

SERPENT ISLE

PART 3: THE VIPER'S PIT

JVC PARRY



THE VIPER'S PIT

THE COST OF BEAUTY

Deep in the snake infested jungle of Serpent Isle stands an ancient temple. Rumour has it that something still lurks in that place. Something evil from a lost era of devils and darkness. Now fishing boats are going missing off the island's coast and dark shapes can be seen moving through the undergrowth. Could something have remained on that cursed isle?

A 3-5 hour Dungeons & Dragons 5e adventure for 4th-8th level characters

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NOTES

This adventure is sourced from the 'Serpent Isle Campaign'. It can be run either as the 3rd part of that campaign, or as a standalone adventure. Lore from the campaign is included in this print, as you may wish to find out more about the 'Serpent Isle Campaign', but feel free to ignore it. Also included are potential adventure hooks that will help you introduce this standalone adventure to you party.

Sample file

PART 3: THE VIPER'S PIT

This section adventure details the characters journey to Viper's Pit, as well as the dungeon itself. Where we left off from Part 2, the party have begun their search for an artefact known as the Blackheart, an item sacred to the tribesfolk of RedCrag Camp. They have been sent by Chieftain Kumba-Ha, who has promised to release the crew of The Solent if they return successful.

Characters should start part 3 at 3rd or 4th-level thanks to XP from the Infernal Shrine (see Part 2 of this adventure) as well as random encounters.

TRAVELLING TO VIPER'S PIT

The journey from RedCrag Camp to Viper's Pit should take a minimum of ten days. During this time, the characters should follow the travel rules detailed in "Blacksand Cove" (see part 1 of this adventure). This involves making Wisdom (Survival) checks to track through the islands jungle interior, as well possible random encounters.

DUNGEON BACKGROUND

During the great slumber of the yuan-ti, the first humans travelled to Serpent Isle. They believed that they were travelling to a new world, filled with riches and opportunity. When they arrived they realized that the Gods had tricked them, leading them to this desolate island, covered in dense jungle and filled with venomous snakes. In desperation, these folk took to devil worship, invoking these infernal fiends to assist in their survival.

One woman took this infernal worship to a new level. She became obsessed with the beauty of the serpents living on the island, worshipping them alongside the devils. Over time she gathered a cult of followers and began to accrue power. Her cultists built her a towering temple, now known as Viper's Pit. Known to her followers as Hethsha the Snake Mother, many chose to flee this new worship, retreating to the other end of the isle. Today, these are the tribesfolk of RedCrag Camp. Those that chose to remain loyal to Hethsha were eventually blessed by the the devils for their devotion. Some were turned into serpentine devils themselves, whilst others were bestowed with the arcane knowledge needed to summon more of their infernal kin. Hethsha herself was transformed by dark magic from the Nine Hells, morphing her into a medusa.

Few remain in their original form that know Hethsha's source of power originated from the Blackheart, and ancient artefact imbued with devilish power. This item allowed her to channel the Nine Hells, and she protects it dearly.

Though many years have passed, and many of her original followers have died at the hands of the awoken yuan-ti, Hethsha still lairs in Viper's Pit, and her remaining cultists continue to summon devils in her honour on the island.

She has enslaved a hydra, a foul serpentine beast that attacks boats which stray too close to Serpent Isle and brings back their crew for ritualistic sacrifices.

Until very recently, Hethsha continued to protect the original source of her power, the Blackheart, in her temple. Within the last few days however, yuan-ti agents have snuck into Viper's Pit and stolen the Blackheart from her. Hethsha the Snake Mother has not yet discovered this.

ADVENTURE HOOKS

If you have purchased this adventure as a one shot, rather than as part of the Serpent Isle Campaign, then you may wish to use different adventure hooks, not related to the Blackheart and the tribesfolk of RedCrag Camp.

Hook 1: A Worried Mother.

During their travels, your adventurers come upon a small fishing village where they can recuperate for a few days. Unfortunately, there seems to be a sombre atmosphere in town. At a local tavern, the characters encounter a weeping woman, being consoled by the bar keep. If asked, she will tell the party that her husband and son are the most recent victims of whatever still haunts Serpent Isle. Their fishing vessel has been missing for several days. Hopefully, the adventurers will feel compelled to help find her family.

Hook 2: An Item of Import.

Your party require a specific ancient item or artefact to progress further in their main campaign arc. After researching in a local library or consulting a wise sage about the location of the item, they determine that it may be found on Serpent Isle. This ancient island was once host to a devil worshipping cult who amassed a host of magical items to assist in their sanguine rituals. If you are playing this as part of the Serpent Isle Campaign, this item is the Blackheart.

Hook 3: Strange Statues.

Whilst on a sea voyage to a far off land, the party sail close to a large island, thick with jungle. Perhaps they think that there could be essential supplies located here, such as food or wood to repair the ship. As they draw closer to the island, they see petrified human forms on the shores. These stone statues are locked in stances of fear. A little way in the distance a shipwreck can be seen, where signs of a struggle are easily detectable. Large reptilian tracks accompanied by pools of blood lead toward the islands centre.



THE VIPER'S PIT

DUNGEON

The following passages describe the layout and feel of the dungeon, including the encounters that take place within. Descriptive text to be read aloud to the players is contained in the grey boxes.

OPENING

After traversing the dangerous, snake infested terrain the characters come to the ruined temple. Its design is simple yet imposing, just one block of seemingly solid stone. On closer inspection, several areas of the temple have crumbled away, but the dim light prevents characters from seeing inside.

The only entrance appears to be a set of stone doors, slightly ajar, on the southern wall of the building. These doors lead to area 1.

The characters instead may try to climb into the building through a large hole around 30 feet above the southern door. This requires a successful DC 20 Strength (Athletics) check to manage, as the walls are slick with moss and algae. This check can be made with advantage if the character has an appropriate item such as a climber's kit or grappling hook. This takes the characters to area 15.

1. ANTECHAMBER

If the party enter through the southern doors, they emerge into this area.

You slip through the open stone doors into a ruined antechamber of sorts, lit only by the dim light from outside. In the centre of this room is a large stone statue of a snake and in the corners are snuffed candles. A thin layer of water covers the floor and the air smells putrid.

This room is dimly lit by light from outside. If the party move more than 5 feet from the entrance into this room, the snake statue animates and attacks them. Use the stats of a **giant constrictor snake** but permanently under the effects of the stonesskin spell.

A successful DC 15 Wisdom (Perception) check reveals the sounds of claws clacking from the eastern passage.

Treasure. There are ten candles in this room which can be taken and used as a light source, as all of the interior is in darkness.



THE VIPER'S PIT

GENERAL FEATURES

Viper's Nest is a semi-ruined ancient temple devoted to serpentine devils. The rooms within have the following features in common.

Darkness. Viper's Pit contains no light sources.

The creatures within rely on their darkvision to see.

Ruinous. Several areas of the temple have collapsed over time. Any rubble can be moved with a successful DC 20 Strength (Athletics) check. Characters have advantage on the roll if they use appropriate tools such as a crowbar. Rubble counts as difficult terrain.

Serpent Heads. Spread throughout the dungeon are numerous stone carvings of snake heads. A successful DC 12 Intelligence (Investigation) check on any of these reveals that the fangs and eyes are movable. Characters who roll an 18 or higher on this check also notice that some of these statuettes disguise secret doors behind them, and that these doors can only be opened by either pressing the eyes or pulling the fangs of the serpent heads. It is impossible to tell which by sight. A successful DC 12 Intelligence (Arcana) check reveals that the serpent heads are magically trapped. Moving an incorrect part of a serpent head attached to a secret door, or any part of a serpent head not on a door, causes the spell flesh to stone to be cast upon any character touching the head. The spell save DC for this effect is 10. Spells such as dispel magic can prevent these traps from activating.

Devils. All the devils in this dungeon appear more serpentine than their usual forms, with orange snake eyes, scaled skin and writhing tails. Bearded devils also have viper beards.

2. RITUAL ROOM

You emerge into a cold stone room. In the centre of this room is a large stone slab carved into a table and adorned with serpentine motifs. Two desks of a similar fashion stand in the back corners of the room, covered with ivy. Thuribles hang on long chains from the ceiling.

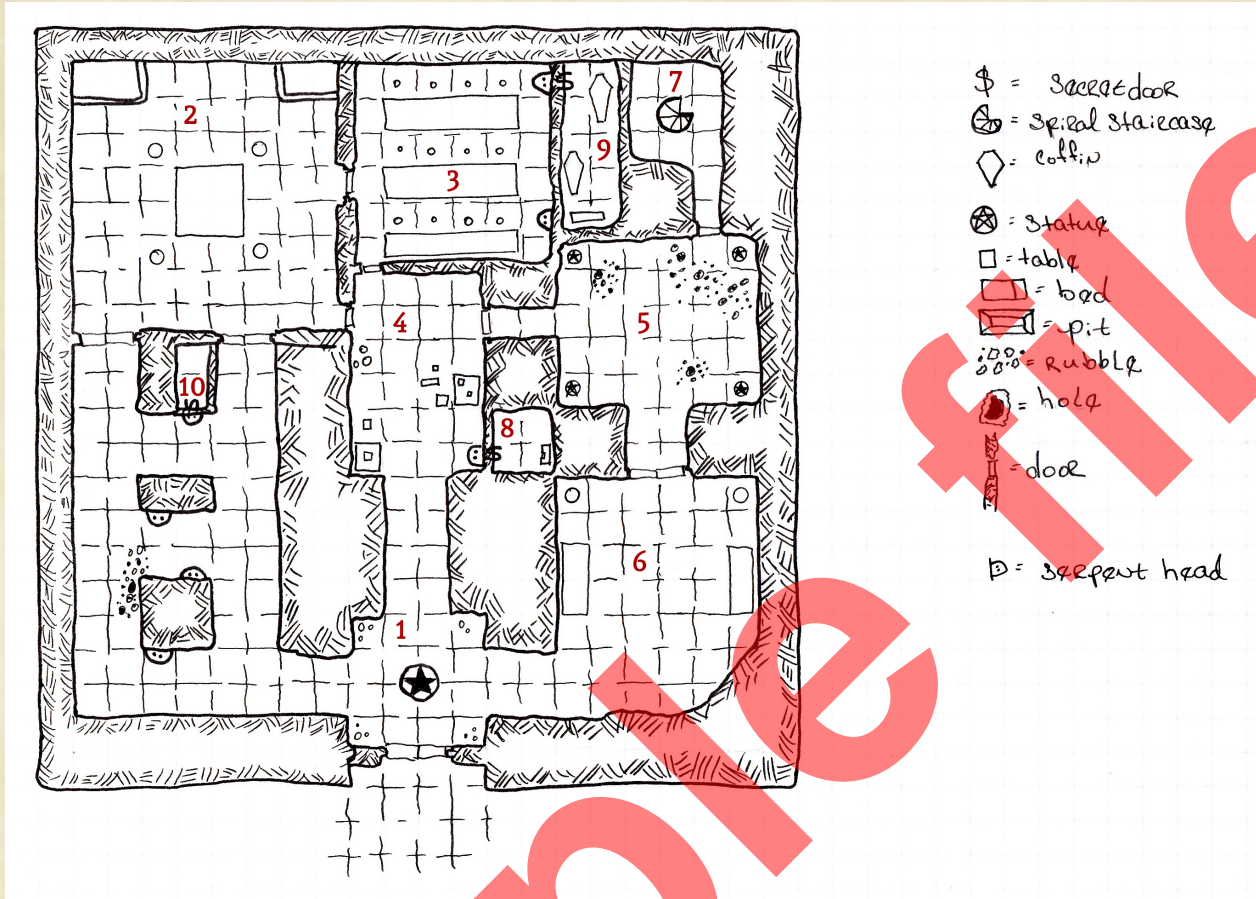
A successful DC 10 Intelligence (Investigation) check on the stone table reveals drying blood stains upon it.

A successful DC 12 Intelligence (Nature) check allows the players to ascertain that the ivy covering the desks is poisonous. Any character that touches the ivy must succeed on a DC 15 Constitution saving throw, taking 6 (1d10) poison damage on a fail. Any creature that takes this damage is also poisoned for 1 hour.

Treasure. There are numerous empty vials and strange metallic implements on the back tables which are worthless, but there is as a golden cage (250gp) and a golden snake idol (750gp).

MAP - VIPER'S PIT GROUND FLOOR

1 square = 5 feet.



3. BANQUET HALL

There are four **bearded devils** in this room who will launch themselves over the tables and chairs at the players as soon as they enter.

The aberrant creatures in this room have smashed most of the furniture to pieces. The long banquet tables remain mostly intact, but everything that was on them is strewn about the place. Large stone snake heads adorn the eastern wall.

The serpent head in the corner of this room conceals a secret door to area 9.

4. STORE

Leading up to this room's ajar door the party notice lizard-like tracks. Inside are three **basilisks** who are hiding behind crates and barrels, some of which they have destroyed in an attempt to find food. They will attempt to ambush the party, using their petrifying gaze on as many foes as possible.

You enter what is clearly a store room, but it has not been maintained or used for some time. The scent of the place suggests that most of the food must have spoiled. There is a large stone serpent head in the southeast corner.

In the southeast corner of the room is a serpent head. Behind this is a secret door to area 8.

A character with a passive Wisdom (Perception) of 13 or higher notices a damaged stone statue of a woman fallen behind one of the crates. The statue is badly damaged, the right arm has cracked off and lies nearby on the floor, and the right leg has been half-eaten by a basilisk. A successful DC 15 Intelligence (Investigation) check reveals that this is a petrified **yuan-ti pureblood**. The yuan-ti's name is Meehrithess. If the characters magically restore her, she begins to scream at the top of her voice, alerting all remaining creatures on the ground floor of the temple. They all converge in this room in one round. During that time Meehrithess rapidly bleeds out and dies from her horrific wounds.

If you are playing this as a standalone adventure, Meehrithess the petrified yuan-ti does not exist. You could instead replace it with Alder Fairsea, the husband of the worried mother from Adventure Hook 1.

Treasure. A successful DC 15 Intelligence (Investigation) check reveals 1d6+2 unspoiled rations, as well as a *potion of superior healing* and two eye agates (50gp each).

Meehrithess has a backpack containing five rations, a full waterskin, an explorers pack and 13gp. She also has a scimitar, which she drops to the floor if restored.

5. CHAPEL

You stand in what must have been a chapel. Whilst it is now ruined and devoid of furniture, the serpentine statues in the corners of the room and vaulted ceiling betray its previous function.

A successful DC 12 Wisdom (Perception) check allows characters to notice a door behind the rubble in this room.

6. SUMMONING ROOM

Clinging to the collapsed floor in the southeast corner of this room is a **barbed devil**. It is waiting to ambush the party, who it noticed as they entered the temple, with a hurl flame. It's writhing body is covered in fangs which erupt from its scaled skin. Characters with a passive Wisdom (Perception) of 16 or higher notice this creature's tail flicking around the edge of the precipice.

A strange set of grooves and patterns in the floor of this room suggest that it is a place of arcane rituals. The southern portion of the room's floor has fallen in, and you can hear a dripping emanating from the empty space. The side tables are covered in snake skeletons, knives and dried blood.

A successful DC 15 Intelligence (Arcana) check alerts the party that this room has been used in dark rituals to summon devils within the past few days.

Treasure. Atop the side tables are several worthless knives and trinkets, as well as an amethyst (100gp).

7. STAIRS

After digging through the rubble, you find a short passage leading to a spiral staircase leading up.

These stairs lead to area 11.

8. VAULT

To enter this room, characters must press the eyes of the serpent head that guards it in area 4.

As the stone serpent's head swings open, you see a small chest situated in this hidden vault. Leaning up against a wall is a staff which resembles a serpent and a spear made of black metal.

The floor of this room is a pressure plate which, when compressed, shoots poison tipped darts from pressurized tubes embedded in the far wall. These holes are disguised in a snake fresco but can be noticed with a successful DC 15 Intelligence (Investigation) check. The same check also reveals the pressure plate.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing four darts. Each dart makes a ranged attack with a +8 bonus against a random target in the entrance to this area. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

Treasure. Leaning against the wall is a staff of the adder and an adamantite spear (100gp).

The chest is locked, but can be opened with a successful DC 12 Dexterity check with thieves' tools, or a DC 18 Strength check. Inside are two potions of stone to flesh (Appendix B), a *potion of animal friendship* as well as a large diamond (500gp).

Also inside this chest is a strange locked lead box. A successful DC 18 Dexterity check with thieves' tools opens this box. Inside, the box is lined with velvet which outlines a heart shaped cavity. Black dust marks where an item must have previously been. This box used to contain the *Blackheart*, but it has been stolen by yuan-ti. They left the other items as they care little for unnecessary treasure. When they entered, they did activate the trap, but were unaffected as they are immune to poison. They carefully reset the trap after springing it to deter any following raid attempts.

If you are playing this as a standalone adventure and used *Adventure Hook 2*, the item of import should be here.

9. EMBALMING ROOM

To enter this room, the fangs of the serpent head guarding its entrance in area 3 must be pulled.

As the secret door opens it reveals a room filled with a pair of coffins, as well as a small table upon which are embalming implements.

Touching the southernmost coffin causes a poltergeist to emerge from it. It will begin by throwing the tools on the table around the room and creating a terrifying hissing sound. If the party remains in the room for another round it will begin to attack them properly.

The **poltergeist** is the trapped spirit of a revered cult fanatic who worshipped Hethsha. It will not attack anyone who wears the garb of her cult; green robes speckled with red.

Treasure. Both coffins contain a corpse with two small rubies on its eyes (250gp each).



10. HIDDEN HOLE

This room is only accessible by pulling the fangs of the serpent head in the corridor leading to area 2.

Beyond the serpent's head is a tiny hollow, almost entirely filled by a petrified figure.

A stone statue of a woman is frozen in place here, cowering back into the hidden hollow. A successful DC 15 Intelligence (Investigation) check reveals that she is a **yuan-ti pureblood**. Her name is Kerissitha, and she is one of the snakefolk agents sent here to steal the Blackheart from area 8. Her group succeeded in doing so, but whilst searching the vault they were ambushed by the basilisks. Kerissitha was turned to stone, but managed to escape to this hollow before becoming fully petrified. If she is magically restored in some way, the party will have the opportunity to interrogate her whilst she recovers from the petrification. A successful DC 14 Charisma (Intimidation) check forces her to tell the characters that the yuan-ti have stolen the Blackheart in order to reawaken Merrshaulk, their deity, who will allow them to take the island for their own, just as it was in the origins of time.

If you are playing this as a standalone adventure and used Adventure Hook 1, this petrified figure is Timothy Fairsea, the son of the worried mother. After his fishing boat was attacked by a 'sea serpent', he was kidnapped by devils and brought back here. He managed to slip away when they arrived, and fled to this hidden hole, unfortunately the serpent head turned him to stone in the process.

Treasure. Kerissitha has a backpack containing three raions, an empty waterskin, an explorers pack and 18gp. She also wears a shortbow and a quiver containing 16 arrows and carries a scimitar.

11. LANDING

You ascend the spiral staircase and emerge onto a ruined landing. Much of the floor has collapsed, leaving holes in the passageway.

Moving through the corridor without falling down to the layer below requires a successful jump of 15 feet. If a character is not capable of making the jump, they must succeed on a DC 15 Strength (Athletics) check in order to do so. If they fail, they fall down 30 feet into area 5 and take (11) 3d6 bludgeoning damage.

12. LIBRARY

Before you is a ruined library. The northwest corner is blocked off entirely where the ceiling has fallen in and several of the bookshelves are damaged where rubble has hit them.

The western door leading out of this room is barred on this side with thick iron bars. It is also locked with a large padlock. The bars require a successful DC 10 Strength check to move. A successful DC 12 Dexterity check with thieves' tools unlocks the padlock.

A successful DC 12 Intelligence (Investigation) check reveals a glass paneled section of the central bookshelf to the characters. Within this is a strange snake token. A successful DC 15 Intelligence (Arcana) check reveals that this glass is magically enchanted to explode if damaged.

The glass panel is locked and requires a successful DC 10 Dexterity check with thieves' tools to be opened. Alternatively, it can be smashed with ease. Smashing the glass does not require a check, but the character who breaks it is showered in shards of glass as it magically explodes outward. The character must make a DC 16 Dexterity saving throw, taking 11 (3d6) piercing damage on a failed save, or half as much on a successful one.

Treasure. Within the glass panel is a *quaal's feather token* – serpent (Appendix B).

13. GUARDROOM

You walk in on a pair of Basilisks devouring a petrified humanoid corpse.

There are two **basilisks** in this room, feasting upon a petrified cadaver. As soon as they are disturbed they attack. If the party wish to move past them undisturbed, have them make Dexterity (Stealth) checks against the basilisk's passive Wisdom (Perception). The corpse is unidentifiable.

There are two serpent heads in this room, one on both the east and west walls.

14. DIVINATION ROOM

This room can only be accessed by pressing the eyes of the serpent head in area 13.

The secret door swings open, revealing a small room with a desk. The ruined floor prevents you from easily getting at a crystal ball that sits tantalizingly upon a plush cushion at the far side of the room.

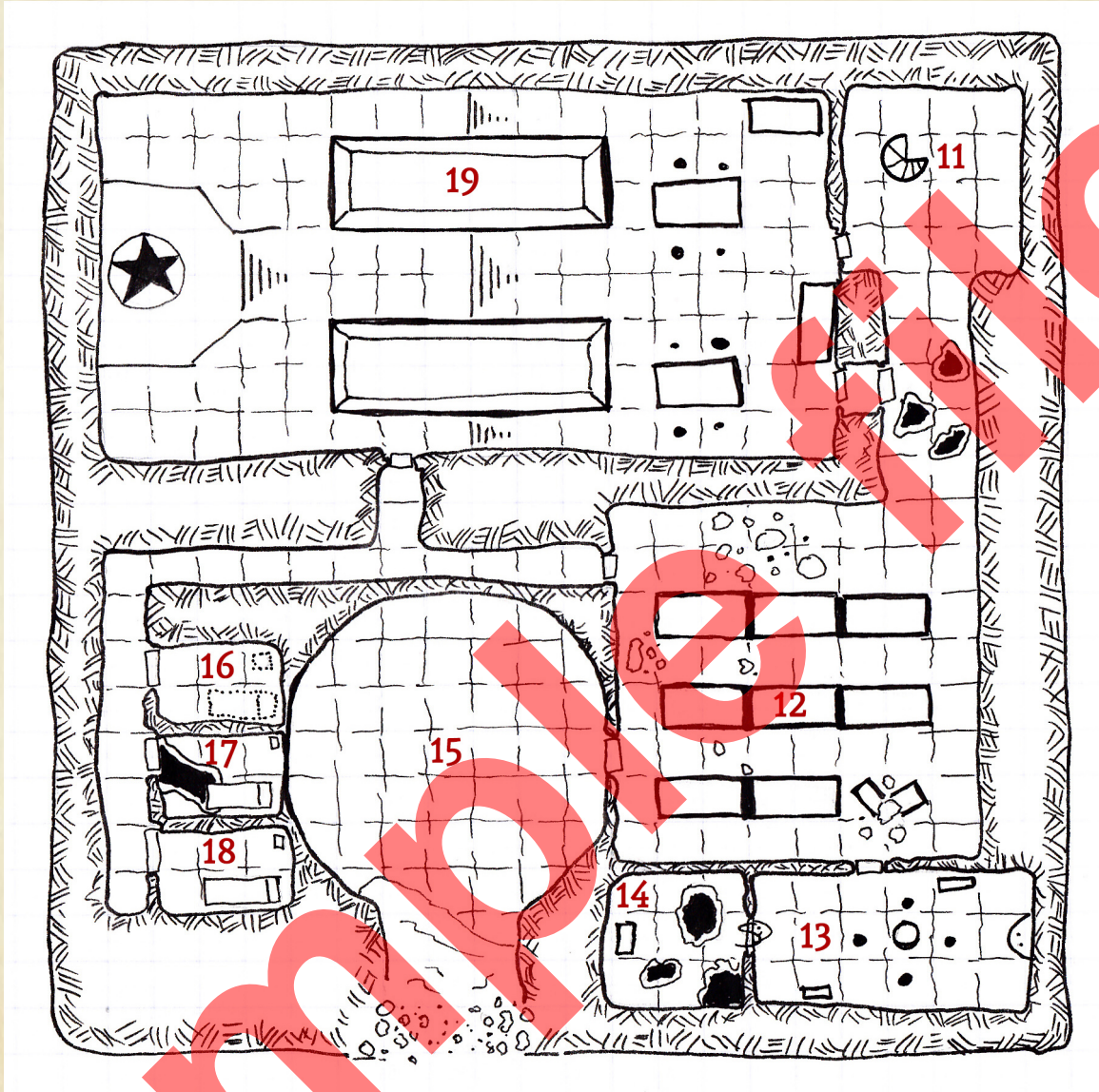
In order to get to the *crystal ball* the characters must succeed on a DC 17 Dexterity (Acrobatics) check to navigate the ruined floor. The first time a character touches the crystal ball they get a brief glimpse of the Blackheart.

This item sits on a green marble bench atop a red velvet cushion. As the character watches, the vision zooms out, revealing a shrine filled with yuan-ti. Before they can focus further, it zooms out again to a gigantic temple, then again to this temple surrounded by jungle. Suddenly it zooms back in, a serpentine face smirks, then throws a black cloth over the heart, terminating the vision. This was a view of Oss'Ithek, the Yuan-Ti citadel.

If you are playing this as a standalone adventure, the crystal ball gives the character a glimpse of the item they are looking for from Adventure Hook 2 (which may be in area 8, or already in their possession). If you are not using that hook, the character gets a brief glimpse of area 19.

MAP - VIPER'S PIT FIRST FLOOR

1 square = 5 feet.



15. HYDRA'S LAIR

To access this room you must unlock and unbar the door to it from area 12. Alternatively, the adventurers may start here if they ascended the exterior wall in the "Opening".

The room into which you arrive reeks of death. There are bones and body parts strewn across the floor, and the water, which laps around the corner, is a deep red colour. As you watch, a serpentine head slithers out from the darkness. It is quickly followed by another and another and another, until five serpentine heads glare at you. A deep growl rumbles from these, warning you to back off.

This room is home to a **hydra** which the cultists kept captive long ago. Clearly it has been able to break out through the large hole in the wall behind it. The devils that now reside here have little use for this beast, allowing it to roam the island.

The hydra here has just eaten, and will leave the party alone unless they intrude. If the characters remain and watch the hydra for a short time, four of its heads curl up and enter a slumber, whilst the fifth stays alert.

If you are running this as a standalone, it is this beast which has been destroying fishing ships.

Treasure. Submerged in the water where the hydra sleeps are several corpses and the skeletal remains of many more meals. Characters that search through these find a total of 600cp, 6,000sp, 2,000gp and 150pp in various coin purses and belt pouches. Other goods include a large gold bracelet (250gp), a silver brooch (500gp), a blue spinel (500gp), an *adamantine longsword* (750gp) a *potion of greater healing* and a *ring of jumping*.

16. BURNT BEDROOM

Opening the door reveals the ashen remains of what was once a bedroom. The bed is completely destroyed and all that remains of the side table is a blackened frame.

Treasure. Inside the unlocked side table are a few worthless books and trinkets, as well as 12gp.

17. COLLAPSED BEDROOM

The floor of this room has fallen away leaving the bed precariously balanced on the edge.

Opening the side table reveals a **poisonous snake** which immediately attacks whoever revealed it. It surprises any player who does not succeed on a DC 20 Wisdom (Perception) check before opening the drawer.

Treasure. Within the side table is a small obsidian dagger (25gp) and a handful of worthless papers, the writing worn off with age.

18. BEDROOM

Clearly this room once housed a high ranking cultist. Fine tapestries adorn the walls and the bedclothes, although now musty and damp, are of a fine textile. A small mahogany side table sits beside the bed.

A poisoned needle is hidden within the drawer of the side table. Opening the side table causes the needle to spring out, delivering a dose of poison. When the trap is triggered, the needle extends out from the top of the drawer. The character that opened the drawer takes 1 piercing damage and must make a DC 15 Constitution saving throw or be poisoned for 1 hour.

A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the drawer to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle. Unsuccessfully attempting to disarm the trap triggers it.

Treasure. Inside the side table is an antitoxin and a *potion of healing*.

19. CEREMONIAL HALL

You enter a magnificent ceremonial hall. The room rises vertically up toward a large serpentine statue atop a shrine, where a serpent-haired woman of astounding beauty is leading a chant with two bearded devils. You notice two deep pits on either side of the room filled with writhing serpents, from each of these a gigantic purple snake slithers out.

This room is occupied by one **medusa**, two **bearded devils** and two **giant constrictor snakes**. The devils and medusa are in the process of conducting a ritual and will attack if disturbed. The giant serpents are guarding the eastern entrances to the room, and will attack any characters they notice. The devils and medusa will not attack unless combat breaks out in the room, distracting them from their chant. If you feel this encounter will not be challenging enough, you can use the **medusa priestess** (Appendix A).

If attacked, their tactics are as follows: The giant constrictor snakes attempt to grapple targets and turn them toward the medusa so she can petrify them. Any un-grappled characters are targeted by the bearded devils who attempt to shove them into the snake pits.

Snake Pits. The snake pits are 5 feet deep at the lowest level of elevation (in the eastern part of the room) and 10 feet deep at the highest elevation (western side) and filled with small, poisonous snakes. If a character falls into the pit from the highest elevation they take 4 (1d6) bludgeoning damage from the fall. Any character within the pit is attacked by the swarming snakes. The pit snakes act on the initiative of the giant constrictor snakes, making one melee attack against each creature within either pit with a +6 to hit. A creature that is hit takes 1 piercing damage and 6 (1d4+4) poison damage.

Treasure. At the foot of the shrine in a small unlocked stone chest are three antitoxins, a *potion of stone to flesh* (Appendix B) and *wand of secrets*.



OUTCOMES

The outcomes of this adventure will vary depending on which hook got the adventurers to Serpent Isle.

Hook 1. If the party came on behalf of the mourning mother, they should at least be able to tell her a tale of vengeance of them destroying the beast which most likely killed her family and bringing justice to its owner. If they met Timothy Fairsea (see area 10), they may have been able to keep him alive and bring him home.

Hook 2. Hopefully the party managed to find the item hidden in the area 8. If not, try to encourage them to use the wand of secrets to do so. They can then use the important item to progress on their main campaign arc.

Hook 3. In this instance the party's curiosity should be satisfied. They may also have harvested some valuable rations from the island. These could take the form of snake meat or rations from area 4. They may also have picked up some tasty treasure from the temple.

If you are playing this adventure as part of the Serpent Isle Quartet, then characters should hopefully have realised that they are too late to the Viper's Nest, and the Blackheart has already been stolen by the yuan-ti. If all went well, they should have discovered that the location of the Blackheart is now at Oss'Ithek and the yuan-ti intend to use it to reawaken their deity Merrshaulk, who they believe will help them overtake the island once and for all.

Characters may wish to return to RedCrag Camp after finding out this news. If they do so, Chieftain Kumba-Ha breaks out into a fit of rage. He tells the characters that he will kill them and the crew unless they bring him back the Blackheart, and kill as many filthy snakefolk as they can on their way.

Once characters finish this section they should progress to part 4 of the adventure.

REWARDS

After fully exploring this dungeon, characters should gain around 5,000XP, taking them to 5th-level. The likelihood is that characters will get to 4th-level around half way through the dungeon. This should be encouraged, as the latter half of the dungeon is significantly harder than the former. They should reach 5th-level just before or directly after their final encounter.

CREDITS

A big thank you to Ken Carcas for editing all of my work and to Jeff Stevens for providing the maps.

ARTWORK

Caravaggio (cover)

https://commons.wikimedia.org/wiki/File:Medusa_by_Carvaggio

ALRadeck (page 10)

<http://alradeck.deviantart.com/>

My other work:

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APPENDIX A

This appendix presents new monsters encountered in this adventure.

MEDUSA PRIESTESS

This medusa is also a priestess. Give her the following changes and increase her Challenge Rating to 7 (2,900 XP).

Dark Devotion. The medusa has advantage on saving throws against being charmed or frightened.

Spellcasting. The medusa is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

APPENDIX B

This appendix presents new magic items found in the adventure.

POTION OF STONE TO FLESH

Potion, rare

This potion appears to be a flask full of gravel, but runs like a liquid. When this potion is poured into the mouth of a petrified creature, they begin to revert from stone back to their original form. This removes the petrified effect from the target.

QUAAL'S FEATHER TOKEN – SERPENT

Wondrous item, rare

This tiny object looks like a feather. Different types of feather tokens exist, each with a different single-use effect.

Serpent. You can use an action to throw the token to a point within 10 feet of you. The token disappears, and a spectral serpent takes its place. You can then use a bonus action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +8. On a hit, the target takes 1d8+3 force damage.

As a bonus action on your turn, you can direct the snake to fly up to 20 feet and repeat the attack against a creature within 10 feet of it. The whip disappears after one minute, when you use an action to dismiss it, or when you are incapacitated or die.