain an individual at the wrists, ankles, and waist. The other table holds clay jars and bowls, knives, dried leaves and flowers gathered from the jungle, a brass cup, and an array of unknown powders in small clay dishes. In room 15, a booklet fashioned of homemade paper contains drawings of horrific experiments grafting snakes onto a human body. A victim still lies strapped to the table, horribly mangled by whatever killed the priests in the temple.

Ritual Room (17): The wall separating this room from the rest of the floor is made of a double wall of bamboo poles. Instead of grass mats as doors, this room has sturdy double doors of hammered metal.

Just inside the room are two bodies that are badly shredded and decayed. Eight more bodies lie about the area. The walls of the entire room are painted and carved with images of snakes commanding men in various tasks. In one scene, a human-sized golden snake with six arms and the torso and head of a woman sits on a throne with eerie purple rays of light emanating from it. To the side of this image, two priests labor to carve glyphs on two stone tablets. If the players do not ask about the tablets, allow a Spot check (DC 15) to notice that the glyphs match the tablets found on the staircase, or let Valleena make this observation.

In the center of this room is a low stone platform measuring about four feet on each side. The table is covered with bowls containing herbs; some must have contained liquids that evaporated long ago, leaving residue in the bowls. A few of them look as if they contain dried blood. A brazier stands in the center of the platform as well as three incense burners, all of which have burned out. A dagger lies beneath the brazier. At the north end of the room, an elaborate circle is drawn on the floor in chalk and is surrounded with concentric circles of unusual powders. The circles, carefully drawn, are disturbed as if a struggle took place here and scattered the powders.

Near the circle are scattered stone chips and two smashed wooden easels. A priest lies dead near the easels, still clutching a chisel, but whatever he once worked on has disappeared.

One full minute after the heroes enter this room, they become aware of a disturbance near the circles. They hear some shuffling noises and get a sense that something is moving, but they see nothing. After another 30 seconds of shuffling and some slight moaning noises, read the following.

“Where you heard shuffling sounds, an image begins to flicker into view, blinking and fluttering as if a solid object were trying to coalesce. You catch a glimpse of the face of a human female, then an arm gripping a weapon, then a long, snakelike tail. Finally, the image becomes whole and you stand face to face with a creature that makes your blood run cold.

“You see a true horror glaring at you—a creature with the head, arms, and torso of a woman and the lower body of a snake. Her arms are smooth and supple—but she has six of them, and four of these brandish gleaming blades. Her face might be pretty if not for its contorted snarl. Her snake tail whips about menacingly. She stares at you and licks her lips with a forked snake tongue. Her stare leaves no doubt as to what she is thinking—victims! The creature screams something at you in a tongue you have never heard before.”

DM’s Notes: The ritual room is the focal point of this adventure. The characters must determine that the priests were trying to summon a snakelike fiend (a six-armed yuan-ti), but they were unable to control the fiend and it killed every occupant of the temple. Although it was uncontrolled, the six-armed yuan-ti was bound to the temple and has been trapped here for 50 years. To banish the fiend, the characters must smash the stone tablets (now lying on the staircase) that were used to summon and bind the fiend. The tablets are Hardness 8 and have 15 Hit Points each.

As soon as the doors to this room are opened, the six-armed yuan-ti that is trapped here will awaken. She is invisible and the heroes will know that something is in the room before they see her. She requires a few minutes to fully emerge from dormancy, and then will focus her attention on the intruders. The heroes should find themselves to be no match for the six-armed yuan-ti, should realize that they have no chance of defeating the creature, and should look for another way to save themselves. They must figure out that they can banish the fiend by smashing the stone tablets.

The six-armed yuan-ti is angry that she has been trapped here for the last 50 years, but she is not bent on destruction. She recognizes that the newcomers are not temple priests and realizes that they may be able to help release her. She screams at them in her native tongue, but when she realizes she is not understood, she continues to try to communicate. After several tries with different languages, she will manage to shout, “Send me back!” at

the heroes until they figure out that she wants to go back to her native plane. The six-armed yuan-ti is not interested in killing the party, but will continue to hound them to find a way to release her. She does not know the secret of her release but suspects that some part of the ritual can be reversed. Although she can comprehend languages and understand the heroes, she cannot automatically make herself understood.

Six-armed yuan-ti (Marilith): Hit Dice: 9d8+45 (85 hp), Initiative: +2 (Dex), Speed: 40 ft, AC: 29 (-1 Size, +2 Dex, +18 Natural), Attacks: weapon +13/+8 melee, 3 weapons +13 melee, tail slam +11 melee, Damage: weapon 1d8+5, weapons 1d8+2, tail slam 4d6+2, Face/Reach: 5 ft by 5 ft/10 ft, Special Attacks: Spell-like abilities, improved grab, constrict 4d6+7, Special Qualities: Damage reduction 20/+2, SR 25, Saves: Fort+11 Ref +8 Will +10, Abilities: Str 21 Dex 15 Con 21 Int 18 Wis 18 Cha 16, Skills: Bluff +14, Concentration +15, Hide +10, Listen +24, Move Silently +12, Scry +14, Search +14, Sense Motive +15, Spellcraft +14, Spot +24, Feats: Cleave, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack, Spell-like Abilities: At will – animate dead, bestow curse, chaos hammer, cloudkill, comprehend languages, darkness, desecrate, detect good, detect law, detect magic, inflict serious wounds, magic circle versus good (self only), magic weapon, project image, polymorph self, pyrotechnics, see invisibility, shatter, telekinesis, teleport without error, unholy aura, unholy blight. The DC for saving throws versus her spell-like abilities is 13 + spell level. She can not use her teleport ability due to being bound to the temple.

The six-armed yuan-ti is adapted from the Demon, Marilith in the Monster Manual.

The six-armed yuan-ti wears a number of jeweled gold necklaces, bracelets, and rings, including a *ring of invisibility*. The six-armed yuan-ti is not bent on destroying the characters but on freeing herself, so will not use her tail for the first 6 rounds of combat. If constricted, a victim must succeed in an opposed Strength check versus her +7 to break free.

Because of the dormancy, the six-armed yuan-ti’s movement rate will be reduced to 20 feet and she suffers from a –5 situation penalty for all attacks and skills for the first 3 minutes that she is awake. If the characters need a greater challenge, these penalties can be ignored.

Remember that the goal of the adventure is not to kill the six-armed yuan-ti, but to free her. Killing her should be all but impossible considering her damage reduction and spell resistance. In the unlikely event that the six-armed

yuan-ti is killed, she vanishes in a whirling puff of smoke, all of her weapons vaporizing with her.

When the characters eventually decide to destroy the tablets, read the following.

"As the stone tablets cleave and splinter, the sound of rushing air fills the room. A whirlwind surrounds the snake-creature and she screams joyously. The winds envelop her and whip at your clothing; debris is blown around the hall in a terrifying dance. Then, as quickly as a finger snap, the wind ceases and the whirlwind is gone. A metal object clinks to the floor where the creature stood. Grass mats and bits of clothing settle to the ground. Valleena chuckles and looks at the rest of you. 'I guess we've done our good deed for the day,' she says. 'Who would have guessed it would have been for an evil creature?'"

The metal object on the floor is a gold ring set with a tiger eye stone. The heroes might deduce that the six-armed yuan-ti dropped it as her thanks for being released from the temple.

The End

Experience Point Summary

Add up the values for what the characters earned, and give that amount to each character.

Day 1

Killing the Velociraptors 100 xp

Day 2

Avoiding the allosaurus 80 xp

OR

Killing the allosaurus 60 xp

Freeing Valleena from the anaconda without killing the snake 100 xp

OR

Freeing Valleena from the anaconda by killing the snake 60 xp

Day 3

Escaping the mantrap plant: 40 xp

Day 4

Smashing the tablets to release the six-armed yuan-ti: 160 xp

Throughout Adventure

Ensuring that Valleena observed all of her taboos: 60 xp

Delivering Valleena to Hakiki on time: 40 xp

Total experience for objectives: 700 xp

Discretionary roleplaying experience: 0-200 xp

Award for consistent character portrayal and contribution to the fun of the game

Total possible experience: 900 xp

Treasure Summary

The heroes can only have what is listed here, plus any standard starting items they may find during the adventure.

Day 3:

Obsidian-tipped spear: This finely crafted spear grants a +1 bonus to damage rolls.

Level 2, Laboratories

Brass cup

Level 2, Ritual Room

- Obsidian-bladed dagger: This sharp dagger grants a +2 bonus to damage only.
- Healing herbs: These herbs have been collected from the plains of the Living Jungle. If brewed as a tea and drunk, the whole mass can cure 1d8+1 hit points and can make six doses. If the entire bag of herbs is consumed whole, the herbs cure 4d8+4 points of damage.

Huts around the temple and Level One

- Necklaces of colored beads (3 strands): This beaded necklace contains many brightly colored beads set in an intricate pattern. The pattern is unlike any seen in Malatra today.

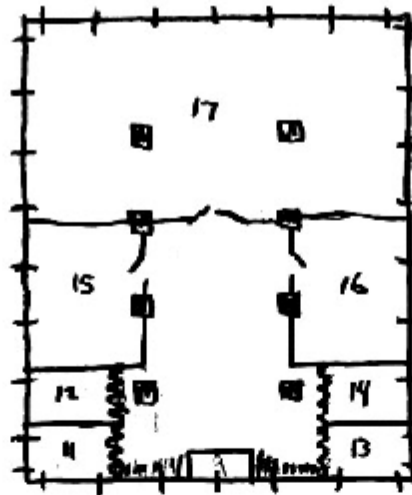
From six-armed yuan-ti

- Gold ring: This gold ring is set with a tiger's eye stone.

Temple Map

Note: Level 2 is
5 feet shorter on each
side than Level 1
1 Square = 5'

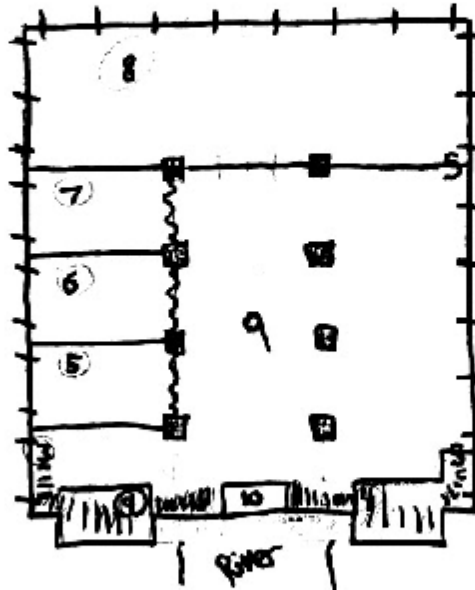
LEVEL TWO



13 x 6

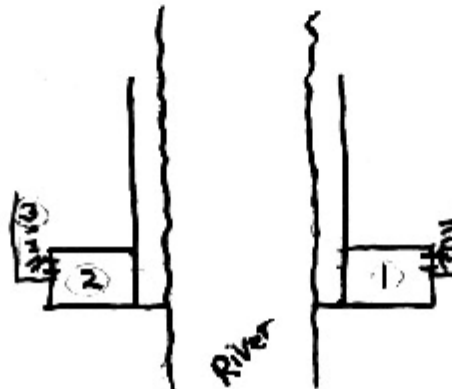
— = slits for ventilation
■ = stone pillar

LEVEL ONE



15 x 10

RIVER LEVEL



N

Valleena (Nhero)

6th level Cleric

Nubari, of a Koshiva tribe

Str 12

Dex 16

Con 14

Int 14

Wis 16

Cha 14

AC 13 (Dex) Initiative +7 (Dex and Improved Initiative)

Hit points 42

Base Attack Bonus +4

Saving Throws Fort +7 Ref +5 Will +8

Selected Skills: Concentration +8, Diplomacy +6, Heal +9, Perform +4, Profession – Herbalist +5.

Feats: Turn Undead, Alertness, Combat Casting, Dodge, Improved Initiative, Taboo Sense

Alignment: LG

Weapons: Quarterstaff, sling, sling bullets (6)

Equipment: Clothing and ceremonial garb, herbs and medicinal plants, rations

Spells: 5, 3+1, 3+1, 2+1 **Domains:** Healing (+1 level for healing spells) and Plant (Turn plant creatures)

Select spells from the following: (D) = Domain Spells

Orisons	1st Level	2nd Level
Create Water	Bless	Aid
Cure Minor Wounds	Command	Barkskin (D)
Detect Poison	Cure Light Wounds (D)	Cure moderate (D)
Guidance	Entangle (D)	Delay poison
Light	Magic Stone	Hold person
Mending	Protection from Evil	Lesser restoration
Purify Food and Drink	Shield of Faith	Spiritual weapon

3rd level

Cure serious (D)

Dispel magic

Meld into stone

Negative plane protection

Plant growth (D)

Prayer

Remove disease

Stone shape

Role-playing Notes: Valleena is a kind and friendly woman who has lived her entire life in the jungle. She is devoted to her studies to become a shaman and has resisted romantic advances until she reaches the intermediate level of her training. She is helpful and caring, but she is not afraid to offer her opinion on matters. She will protect the people of her tribe at all costs and will abandon her tribe's customs only in a life-and-death situation. She prefers to avoid combat if at all possible.