

Swords & Sorceries

The Temple of Lost Prayers

“The Temple of Lost Prayers” is a Swords & Sorceries adventure for the Fifth Edition of the world’s most popular fantasy role-playing game.

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On the Cover

TBD

Introduction

The adventurers have come to Sindusa, the Land of Light, an ancient kingdom amid impenetrable jungles. In the fortress-village of Jarathapura, they learn that the prince is caught by an evil curse in an ancient temple, and his sister the princess is desperate for his safe return. In the temple, the adventurers may find the riches of a forgotten goddess—and by rescuing the prince, they might expect greater rewards still.

The Temple of Lost Prayers is optimized for five 4th-level adventurers. Some encounters recommend ways to make things challenging for a substantially stronger party or easier for a substantially weaker party.

How to Get Here

In all likelihood, Sindusa is isolated from the adventurers’ homelands by enormous distances, vast mountains and rivers, and a dangerous sea. Why have they come so far? Choose one of these motivations for them or invent one:

- They have traveled as guards of a merchant caravan across countless lands.
- They followed tales of the Jewel of Hatamata, said to be the largest, most valuable ruby in the world.

- They seek the famously wise sages of Sindusa, whose scrolls look back on thousands of years of history and who regard their land as the birthplace of the gods.
- They heard a prophecy that in Sindusa they shall shape the fate of a great land.
- They heard that in Sindusa armies go to war with huge, strange beasts trained for battle, and hope to bring those beasts and their use home.

If the adventurers undertook a great journey to come to Sindusa, then it may have been substantial time since their last adventure—a year, maybe two, of living, undertaking small jobs and minor adventures along the way, and wandering. Each adventurer must spend enough gold for 12 months of upkeep. During that time, you may wish to allow each adventurer to undertake downtime activities that amount to 100 downtime days.

General Features

Sindusa has the following general features:

Terrain: Sprawling, tumbling, dusty, ancient villages and castles surrounded by deep jungles and huge rivers. Tall mountains loom far in the distance.

Weather: Sweltering and humid. Any clothing at all feels stifling to wear. Sindusan warriors don armor only when battle is sure.

Sights: Buildings of stone and hard-packed clay. Shrines open to all visitors, often maintained by priests who offer their best wisdom and survive on gifts. Village streets reinforced with stones to make the mud of heavy rains less miserable. Roads between towns remain muddy year round. The sun and moon shine brilliant overhead, except when sudden staggering storms turn the world gray. In the forest, the brilliance of the sun is a deep, lush green and the gleaming moon is a dizzying pattern of chiaroscuro shadows.

Sounds: A hundred or a thousand unique songs of prayer or celebration at sunrise, the beginning of work, the day's meal, work's end, sunset, and deep night. Merchants calling out to strangers, begging them to see and buy the wonders of this great and ancient land. Chattering monkeys. The rumbling growl and coughing roar of a tiger held in captivity. The whisper of a snake gliding into leaves and out of sight.

Languages: Sindusan. The language known to the adventurers as Common is exotic. Only a handful of well-traveled merchants or unusually well educated nobles speak it. However, Common and Sindusan share strange, forgotten origins. An adventurer who knows Common and either Celestial or Primordial can make a simple idea, request, or instruction—one or two words—known in Sindusan with a DC 15 **Intelligence (Religion)** test.

Appearance: Growing accustomed to the brilliant sun since time immemorial, the people of Sindusa have dark brown skin, almost universally black hair, and dark brown or black eyes. Most clothing, even the humblest loincloth, is brightly colored, and tunics and robes are woven with lovely patterns. Guards on duty wear scalemail shirts and carry long spears.

Female Names (roll 1d10): Adrika, Aditri, Antara, Charvi, Daksha, Gatha, Kavia, Nalini, Sukanya, Talika.

Male Names (roll 1d10): Athrit, Asav, Bavish, Danush, Harit, Jagrav, Naman, Nilay, Satvik, Sashwat.

Gods of Sindusa

The exalted scholars of Sindusa call it the birthplace of gods and mortals. A mighty, storied pantheon is worshipped widely—mortals born long ago who ascended to godhood, variously described as residing in the Upper Heavens, the nearer Lower Heavens, and on or in the Earth—but every village also has its own local gods and spirits.

If you have played earlier scenarios in the *Swords & Sorceries* line and used their mythologies in play, some gods of Sindusa may seem familiar. Sindusan sages say worship of

the gods of the Land of Light spread far over many years. They overlap explicitly with many gods and goddess of the far-flung Samarran kingdoms and the broken Zyirran empire, both featured in “The God-King’s Curse.” They also share features with the gods of the nomads of Iskutai, far to the north. Priests and scholars of Sindusa see this as proof that Sindusa is the birthplace of the gods, and those far, foreign lands know only shadows of the truth.

DEITY AND PANTHEON	DOMAINS
Bhora, Queen of the Dawn Goddess of sunrise, spring, youth, beauty, love, fertility; mother of elves; a goddess of the Upper Heavens. <i>CG</i> .	Life
Chalungal the Wild Goddess of the moon, the wilds, passion, prophecy, courage, madness, and inspiration, mother of beasts and queen of wood elves, who overthrew Dulsht and banished her to the underworld and moonless nights; a god of the Upper Heavens. <i>CN</i> .	Nature, Trickery
Diaral of the Sun and Sky The distant creator of the universe who has countless aspects of every sex and gender, and whose chariot is the Sun that lights the day. Diaral established order and fate for all creation and taught the gods and mortals law, civilization, wisdom, and justice; a god of the Upper Heavens. <i>LN</i> .	Knowledge, Light
Dulsht the Bloody Vampire, bat, stirge, owl, or spider goddess of the night, death, cruel fates, theft, and witchcraft; said to have been a form of Akashra who split away and refused to embrace anything but evil; queen of vampires, demons, and dark elves; a goddess of the Upper Heavens. <i>CE</i> .	Death, Life
Kapikhan the Smith, the Monkey King Ape god of mining, smithing, crafting, and loyalty, who who fought in the army of Akashra against the monsters of Dulsht, Samatur, and Selosa; famous for his holy quests on behalf of the gods; patron of dwarves and paladins; a god of the Lower Heavens. <i>LG</i> .	Forge, Knowledge
Kharan the Herder God of herding, journeys, roads, crossroads; father of gnomes; a god of Earth. <i>N</i> .	Nature
Samatur the Dragon Said by some to be an earlier name for Tiamat: dragon-goddess of the ocean from whom Akashra raised the earth and nations. Goddess of greed and vengeance; mother of monsters; bound in the depths until the world’s end; a goddess of Earth. <i>CE</i> .	Knowledge, Trickery
Selosa, Queen of Heartbreak Goddess of sorrow, impossible love, inevitable loss, and death; once propitiated to keep her at bay, imprisoned after war with the gods; a goddess of the Lower Heavens. <i>NE</i> .	Death, Trickery
Tulan of the Storm	Tempest, War

King of Heaven; god of storms, thunder, rain, sailing, and battles; commanded the armies of heaven against Dulshat, Samatur, and Selosa; overthrows monsters and keeps cruel Samatur bound in the depths of the ocean; King of the Lower Heavens. CG.

Valda the Mother

Life

Earth-goddess drawn by Diaral from the stuff of the chaotic sea and given shape and purpose, mother of gods and the first mortals; favorite of halflings; a goddess of Earth. NG.

Karvara of Jarathapura

The missing Prince Nirav, called the *dahvi*, is one of two joint rulers of the country, village, and castle all called Jarathapura. The other ruler is Nirav's sister, Karvara, the *dahva* or princess of Jarathapura.

Whatever their purpose in coming to Jarathapura, the adventurers soon hear reports of the missing prince and Karvara's desperation to rescue him. Nirav has been lost for two months. An evil witch tricked him and trapped him in a lost temple in the heart of the jungle. The magic of the temple keeps it hidden from all intruders. The only way to find it is with the help of a sacred tree near the village.

The princess' soldiers undertook three expeditions to rescue the prince. A small group went in search of the sacred tree but was never seen again. A larger group returned after failing to get any direction from the tree. The third group ignored the tree, followed what lore they had in search of the temple, and was never seen again. The princess has despaired.

Asking the Common People

The common people of Jarathapura are divided over Nirav. Some want the prince rescued because his fate is a sign of the gods' disfavor. Others fear that the witch's curses mean doom for the village if Nirav is rescued. They say that seeking the temple is certain death.

Visiting the Castle

The castle is a thousand years old or more, its oldest corners crumbling. Its high walls ripple unevenly around the oldest parts of the village, with most of the village sprawling outside. The tall keep at the center is built with rounding curves that show no sharp angles, but vines creep through many windows.

Guards send word inside when the adventurers come to the gate. After half an hour, Karvara and her ministers greet the adventurers with royal dignity in the old castle's greeting hall.

Karvara is 25 years old, tall, golden-skinned, with black hair and eyes and fine features. She wears a gleaming tunic and skirt of gold, yellow, and burnt orange. Karvara is well-travelled and speaks Common as well as Celestial, Primordial, and Sindusan.

Karvara sits in an ornately carved chair on a dais. A second chair, twin to the first, sits empty at her side. Guards and ministers surround her.

Karvara and her ministers appear skeptical of the adventurers, but she is courteous. She offers cushions for them to sit and nuts and juices to refresh themselves. "Brave adventurers, welcome to Jarathapura," Karvara says. "I pray that you favor us with tales of your courage and cleverness."

If the adventurers impress Karvara with stories of their exploits, she looks relieved and hopeful. She says, "We have great need of your courage and skill. May Akashra bless your way with light."

Otherwise, she and her ministers become convinced that the adventurers are wandering beggars. She gives them each a gold piece to sustain them and sends them on their

way. In that case, the adventurers could get some of these details from a holy man or woman in the village; the details are up to you.

The Quest

Karvara (or a village holy person) explains the trouble:

- The empty chair at her side belongs to her brother, Nirav, the *dahvi* or prince of Jarathapura.
- Nirav is trapped in a lost temple thanks to an evil witch named Baaghdayan. (An adventurer proficient in Sindusan or Celestial recognizes that “witch” is an imprecise translation. The word connotes a feminine person or thing endowed with great power.)
- The lost temple is home to the Jewel of Hatakama, a great ruby.
- As long as the jewel remains in the temple, Nirav may not leave without dying.
- Once the jewel is removed from the temple, its power will fade and Nirav can be freed.
- The temple is said to be cursed and filled with dangers. No heroes of Jarathapura are great or courageous enough to seek it.
- If the adventurers find the temple, rescue Nirav, and bring the Jewel of Hatakama to Karvara, she will reward them with great riches.
- Naturally, if they steal the Jewel of Hatakama for themselves, the army of Jarathapura will pursue them to the ends of the earth.

If the adventurers agree, a tear of relief comes to Karvara’s eye. She asks them to join her in a midnight ceremony in the Fire Room to pray for their success and safety, and then to feast with her. Servants courteously escort each adventurer to a small bed chamber to rest and show them a fountain-room where they can bathe.

The Fire Room

The Fire Room is a wide, square chamber with steps leading down to a central platform, which surrounds a fire pit. A stone altar stands on each side of the pit. The roof above the pit is open to the sky. The ceremony is late at night. A bright fire burns in the pit and the moon shines directly overhead.

The princess and a handful of priests expect the adventurers to join the ceremony, imitating the prayers as best they can. If any adventurer declines, the princess and priests look surprised and unhappy, but they continue.

Blessings of Tulan: All participants stand on the south steps, facing north toward the fire. The priests pass around a bowl with a holy potion called *madzya*, a creamy, slightly bitter liquor, thin but greenish-white. It makes the drinker feel detached from the ordinary world but at the same time excited and elated. After each participant takes a sip, they sing a hymn to beg the blessings of Tulan, deity of storms and lightning, King of Gods, chief god of the Lower Heavens. Each participant (including each adventurer, if they cooperate) throws a golden coin into the fire as a gift to the god.

Blessings of Chalangal: All participants stand on the west steps, facing east toward the fire. The priests pass around the *madzya* again, and then sing a hymn to propitiate Chalangal, goddess of the moon and the wilds, a goddess of the Upper Heavens. The priests sacrifice a goat at the west altar. They toss a cupful of blood into the fire for the goddess and retain the carcass for cooking.

Blessings of Kaphikhan: All participants stand on the east steps, facing west toward the fire. The priests pass around the *madzya* again, and then sing a hymn to beg the blessings of Kaphikhan, the Monkey King, the smith and craftsman of the gods who is famous for his holy

quests. The priests toss a bundle of wheat, grasses, and beans into the fire as a gift to the god —Kapikhan eats no meat—and beg his guidance, cleverness, and courage.

Afterward: The leading priest deems the ceremony successful. If any adventurers refused to participate, other priests look dubious at this pronouncement, but they say nothing. The priests butcher the sacrificial goat, cook it over the fire, and serve in the feast that follows. Each adventurer who participated in the full ceremony gains inspiration (mainly from the drink).

The Blessed Drink: If the adventurers ask about the liquor *madzya*, Karvara says it is a holy drink, beloved of the gods themselves. Some say it granted the gods immortality when they became powerful enough to withstand drinking enough of it. Its preparation is a secret of the highest Sindusan priests, and they share it with no one. Each adventurer who drinks all three rounds of *madzya* in the ceremony gains the ability to cast the *guidance* spell once by invoking Tulan, Chalangal, and Kapikhan.

The Feast

The princess and her household and guests dine in a broad chamber where high windows let in the breeze but very little rain. Each diner has cushions to sit at the long, low table. Servants bring towels and bowls of water for diners to thoroughly wash their hands.

Then the food appears. Diners pass around countless bowls of rice, lentils, flat breads, creamy sauces both sweet and terrifically spicy, curds, nuts, fruits, and meat from the goat sacrificed in the ceremony. Diners serve themselves, eating with their hands and washing often in water. There are cups of goat's milk, water, and sweet wine to drink.

Karvara and her court are intensely curious about the adventurers and their homelands. Remind the players that this is a good opportunity to earn inspiration by playing up their background features and motivations.

The Sindusans are also happy to talk about their own country and beliefs, which you can draw from the information found under **HOW TO GET HERE** and **GODS OF SINDUSA**.

When the feast ends, servants clear away most of the bowls, leaving only fruits, nuts, and drinks.

More About the Quest

During the meal, Karvara shares more details about the adventurers' mission:

- The temple is hidden by magic. To find it, they must have a magical key, a remnant of the lost temple that can guide visitors there.
- The key is in the heart of the Treasure Tree, an ancient tree in the jungle. It is called the Treasure Tree because people have always embedded coins in its bark for blessings from the gods.
- Karvara has no fear of the lucky tree being chopped down. It is hardly the only sacred tree in the forest.
- An ancient saying, its origins forgotten, that says that to enter the temple, "one must go by the way of Tulan and walk upon his thunder."
- The adventurers must overcome the temple's savage guardians. She does not know their kind or nature, only that legends warn intruders away with the fear of them.

Listening to her and observing her people, each adventurer who has a passive **Insight** of 13 or higher, or who makes a DC 16 **Wisdom (Insight)** roll, becomes convinced there is more to the story.

Careful Questioning

Careful questioning draws more details out. It may require a DC 13 **Charisma (Persuasion)** roll if the adventurers' prying is clumsy. The princess may somewhat shamefacedly admit that she left important truths aside, out of fear that the adventurers would be frightened away:

- The Jewel of Hatakama keeps the evil witch Baaghdayan out of the lost temple. She wishes to return to the temple, which once was consecrated to her cruel goddess, long forgotten by everyone else.
- The witch tricked Nirav into trying to sneak in and steal the jewel as a gift for her, promising her eternal love.
- Karvara does not know for sure that her brother still lives, but the witch said so the last time they spoke. Karvara banished the witch. Baaghdayan vanished, laughing cruelly.
- If the adventurers seize the jewel and free Nirav, the army of Jarathapura stands ready to surround the lost temple and destroy it and the witch.

After all that, each adventurer who has a passive **Insight** of 15 or higher, or who makes a DC 18 **Wisdom (Insight)** roll, becomes convinced there are deeper secrets still.

Deeper Secrets

Still further questioning draws even more details out. It may require a DC 13 **Charisma (Persuasion)** roll if the adventurers' prying is clumsy. The princess may reveal:

- The princess and her brother were pupils to the witch Baaghdayan, foolishly learning magic from her before they knew the extent of her evil. Tall, beautiful, and wise, with long hair like silk and eyes that glittered like opals, the witch entranced and deceived them. When Nirav was trapped, the witch returned to Jarathapura. She said that all would be well if only Karvara pledged herself to Baaghdayan again. Karvara refused.
- The witch taught them magic, but also cursed them to become weretigers. From time to time, their people must restrain them in a tiger pit so that they do not run wild. The princess needs her brother freed so that together they can find a cure to their curse.
- No local adventurers are willing to rescue Nirav, not because of cowardice but because they fear that interfering with the Treasure Tree, the witch, and the long-forbidden temple will mean ill things for Jarathapura.

All these secrets are known to Karvara's ministers, who show sadness but no shock at each revelation, and who similarly could be talked into sharing them if the players do not press the princess.

Experience

- Uncovering all of Karvara's secrets earns 1,875 XP

The Treasure Tree

At sunrise, Karvara's servants send the adventurers out with parcels of rations, 7 days' worth each, to sustain them in between hunts: rice to be boiled, nuts, salted goat meat wrapped in leaves, and dried figs.

Karvara offers to send a guide to help the adventurers find the Treasure Tree. If they accept, the guide is an energetic young boy named Mahrava. If they decline the guide, the adventurers must seek the Treasure Tree using the process described under "Finding the Temple" on page XX. Their **Wisdom (Survival)** checks to find the tree are at DC 10.

Mahrava the Guide

Raised by priests, Mahrava speaks Sindusan, Primordial, and Celestial but no Common. If he shares no language with the adventurers, that does not seem to bother him. He leads the way, pointing out pitfalls, dangerous plants and animals, and unseen rivulets of clean water, chattering instructions the whole time as if that will bring the adventurers to wisdom and understanding.

If Mahrava shares a language with the adventurers, he explains things constantly. He speaks in a formal manner like the priests who raise him, with just the barest pretense of humility.

- **The Haunted Jungle:** Mahrava says that the jungle is home to countless spirits and demons. Mahrava expects that the adventurers are wise enough to pray constantly to the gods for protection.
- **Finding Water:** Mahrava says he is sure the adventurers know how important it is to seek sources of water. The jungle is lush and green, but water fresh enough to drink is rare. Animal trails often lead to it.
- **Finding Food:** Mahrava congratulates the adventurers on being so wise as to bring rations to cook every night, since their noisy footsteps will frighten all the deer and other game animals away and summon hungry spirits and demons to their fireside.
- **Wearing Armor:** Mahrava admires adventurers who wear armor or thick clothing. He says that he would sweat his life away and attract hungry insects from miles around, wearing such things. The adventurers are surely as strong and heedless as lions.
- **The Treasure Tree:** Mahrava says that destroying the Treasure Tree would be a sad thing, a terrible thing for the people of Jarathapura, who need all the blessings they can get. Not for the princess, of course. She has blessings to spare. Why else would she be princess? Mahrava does not say all this to try to convince the adventurers one way or another. Whatever happens is fate, and fate is like the weather, sometimes good and sometimes bad.
- **An Offer to the Tree:** If the adventurers ask what they could do other than destroying the tree, Mahrava says perhaps the Treasure Tree would make a trade. If it holds an ancient, holy relic, perhaps they can offer an even more ancient and holy relic in its place. He has no idea what that might be, but he says the adventurers are clearly wise and famous heroes, and everyone knows heroes carry wonderful relics.
- **Going Back:** Mahrava says that whatever the *dahva* said, he thinks the adventurers are wise enough to simply make a gift to the Treasure Tree and then return safely with him to the village. After all, the jungle is home to tigers, serpents, bears, crocodiles, thieving monkeys, ghosts, secret spirits, gods and goddesses, and every manner of dangerous thing.

Once he has shown them the Treasure Tree, Mahrava offers one last time to show them the way back to Jarathapura. If they decline, he volubly admires their courage until they offer him payment. Then he thanks them, vanishes into the woods, and is soon long gone.

The Tree and Its Guardian

If the adventurers are guided by Mahrava, they find the Treasure Tree about midday, after 5 or 6 hours of walking through the jungle. If they do not follow Mahrava, one (and only one) of them can attempt a DC 15 **Wisdom (Survival)** check once per 4 hours to find the tree, following directions given in the *dahva's* palace.

The Treasure Tree stands in a small clearing, where a clean brook babbles nearby. The tree is tall, thick, crooked, and lumpy. Powerful branches sprawl overhead, impenetrably thick with sharp leaves. The trunk is entirely covered in copper and a few silver coins of every

ancient shape and description. Some were recently pressed into the bark. Some, especially those high out of reach, can barely be seen as the bark has grown around them.

If the adventurers have any way to sense its presence, an immense, ancient, blessed cobra sleeps amid the tree's thick branches about 12 feet high. The blessed cobra often rests in the tree between meals.

The treasure tree is an awakened tree, though it has mostly slept for uncounted years. If the adventurers begin to pry coins from its bark or chop into it, it starts awake. They hear a whispering, groaning sound from its branches, like speech. Any adventurer who speaks Sylvan understands it. It angrily demands that they stop disturbing its rest and its flesh.

If the adventurers imprecate the tree respectfully, it responds only if they address it in Sylvan. If they use any other language, the blessed cobra responds instead.

The Blessed Cobra

In a hissing voice, the cobra says it can speak to the tree on the adventurers' behalf. But it demands the gift of a meal. One of the adventurers themselves would suffice, or perhaps their young guide Mharava. The cobra says it hardly ever preys on the villagers who visit the tree and is hungry for the sweet flesh of human, elf, dwarf, or other thinking creature.

If the adventurers challenge the cobra, they hear a lethal hissing as it descends into view. It leans down to face them, its hood extended impressively as a warning. An adventurer with a passive **Religion** score of 13 or higher, or who succeeds at a DC 16 **Intelligence (Religion)** check, recognize the markings on the blessed cobra's hood. This kind of serpent is often seen in Sindusan paintings as a servant of Tulan, the divine king. The cobra's body is a foot or more across and stretches far into the tree's branches.

Fighting the Tree or the Cobra

The cobra has such long reach that it need only descend within 20 feet of the adventurers. The cover of the tree's shadows and limbs grant it +2 AC against their ranged attacks. The blessed cobra retreats if it can seize an unconscious or dead adventurer, or if it is reduced to 20 hit points or fewer.

The tree pays little attention as the adventurers fight the snake. The huge cobra often feeds. But if they kill the cobra, the tree grows frightened and attacks. The adventurers can calm it if they lower their weapons and succeed at a DC 13 **Charisma (Persuasion)** check, regardless of language.

If the adventurers harm the tree while fighting the snake, they must battle the tree and the cobra both.

The Treasure Tree is fully intelligent and has no wish to die. If reduced to half its hit points, it uproots itself and attempts to flee into the forest, using its roots as countless slithering and grasping legs.

If the adventurers kill the Treasure Tree, they hear angry whispering and groaning from the trees all around.

For a weak party: The tree and the blessed cobra each have 40 hit points.

For a strong party: The tree and the blessed cobra each have 75 hit points.

The Key

To find the key to the lost temple, the adventurers must chop their way into the dead Treasure Tree or negotiate a trade.

Chopping the key out of the dead tree's heartwood requires four DC 13 **Strength (Athletics)** rolls. Each attempt takes 1d4 hours and incurs that adventurer a level of exhaustion. No more than 2 adventurers can make an attempt at the same time.

If the adventurers keep the tree calm despite the interference of the cobra, they can negotiate with the tree instead of fighting it. If they say they want the key to the lost temple, it

seems to instinctively understand. It lowers a branch, its twigs gathered like a hand waiting for an offering. Each adventurer must offer their most valued possession. Falsely passing something off as most valued requires a DC 10 **Charisma (Deception)** check. Any other offering clatters to the ground, unclaimed. After each adventurer makes a suitable gift, the tree lifts their gifts out of sight. The adventurers notice a hole in the bark they had not seen before. Inside is the key.

If the adventurers give the cobra one of their companions or poor Mharava to eat, the serpent hisses to the tree in satisfaction. The serpent then explains they must each give the tree their single most valued possession in trade for the key, as described above.

The key is a small, bronze statue. The statue is unthinkable ancient, worn and distorted by the slow growth of the Treasure Tree. It depicts a thick, humanoid shape wearing robes, sitting cross-legged as if meditating, holding a tiny red ruby speck in its warped hands.

Using the Key

If an adventurer holds the statue and asks or thinks, “Where is the Jewel of Hatakama?” or “Where is the lost temple?”, the statue seems to pull them deeper into the jungle.

If the adventurers do not think to ask, then whichever of them carries the key subtly comes under its strange influence. While walking, that adventurer seems to lose focus and unthinkingly walks off the path, toward a certain spot deep in the jungle. If the others follow, they journey toward the temple.

Experience

- Defeating the blessed cobra earns 450 XP.
- Defeating both the blessed cobra and the Treasure Tree earns 1,350 XP.
- Killing the Treasure Tree when it is clearly unnecessary earns 375 XP for each evil-aligned adventurer.
- Negotiating a trade with the Treasure Tree instead of killing it earns 375 XP plus inspiration for each good-aligned adventurer.
- Finding the temple key earns 1,875 XP.

The Jungle’s Revenge

A few hours after the adventurers seize the key, 3 dryads emerge one at a time from immense banyan trees. They call themselves Sundarata (“beauty”), Tamanna (“desire”), and “Anurakta” (“devotion”). The dryads seem to be willowy-slim Sindusan women with wide eyes like dark pools, draped scantily in sheer cloth of orange, yellow, and pale green. They radiate charm that is either friendly or seductive, depending on each adventurer’s proclivities. They intend vengeance for the awakened tree or the blessed cobra, or if nothing else then the adventurers’ seizure of the key.

Isolating the Adventurers

When a dryad emerges, she attempts to approach by stealth to within 30 feet. She attempts to sway one adventurer with her fey charm. If possible, she sways an adventurer unseen by the others.

How the charm affects the adventurer depends on the character. Perhaps the adventurer becomes charmed by Sundarata’s sparkling beauty, alluring song, captivating dance, or a smile that promises laughter and true friendship. If a dryad’s fey charm fails, the dryad withdraws and tries again soon on another adventurer.

If multiple adventurers follow one dryad, the next dryad tries to lure them away. They prefer each dryad to have only one follower.

If multiple adventurers still follow one dryad, she uses her *tree stride* ability to flit swiftly through the woods, requiring three DC 10 **Strength (Athletics)** or **Dexterity (Acrobatics)** checks or **Constitution** saving throws for each to keep up. If one adventurer is quicker than others, she turns her charm on that adventurer and tries to lure that adventurer away alone.

If, after all that, multiple adventurers *still* follow one dryad, she lures them into the path of 2 tigers, 4 wolves, or 4 giant lizards. The beasts are charmed to defend her.

“Follow Me”

Each dryad has her own way to lure adventurers to their deaths.

Sundarata and the Tall Trees: Sundarata gestures for a charmed adventurer to follow her. Half a mile away, she steps behind a tree, then reappears on the branch of another tree 30 feet away and 30 feet up. She laughingly says to climb up. Then she disappears into the tree and steps out on thinner branches another 30 feet up, and says to join her. As the adventurer climbs, she stays out of sight and calls out encouragement. She casts the spell *bhaala* on a bamboo spear and casts *barkskin* on herself. When the adventurer is 60 feet above the ground, she steps near. Her demeanor has changed to one of ruthless vengeance. She attacks the adventurer’s treelimb. That requires an attack against AC 10. The tree limb has 6 hit points. If it breaks, the adventurer falls. The adventurer can grab a limb and stop the fall with a DC 15 **Strength (Athletics)** or **Dexterity (Acrobatics)** roll. If that fails, the adventurer takes 2d6 damage and can try again at DC 20. If that fails, the adventurer falls to the ground and takes 4d6 damage. The dryad appears from a tree next to the fallen adventurer and tries to finish the adventurer off. She flees if she loses half her hit points.

Tamanna and the Bears: Tamanna gestures for a charmed adventurer to follow her. She leads the charmed adventurer away. Half a mile into the forest, she leads them into cavelike tumble of fallen trees. It turns out to be the den of 2 sloth bears that she has already charmed. She tells the bears that the adventurer wants to hurt her, and the bears attack the adventurer. She signals to the adventurer that the bears want to eat her. Once the fight begins, she withdraws and watches, singing “Vengeance!” in Elvish and laughing cruelly. If the adventurer escapes, Tamanna casts the spell *bhaala* on a bamboo spear and casts *barkskin* on herself and attempts to finish the adventurer off, flitting from tree to tree to repeatedly take the adventurer by surprise.

Anurakta and the Crocodiles: Anurakta gestures for a charmed adventurer to follow her. She leads the charmed adventurer half a mile away, to a river, and says to disrobe and swim with her. Once the adventurer is well into the water, the dryad calls 2 crocodiles, already charmed, from the mud nearby. She tells the crocodiles that the adventurer wants to hurt her, and they attack the adventurer. She signals to the adventurer that the crocodiles want to eat her. As the crocodiles try to drag the adventurer underwater to drown, the dryad swims to shore to watch, singing “Justice!” in Elvish and laughing cruelly. If the adventurer escapes, Tamanna casts the spell *bhaala* on a bamboo spear and casts *barkskin* on herself and attempts to finish the adventurer off, flitting from tree to tree to repeatedly take the adventurer by surprise.

The Witch Steps In

If an adventurer is reduced to 0 hp, the witch Baaghdayan comes to the rescue. After all, she wants the adventurers to reach the lost temple and steal the Jewel of Hatakama. Then she can return to the temple, drive its guardians out, reconsecrate it to her forgotten goddess, and spread the goddess’ power throughout the Land of Light.

Baaghdayan utters a short, grim spell and commands the dryad or beasts to release the adventurer. The dryad or beast flees in fear. The witch casts *cure wounds* to restore the adventurer to consciousness. The awakening adventurer sees her as a tall and beautiful

woman, as Karvara described. Baaghdayan smiles kindly, but a DC 20 **Wisdom (Insight)** check senses the evil scheming behind the kindness.

In Common, Baaghdayan says that the spirits of the cruel jungle sought revenge for the old tree that the adventurers slew, but they are gone now. The adventurer should rest. If others approach or the adventurer attacks her or tries to rise, she vanishes.

Experience

- Defeating 2 crocodiles earns 800 XP.
- Defeating a dryad earns 800 XP.
- Defeating 4 giant lizards earns 400 XP.
- Defeating 2 sloth bears earns 800 XP.
- Defeating 2 tigers earns 600 XP.
- Defeating 4 wolves earns 400 XP.

Finding the Temple

Even with the aid of the key from the Treasure Tree, finding the lost temple requires three DC 10 **Wisdom (Insight)** checks. One check may be attempted each day about midday. Only a single adventurer can make the attempt for the party. If the party is moving at half speed due to exhaustion, a day's test is at disadvantage. When the adventurers' third **Wisdom (Insight)** test to find their way succeeds, the key from the Treasure Tree leads them into sight of the temple; see "The Lost Temple" on page XX.

Camp and Water

At the end of each day, one adventurer may attempt a DC 13 **Wisdom (Survival)** roll to find a place to camp near drinkable water. If the same adventurer made the day's check to get closer to the temple, the check to find water is at disadvantage. If an adventurer casts *create water*, this check is unnecessary.

Resting

Rest is difficult due to sweltering heat and humidity and buzzing, biting insects. After each short rest, each adventurer must make a **Constitution** saving throw or **Wisdom (Survival)** check to gain any benefit. After each long rest, each adventurer must make a **Constitution** saving throw or **Wisdom (Survival)** check or gain only the benefit of a short rest. The check is at DC 8 if the adventurer wears no armor, DC 10 if the adventurer wears light armor, DC 12 for medium armor, or DC 14 for heavy armor. (A character who carries armor without wearing it must spend the usual time putting it on if they meet an encounter.)

An adventurer's animal companion or mount must roll either a **Constitution** saving throw or its adventurer's **Wisdom (Animal Handling)** check.

If the adventurers rest without a ready source of clean water, the check is at disadvantage, and if it fails then the adventurer also gains a level of exhaustion.

Events on the Journey

Until they find the temple, the adventurers have one of these encounters each day. Roll 1d6. If the roll indicates a repeated encounter, they have no encounter.

- (1) **Monkeys:** Thieving monkeys attempt to lure adventurers by snatching valuables from the adventurers and swinging away through the trees. Each adventurer who fails a DC 15 **Wisdom (Perception)** check loses a random possession to the monkeys. They prefer

shiny things. (The monkeys have AC 16 due to their size and agility, and 2 hit points each.) The monkeys swing to the top of an immense tree, 100 feet up, where they chatter noisily to attract attention. The ground around the tree, in a radius of about 30 feet, is quicksand. An adventurer who approaches the monkeys' tree at a run moves 20 feet before sinking. An adventurer who approaches at a walk moves 10 feet before sinking. In the quicksand, an adventurer immediately sinks 1D4+1 feet. An adventurer who sinks farther than their own height begins to suffocate. The monkeys chatter and mock uproariously. A trapped adventurer can try to push toward solid ground by making a DC 18 **Strength (Athletics)** check. If other adventurers throw a rope or vine to help, the check is at advantage. If it succeeds, the adventurer moves 5 feet. Whether it succeeds or fails, the adventurer sinks one foot further. An adventurer who moves within reach of the tree can climb out of the quicksand with a DC 13 **Strength (Athletics)** check, and does not sink any further if the check fails. The monkeys flee, dropping their stolen valuables, if an adventurer begins to climb their tree or if the adventurers kill at least one monkey.

- (2) **Tiger:** A tiger stalks the adventurers. The next time they attempt a long rest, it tries to sneak in and make off with a small adventurer or a pet, or to kill a medium or larger adventurer or a mount so it must be left behind. The tiger flees after it loses half its hit points.
- (3) **Bear:** The next time the adventurers attempt a long rest, a large black bear lazily investigates the adventurers' camp. It tries to steal a pack or bag that holds rations. The bear flees after it takes any damage.
- (4) **Illness:** After attempting a long rest, a random adventurer must make a DC 13 **Constitution** saving throw. If that fails, the adventurer falls ill and gains one level of exhaustion. After each long rest, the adventurer must make a **Constitution** saving throw, and the effect depends on the roll. If the roll is lower than 10, the adventurer gains no benefit of rest and gains another level of exhaustion. If the roll is 10–14, the adventurer gains the benefit of only a short rest. If the roll is 15–19, the adventurer gains the benefit of a long rest but loses no exhaustion levels. If the roll is 20 or higher, the adventurer gains the benefit of a long rest and loses one level of exhaustion. An infected adventurer who loses all levels of exhaustion recovers from the disease. Once during each long rest, another character may attempt a DC 15 **Intelligence (Medicine)** check to nurse the sick adventurer. If it succeeds, the adventurer's next Constitution saving throw is at advantage.
- (5) **Deadfall:** While walking through the forest, a random adventurer must make a DC 13 **Intelligence (Nature)** or **Wisdom (Survival)** check. If it fails, the adventurer falls through a floor of dead vegetation, crashing 30 feet through layers of trees and dead brush in various states of rot. The adventurer takes 3d6 bludgeoning damage on hitting a rocky valley floor.
- (6) **Ants:** The next time the adventurers take a long rest, a random adventurer must make a DC 13 **Wisdom (Survival)** or **Intelligence (Nature)** check. If it fails, mold has rotted away the adventurer's rations, making 1d4+1 days' worth inedible.

Experience

- Defeating a tiger earns 200 XP
- Defeating a black bear earns 100 XP

The Temple Complex

The temple was built thousands of years ago. A handful of unseen caretakers guard it and maintain its shrines and traps. Surrounding its courtyard wall is a tumbled ruin overgrown with vines, grass, and the sprawling roots and trunks of banyan trees. Statues of the gods lie amid the greenery, worn with weather and time to unrecognizability.

The temple proper is a large central building, 60 feet tall, surrounded by a courtyard and a crumbling outer wall.

The Outer Wall

The outer wall is carved to look like the mountains said to separate the Earth from the Heavens. Thanks to the temple's caretakers, no vines grow on the outer wall.

On the south wall, the mountains motif is broken by a carved thunderbolt that has shattered the mountains. In that mountain's tumbling rubble, the shapes of coins can be seen, symbolizing gold drawn from the earth. Each coin-shape is an indentation about the right size for a Sindusan gold piece. If an adventurer places a gold piece in an indentation and prays in any language for the aid or blessings of the Sindusan gods, the complex engraved shapes of the landslide shift slightly and with a distinct noise of grating stone. A small section of the wall shifts, becoming a secret door that lets the adventurers through. It soon closes of its own accord.

The Entryway

The elaborate entryway through the east wall is carved in honor of Diaral, the remote sun god who created and sustains the world. Through the entry, wide antechambers honor Valda the Mother (to the north), Tulan of the Storm (to the south), and Kapikhan the Monkey-King (to the east). In each antechamber, statues represent the gods, each with a stone bowl for burned offerings. An adventurer who inspects the bowls finds that all show signs of recent burnings.

If the adventurers make a burned offering in the gods' bowls, smoke rises and drifts south before it dissipates, despite the absence of wind. Offering a sacrifice to Kapikhan, Tulan, or Valda earns inspiration for a good adventurer. Offering a sacrifice to Diaral earns inspiration for a non-evil adventurer.

Rest in the Temple

After each hour that the adventurers spend resting in the temple (including the entryway and antechambers), each adventurer must make a DC 10 **Wisdom** saving throw. Each who fails comes under the effect of the *dominate person* spell. Until the spell's duration ends or the spell is broken, each affected adventurer is unshakably convinced that all unaffected adventurers are treacherous intruders who must be attacked until they are unconscious. If all adventurers are affected, they eventually come to their senses outside the courtyard walls.

For a weak party: Resisting the *dominate person* spell is DC 12.

For a strong party: Resisting the *dominate person* spell is DC 18.

The Courtyard

The courtyard is thick with grasses but not weeds or vines. Any adventurer with a passive **Nature** score of 12 or who makes a DC 15 **Intelligence (Nature)** check can tell that is the result of some caretaker's work.

From the secret door in the south wall, any adventurer with a passive **Perception** score of 13 or who makes a DC 16 **Wisdom (Perception)** check—or whose player thinks to ask—can tell that there are subtle patterns to the grass. It is ever so slightly taller in some places

than others. From the secret door, for example, there is a stretch of grass about three feet wide that zig-zags toward the south opening of the temple. That grass rises from earth elevated in that pattern a couple of inches above the rest of the ground. An adventurer who remains on that lightning bolt is safe.

If an adventurer steps onto the courtyard ground anywhere except the grassy lightning bolt, twisting patterns of color weave through the air around the adventurer, seen only by the adventurer. The pattern appears for a moment and vanishes. The adventurer must make a DC 20 **Wisdom** saving throw. On a failed save, the creature becomes charmed for one minute, lost in spectacular visions of the beauties of the heavens. While charmed by this spell, the creature is incapacitated and has a speed of 0. The pattern reappears to the adventurer once per minute.

The Temple

The temple building itself is an enormous rectangular structure, around 60 feet tall. The outer walls of the temple at the center of the courtyard bear intricate but well-worn carvings and statues. All follow the theme of the gods of Tulan's court—Bhora of the Sunrise, Chalangal of the Wilds, Kapikhan the Monkey King, Kharan the Herder, and Tulan of the Storm—standing a stern watch over the sleeping form of a goddess whose face in sleep is beautiful and cruel. An adventurer with a passive **Religion** score of 15 or higher, or who makes a DC 18 **Religion** check, is reminded of myths of Selosa, the goddess of heartbreak, overthrown by the gods to save Heaven and Earth from despair.

Inside the open doorway is a narrow corridor that runs all the way around the temple's interior. Other openings look out on the courtyard. There is only one opening into the inner temple itself, on the north side. It faces out toward the remains of a majestic walkway with great fallen statues of the gods on either side, leading to the great main gate. It looks inward to the first gallery of the temple.

The inner temple is divided into four galleries that follow the myth of the imprisonment of Selosa.

The Air Gallery

This ceiling of this gallery looms 60 feet overhead. Wide stone stairs lead up 20 feet to a landing.

The Holy Prince: In a high, wraparound fresco whose beautiful paint has faded over the countless years, a celestial prince stands ready to wed a lovely demigoddess. Both wear wondrous robes and gemstones. The demigoddess is abducted by wicked devils of every conceivable hideous shape. The names of the prince and his beloved have long been lost to history and even myth.

An adventurer who makes a DC 13 **Intelligence (Religion)** check remembers the next part of the ancient legend: the prince's army is stymied by the ocean until the monkey-king Kapikhan builds a bridge of earth for his army to cross. If the roll is 18 or higher, the adventurer remembers the name of the celestial prince: Pativrataguna.

Devils: When an adventure puts a step on the first step, hideous devils appear in flame and noxious smoke, one devil per adventurer. They rush at the adventurers, fangs glistening and tongues lolling, eyes crazed. They shout terrifying warnings in Celestial.

The devils can be sensed as fiends but they are not really there. They are an elaborate illusion. Any spell effect or magic item that detects illusions recognizes them as such. They seem to have AC 13. If an attack hits a devil, make a show of recording the damage, though in fact it takes none. The devils cannot be affected by spells or magical effects.

Each round, at initiative 13, each devil attacks an adventurer. The target must make a DC 13 saving throw. A failed save inflicts 1d10 force damage on the target and imposes a condition that lasts until the end of the target's next turn. Each devil requires a different saving

throw and imposes a different condition. An affected adventurer may repeat the saving throw at the end of each turn.

If a devil's attack fails, check one "Failed" box in the "Devils of the Air Gallery" table. If both of a devil's boxes are filled in, the devil vanishes in smoke. An adventurer shaking off or escaping a condition that previously took effect does not check a devil's "Failed" box.

After the last devil vanishes, an archway appears at the top of the stairs. It leads to the Water Gallery.

For a weak party: Each devil has only one "Failed" box.

For a strong party: Only a target's saving throw of 16 or higher causes a "Failed" box to be checked.

Devils of the Air Gallery

DEVIL FEATURE	SAVING THROW	DAMAGE AND CONDITION	FAILED
Terrifying Glare (Zagku)	Wisdom	1d10 and the target is frightened	<input type="checkbox"/> <input type="checkbox"/>
Tentacles (Karnaka)	Dexterity	1d10 and the target is grappled	<input type="checkbox"/> <input type="checkbox"/>
Agony (Atagka)	Constitution	1d10 and the target is paralyzed	<input type="checkbox"/> <input type="checkbox"/>
Iron Grasp (Zakti)	Strength	1d10 and the target is restrained	<input type="checkbox"/> <input type="checkbox"/>
Thunder (Rava)	Intelligence	1d10 and the target is blinded and deafened	<input type="checkbox"/> <input type="checkbox"/>
Madness (Vayu)	Wisdom	1d10 and the target is affected by <i>confusion</i>	<input type="checkbox"/> <input type="checkbox"/>

The Water Gallery

This gallery's walls surround a pool of gently lapping, fresh water.

The Holy Prince: A bright fresco runs the length of the walls.

- The holy prince leads an army in pursuit of the devils that abducted his beloved.
- They are blocked by the sea and have no ships.
- The prince kneels at the shore and throws his greatest treasures into the sea.
- An ocean god appears and calms the waves.
- At the prince's humble request, the monkey king Kapikhan, craftsman and smith for the gods, builds a bridge of earth and trees over the ocean for the armies to cross.

An adventurer who makes a DC 13 **Intelligence (Religion)** check remembers the next part of the ancient legend: the prince's army struggles up a mountain under a rain of poisonous arrows from an invisible attacker.

Sacrifice: If an adventurer drops treasure or equipment worth at least 50 gp into the water, a walkway of stones rises from the water and an archway appears in the wall at the far side. It leads to the Earth Gallery. If any adventurer goes into the water or onto the bridge without making the sacrifice, the water seems to come alive in a whirlpool that drags that adventurer to the stone bottom of the pool, 20 feet below: a water elemental attacks. The elemental cannot leave the pool. If an adventurer attacked by the elemental drops treasure or equipment worth at least 50 gp, the elemental releases its victim.

For a weak party: The water elemental has 90 hit points.

For a strong party: The water elemental has 138 hit points.

The Earth Gallery

A steep slope of uneven and slick stones leads the length of this gallery, 60 feet long, up 20 feet to an archway. Oily poison drips from the ceiling. The archway at the top of the slope leads to the Fire Gallery.

The Holy Prince: A bright fresco runs the length of the walls.

- The holy prince's army comes to a mountain which the devils make their fortress.
- The devils are commanded by a beautiful and cruel goddess. It is the same goddess shown asleep and under guard on the outer walls.
- Tulan the storm-god blasts the mountainside with lightning and the prince's army fights its way up the mountain.
- But an enemy prince in thrall to the evil goddess has mastered the arts of flight, invisibility, and disease, and uses them to rain poisoned arrows upon the rescuers from safety, high and unseen, keeping the army at bay.

An adventurer who makes a DC 13 **Intelligence (Religion)** check remembers the next part of the ancient legend: Kapikhan the monkey-king finds a way to see the invisible enemy and shoots him with fiery arrows so the holy prince's army can see him too.

Poisoned Slope: The slope is difficult terrain. Dashing in a round requires a DC 13 **Strength (Athletics)** or **Dexterity (Acrobatics)** check. At the end of each round, every adventurer on the slope must make a DC 12 **Constitution** saving throw against poison or take 2d10 necrotic damage. An adventurer who holds a shield or other resilient barrier overhead gains advantage on the saving throw but disadvantage on the Athletics or Acrobatics check.

For a weak party: The poison saving throw is DC 10.

For a strong party: The poison saving throw is DC 15.

The Fire Gallery

This gallery seems to be nothing but a pit, 40 feet deep. On the far side of the pit, 10 feet above, an archway leads into the sanctuary. There appears to be no way across the pit.

The Holy Prince: A bright fresco runs around the gallery's walls.

- Kapikhan the Monkey King, devoted to the holy prince and princess, remembers a legend about a rare, sacred herb.
- Kapikhan undertakes a long journey to find the herb and returns with it.
- Kapikhan eats the herb and suddenly can see the invisible enemy.
- Kapikhan launches fiery arrows until one strikes the invisible enemy's cloak.
- All the archers in the holy army turn their arrows upon the smoke until the flying foe falls in fire and blood.

An adventurer who makes a DC 13 **Intelligence (Religion)** check remembers the next part of the ancient legend: the holy prince defeats the evil goddess but learns that his beloved is forever lost to the Void.

The Fire Steps: If an adventurer brings a torch or lantern near, or some other source of concentrated heat, steps appear. Holding a torch, steps appear within 10 feet. With a lantern, steps appear within 5 feet. With magical light, no steps appear unless it the light is fire. If the adventurer moves the fire away, the step disappears. It does not just become invisible; it vanishes entirely from this plane of existence.

Each adventurer must climb a total of 10 steps to reach the archway. For every adventurer who makes the climb, roll 1d6. On a 1 or 2, a step vanishes under the adventurer's feet. The adventurer must make a DC 13 **Dexterity (Acrobatics)** or **Strength (Athletics)** check

to leap to or grab the nearest visible step. Otherwise, the adventurer falls 40 feet and takes 4d6 damage. An adventurer who probes the stairs as they go can attempt a DC 10 **Intelligence (Investigation)** check to avoid the bad step.

For a weak party: The check to avoid falling is DC 10.

For a strong party: The check to avoid falling is DC 18.

The Sanctuary

The archway from the Fire Gallery opens to the top level of a vast inner sanctuary. It descends in steps, 50 feet to the stony ground, where a great statue sits and deep wells and oubliettes are dug. The walkways around each level and the stairs which lead up or down are dangerously narrow. Torches and candles burn here and there, providing light throughout.

The Holy Prince: Painted frescoes run around the walls at each level.

- The holy prince conquers the armies of the evil goddess and captures her.
- The holy prince demands that the evil goddess return his beloved. The goddess laughs cruelly. The prince is heartbroken.
- The evil goddess shows the holy prince the princess' throne, empty. She shows him the princess' bed, empty. She shows him the princess' garden, empty. She shows him the princess' tomb, empty. She shows him a temple with a great blank hole in the floor, empty.
- Kapikhan the Monkey King deciphers the riddle. He points to ancient script that surrounds the blank circle. The writing is in Celestial and reads, "Within the Void is all matter and none and all time and none."
- The holy prince, despairing, prays to the gods, tears his own heart from his breast, and offers it in sacrifice.
- The gods banish Selosa into the Void and render the heart of the prince into the Jewel of Hatakama.
- The gods give the Jewel of Hatakama to Kapikhan, the holy prince's loyal champion, and set him to guard the temple of the goddess of sorrow.

Unsteady Steps: Any adventurer who performs the dash action or who jumps or leaps while on a walkway or stairs above ground level must make a DC 8 **Dexterity (Acrobatics)** check. If the check fails, the adventurer falls to the next lower level.

The Monkey King: A huge statue of the Kapikhan the Monkey King—he looks more like an orangutan than a monkey—sits in the center of the ground level. He holds the Jewel of Hatakama, a perfect ruby the size of a man's fist. Surrounding the statue's seat can be seen the barely legible remnants of the ancient Celestial script from the fresco: "Within the Void is all matter and none and all time and none." In fact, the statue sits atop a gate to the Void. The nature of the Void, and what happens if Selosa's followers learn how to free her, is up to you.

The Gods: In alcoves around the ground level are statues of the Sindusan gods. They are painted with bright, colorful pigments that the apes renew every few years. Each statue wears fine handmade garments (crafted by ape villagers). The statues are decorated with glittering stones and jewelry, some of it quite valuable. If the adventurers loot them, each looter can make a DC 15 **Intelligence (Investigation)** check, gathering 600 gp worth of gems and jewelry on a success or 300 gp worth on a failure. Looting the statues triggers an immediate fight with the temple guardians.

Each statue's hands hold a stone bowl, and each bowl blackened from countless years of ceremonial fires. When the adventurers arrive, the bowl of the statue of Tulan is burning, and the adventurers can smell it from afar. The apes honor the gods by "feeding" them delicacies of milk, curds, honey, clarified butter, and sugar, all placed in lit votive fires to be devoured.

Wells and Pits: On the ground level are four deep wells of clean water and four deep oubliettes to imprison intruders. Intruders are rare.

The Dahvi Nirav: Only one oubliette is occupied. It holds Nirav, the *dahvi* or prince of Jarathapura, a handsome, thin, well-educated man about 30 years old. Each day, the holy apes bring him their best dishes of vegetables, insects, and coconut milk, and offer to pray with him and teach him. Sometimes, despite his best efforts to avoid it, he changes to his deadly tiger form, comes fully awake, and claws at the walls in helpless fury. The apes expect the prince to die of old age in his cell.

The Guardians

Intelligent and holy apes have guarded the temple since time immemorial, sworn to prevent the return of the forbidden goddess. They are the warrior caste of an ape village hidden in the forest nearby. The ape warriors are all about 5 feet tall and over 200 pounds of solid muscle.

The holy apes wear loose trousers and splint mail of steel that swirls with beautiful patterns. Each ape bears a unique weapon and wears three chakram for throwing.

The apes are led by King Saamaanit. His lieutenant is his daughter, Princess Langoor. The other apes are distinctive by personal characteristics: one is quick, another huge and strong, another wise and holy, another especially courageous. As the holy apes call out to each other, the adventurers can discern their names.

The apes are powerful and agile. They swiftly leap up and down the levels of the walls of the sanctuary. They clamber swiftly up the rough walls. They try to shove adventurers away from the walls to fall. The apes support each other devotedly, and often shout exhortations to the Sindusan gods.

For a weak party: Remove holy apes until there is only one per adventurer.

For a strong party: Each holy ape has 72 hit points.

Making Peace

The adventurers might make peace after learning the truth of the apes' guardianship and the function of the jewel.

The apes could be convinced to free Nirav as a gesture of goodwill. That requires a DC 10 **Charisma (Persuasion)** check, but the players automatically succeed if they make an especially good case for themselves. The apes demand that Nirav swear an oath to never again heed the words of Baaghdayan, and to spend every remaining day questing for a cure to his curse. He solemnly agrees. If the adventurers ask about the curse, Nirav says Baaghdayan's sorcery transforms him at times into a mighty, bloodthirsty tiger.

The apes can escort the adventurers out of the ruins safely (or back in if for some reason the adventurers return as friends), their presence protecting them from its magic.

After befriendng the holy apes, the adventurers may obtain spellcasting services, up to 3rd-level spells, by giving treasure or valuable equipment to the great statue of Kapikhan and joining prayers led by the apes.

The holy apes also say that the adventurers may depart with blessings of Kapikhan to aid them later, if their sacrifices are more worthy. An adventurer who makes double the sacrifice gains the ability to cast the spell once at any time after departing by calling upon Kapikhan. The apes can supply material components, but their costs must be covered by additional offerings. If any adventurer steals from the temple or harms a holy ape, all such postponed blessings are lost, no matter how much an adventurer sacrificed.

1st-Level Spells Available: all 1st-level cleric spells, *identify*, and *searing smite*. Sacrifice required: 10 gp, or 25 gp to cast it later.

2nd-Level Spells Available: all 2nd-level cleric spells, *heat metal*, *magic weapon*, and *suggestion*. Sacrifice required: 40 gp, or 100 gp to cast it later.

3rd-Level Spells Available: all 3rd-level cleric spells, *elemental weapon*, and *nondetection*. Sacrifice required: 90 gp, or 225 gp to cast it later.

Captured by the Apes

If the holy apes win a battle, they stabilize adventurers reduced to zero hit points and take captive those who surrender. They put them all in the deep pits, with two or more adventurers in a pit if necessary. They take away all possessions but clothes. The apes question the adventurers closely but not aggressively. If the adventurers make a good case for themselves, the apes may agree to let them go, and perhaps even Nirav, demanding oaths as described under “Making Peace,” above.

The Jewel of Hatakama

The jewel is an enormous glittering ruby, a red as deep as blood. Its value is incalculable. What could the adventurers get for it? That is entirely up to you. They could only hope to find the wealthiest of nobles or merchants and see what they would give up to have such a trophy. Possessing the jewel makes the adventurers targets for thieves and murderers. The jewel cannot be damaged or broken except by divine intervention. It may have other magical properties that you can invent, but those should emerge very slowly, after this adventure. As long as it is in the lost temple, no one can find the temple without divine intervention or the key found in the Treasure Tree. No worshipper of Selosa can come within a mile of the jewel.

Freeing Nirav

If the adventurers bring Nirav out of the temple walls, with or without the Jewel of Hatakama, he recovers his wits, thanks the adventurers profusely, and begs them to help him get home to his palace and his sister.

Experience

- Defeating a water elemental earns 1,800 XP.
- Defeating the holy apes earns 900 XP per ape.
- Killing a holy ape when it is clearly unnecessary earns evil-aligned adventurers 250 XP per ape.
- Making peace with the holy apes without fighting earns each good-aligned adventurer 375 XP.
- Stealing the Jewel of Hatakama earns non-good-aligned adventurers 1,875 XP.
- Freeing Nirav earns 1,875 XP.

Baaghdayan Returns

If the adventurers leave without stealing the jewel, Baaghdayan finds them a mile from the temple. A tall woman, regal and beautiful, she asks them to reconsider.

If Prince Nirav is there, he regards Baaghdayan as a seducer and a betrayer, and has no trust for her.

She tells them:

- The Jewel of Hatakama was placed in the temple by conquerors who all but eradicated her people and their goddess.
- Her people lived in this land for thousands of years in peace. Then came invaders from the north, long-forgotten nomads called the Skulots. They enslaved Sindusa and forced their ancestral gods upon its people.
- The mother-goddess of Sindusa, Ambaya, fought back. The powers of the Skulot gods of the sky and thunder overwhelmed her. She became Selosa, the goddess of heartbreak and vengeance, goddess of the bitter memory of loss. She fought until they imprisoned her beyond the veil of the world.

- The Jewel of Hatakama prevents Selosa’s followers from freeing her. But it will lose that power on being removed from the temple.
- The adventurers would right an ancient wrong and could claim the jewel as a reward.

An adventurer who makes a DC 15 **Wisdom (Insight)** check discerns that Baaghdayan believes she is telling the truth—but not the full truth. Ambaya was always a goddess of vengeance and blood, but the gods who rule now did conquer and usurp her. How her story fits with the good natures of the gods worshipped in Sindusa today is a mystery beyond the adventurers’ reckoning and beyond the scope of this adventure.

If the adventurers still refuse, she attempts to control one of them—whichever seems the least like a cleric, druid, or paladin—with the *suggestion* spell. She smiles at the target and says, “My friend, I beg you, bring the jewel here.” If the spell succeeds, describe to the player privately the compulsion that takes hold: This wise, beautiful, powerful woman offers only love and deserves it in return. She clearly is right. Justice and self-interest demand that they fetch the jewel. They *must* fetch the jewel.

If *suggestion* fails, or if the witch comes under attack, she abandons her disguise for her terrifying true form: a hideous, 7-foot-tall demon with a belt of children’s skulls around her waist, wicked fangs in a humanoid face, eyes and hair of crackling flame, and the body markings and legs of a tiger.

She shouts: “See the form the cruel gods forced upon me!”

Nirav is more shocked than anyone to see her true form. He retreats in terror, afraid to take his tiger form, afraid that in that form he will be her slave.

Baaghdayan attacks the adventurers for a number of rounds equal to the number of adventurers.

After that, she grows bored. She casts *dominate person* on Nirav and hisses, “Take vengeance, my pet.” Against his own will, he transforms into his murderous tiger form and attacks the adventurers until the spell wears off after 10 rounds. The rakshasa dashes away into the jungle, roaring: “The curses of the Goddess of Love and Death upon thee! Better servants shall come.”

For a weak party: In hybrid or tiger form, Nirav has 88 hit points.

For a strong party: In hybrid or tiger form, Nirav has 152 hit points.

Experience

- Resisting Baaghdayan’s deceit earns 625 XP.
- Willingly making common cause with Baaghdayan earns each evil-aligned adventurer 125 XP.
- Surviving battle with Baaghdayan earns 1,250 XP.
- Defeating the weretiger Nirav earns 1,800 XP.

Returning to Jarathapura

The journey back to the palace takes a few days. Don’t use the detailed rules as for finding the temple; just skip ahead to their return. If the adventurers have the Jewel of Hatakama, the rakshasa Baaghdayan leaves them alone. She cannot come within a mile of the jewel, and she has great works to begin on behalf of her goddess.

Princess Karvara greets the returning adventurers with relief. She offers them the hospitality of her palace for seven days in thanks for their efforts.

If the adventurers brought the Jewel of Katamata, Karvara at once commands her ministers to ready the army of Jarathapura to pursue and destroy the witch Baaghdayan. Whether they succeed, and what repercussions there may be, are up to you.

What Karvara offers as rewards depends on whether they returned with her brother Nirav and/or the jewel.

Rewards for Nirav

If the adventurers bring Nirav back alive, Karvara is overjoyed. She offers each adventurer a gift from her personal treasures. Each gift is worth about 750 gp. Choose one for each adventurer:

- A small but finely-wrought gold idol of Diaral, the Sindusan god of the sun and sky
- A curved, ceremonial dagger with a translucent red fire opal in the pommel; it is meant for animal sacrifices to Tulan, the Sindusan god of kings and thunder, and the hilt is shaped like Tulan dancing
- A large silver cup set with moonstones, carved with images of Chalangal, the Sindusan goddess of the moon, the wilds, prophecy, and inspiration
- A golden anklet set with small rubies
- A platinum bracelet set with small, transparent peridots of a rich olive green
- A gold chain set with a translucent, red fire opal

Rewards for the Jewel

If the adventurers give the Jewel of Hatakama to Karvara, she accepts it with reverence and profound gratitude. It will keep the vengeful witch at bay. She tells her ministers to bring forth and give them the two greatest treasures of her palace:

Vijanakapatha ("The Way of Wisdom"): A dusty, fragile, ancient book of Sindusan holy lore, with texts on each page written in Celestial, Sindusan, and an archaic form of Common. It grants a +2 bonus to any **Intelligence (Religion)** or **Intelligence (Arcana)** check if the reader takes an hour to consult the text before rolling. It could be studied for adventurers to gain proficiency in Celestial and Sindusan during downtime activities. Its pages also include the equivalent of a scroll for a 3rd level spell. Choose a spell that would be useful to the adventurers. Once the scroll pages have been consumed, the rest of the book remains intact.

The Arjikya ("Holy Vessel"): A jug that was crafted with the holy powers of a forgotten goddess of rivers and seas and engraved with her images. It weighs 5 pounds. Karvara says that it houses an aspect of the forgotten goddess, making it a sacred item worthy of prayer and reverence. As an action, an adventurer can beg the goddess of the jug to grant them any nonmagical, nonpoisonous liquid. As another action, that adventurer can uncork the jug and pour up to 8 gallons of the liquid, up to one pint per round. Once the jug begins pouring a liquid, it cannot pour any other kind, or more than its 8-gallon maximum, until the next dawn.

Removing Curses

Adventurers who were cursed by the attacks of Baaghdayan could seek to have the curses removed by joining Nirav and Karvara in a pilgrimage to an ancient temple high in the mountains of a neighboring land. Treat this as a downtime activity after the adventure. Each supplicant must make a DC 10 **Intelligence (Religion)** check or a DC 15 **Charisma (Persuasion)** check to convince the holy men and women of the temple to cast *remove curse*. A check gains a +1 bonus for each 100 gold pieces the adventurer donates to the upkeep of the temple, and is rolled with advantage if the adventurer donates a magic item. The curses on Nirav and Karvara are too dire for a simple casting of *remove curse*. They remain, praying for help from the gods, when the adventurers depart.

Experience

- Giving the Jewel of Hatakama to Karvara earns 375 XP for each adventurer who is neither good nor evil.
- Keeping the Jewel of Hatakama earns 300 XP for each evil-aligned adventurer.
- Bringing Nirav home alive earns 1,875 XP.

Monsters

*Baaghdayan the Witch...blessed cobra...crocodile...dryad...giant lizard...holy ape...
Nirav the Prince...sloth bear or black bear...tiger...treasure tree...water elemental...wolf*

Baaghdayan, a Rakshasa

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8+52)

Speed 40 ft.

STR 14 (+2) **DEX** 16 (+3) **CON** 18 (+4) **INT** 13 (+1) **WIS** 16 (+3) **CHA** 20 (+5)

Skills Arcana +6, Deception +10, Insight +8, Medicine +8, Persuasion +10, Religion +6

Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Infernal, Sindusan

Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa is a 13th-level spellcaster. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components. A spell marked with an asterisk requires concentration:

At will: *detect thoughts**, *disguise self*, *mage hand*, *minor illusion*

3/day each: *blindness/deafness*, *charm person*, *detect magic**, *invisibility**, *suggestion**

1/day each: *cloudkill**, *dominate person**, *fly**, *plane shift*, *true seeing*

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d6+2) slashing damage. The target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Blessed Cobra

Large beast, neutral

Armor Class 14

Hit Points 52 (8d10+8)

Speed 40 ft., swim 30 ft.

STR 19 (+4) **DEX** 18 (+4) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

Skills Perception +2

Senses Blindsight 10 ft., passive Perception 12

Languages Celestial, Sindusan, Sylvan

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 20 feet, one creature. Hit: 13 (2d8+4) piercing damage plus 14 (4d6) poison damage. The target takes half as much poison damage on a successful DC 11 **Constitution** save.

Crocodile

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10+3)

Speed 20 ft., swim 30 ft.

STR 15 (+2) **DEX** 10 (+0) **CON** 13 (+1) **INT** 2 (−4) **WIS** 10 (+0) **CHA** 5 (−3)

Skills Stealth +2

Senses passive Perception 10

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10+2) piercing damage. The target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Dryad

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 11 (+0) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 18 (+4)

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *bhaala*, *pass without trace*

Bhaala. The spell *bhaala* is equivalent to *shillelagh* but it affects the dryad's bamboo spear.

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Actions

Bamboo Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Bamboo Spear (With the *Bhaala* Spell). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 ft. of her. If the target can see the dryad, it must succeed on a DC 14 **Wisdom** saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can. Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Giant Lizard

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10+3)

Speed 30 ft., climb 30 ft.

STR 15 (+2) **DEX** 12 (+1) **CON** 13 (+1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

Senses Darkvision 30 ft., passive Perception 10

Challenge 1/4 (50 XP)

Actions

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

Holy Ape

Medium beast, lawful good

Armor Class 17 (splint mail)

Hit Points 45 (6d8+18)

Speed 30 ft., climb 30 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Saving Throws Strength +7, Wisdom +4, Charisma +5

Skills Acrobatics +6, Athletics +8, Perception +5, Survival +3

Senses passive Perception 15

Languages: Celestial, Common, Sindusan

Challenge 2 (450 XP)

Blessings. The holy ape adds a +1 bonus to all attack rolls, ability checks, and saving throws (already included in saving throws, skills, and weapon attacks).

Courage. The holy ape has advantage on saving throws against being frightened.

Divine Smite. When the holy ape hits a creature with a melee weapon attack, the attack deals an additional +2 radiant damage (already included in weapon attacks).

Actions

Divine Sense (Recharge 5–6). The holy ape can open its awareness to otherworldly forces. Until the end of its next turn, it knows the location of any celestial, fiend, or undead within 60 ft. of it that is not behind total cover. It knows the type (celestial, fiend, or undead) of any being whose presence it senses, but not its identity. Within the same radius, it also detects the presence of any place or object that has been consecrated or desecrated.

(Only Azu the Quick) Longsword and Dagger. Azu's sword has a thick blade with a serrated strengthening plate along the edge, squared off at the point. In his other hand, he wields a curving dagger that comes to a wicked point. If Azu's sword attacks hits, as a bonus action Azu can stab the target with his dagger, automatically hitting. Azu's sword and dagger count as magical weapons inside the ruined temple.

(Only Balaavaan the Strong) Greatpick. Balaavaan's Strength is 22 and her Strength saving throw and Athletics skill are +8. Her pick counts as a magical weapon inside the ruined temple.

(Only Princess Langoor) Greataxe. Princess Langoor's greataxe counts as a magical weapon inside the ruined temple.

(Only Wise Saadhu) Greatsword. Wise Saadhu wields a ceremonial beheading sword with a wide, curved blade. It counts as a magical weapon inside the ruined temple.

(Only Wise Saadhu) Strength of Light (Recharge 5–6). A creature that is within 30 ft. of Wise Saadhu and that Wise Saadhu can see heals 1d10+2 hit points.

(Only King Saamaanit) Multiattack. King Saamaanit makes two weapon or fist attacks.

(Only King Saamaanit) Iron Bar. King Saamaanit's Strength is 20 and his Strength saving throw and Athletics skill are +7. A critical hit by King Saamaanit with his iron bar knocks prone a target of large size or smaller. His iron bar counts as a magical weapon inside the ruined temple.

(Only Veerata the Brave) Glaive. Veerata's glaive counts as a magical weapon inside the ruined temple.

Chakram. A chakram is a flat steel ring with a sharp outer edge. It is a martial weapon. It counts as a magical weapon inside the ruined temple. It can be thrown. Each holy ape carries 3.

Attacks of the Holy Apes

NAME	WEAPON	TYPE	TO HIT	REACH	DAMAGE
Azu the Quick	Longsword	Melee	+7	5 ft.	10 (1d8+6) slashing
Azu the Quick	Dagger	Melee	special	5 ft.	8 (1d4+6) piercing
Balaavaan the Strong	Greatpick	Melee	+9	5 ft.	14 (1d12+8) piercing
Princess Langoor	Greataxe	Melee	+7	5 ft.	12 (1d12+6) slashing
Wise Saadhu	Greatsword	Melee	+7	5 ft.	13 (2d6+6) slashing
King Saamaanit	Iron bar	Melee	+8	5 ft.	14 (2d6+7) bludgeoning
Veerata the Brave	Glaive	Melee	+7	10 ft.	11 (1d10+6) slashing
All holy apes	Chakram	Melee	+7	5 ft.	9 (1d6+6) slashing

NAME	WEAPON	TYPE	TO HIT	REACH	DAMAGE
All holy apes	Chakram	Ranged	+7	30/90 ft.	7 (1d6+4) slashing
All holy apes	Fist	Melee	+7	5 ft.	7 (1d6+4) bludgeoning

Nirav the Prince, a Weretiger

Medium humanoid (human, shapechanger), neutral

Armor Class 13

Hit Points 120 (16d8+48) in tiger or hybrid form, or 18 (4d8) in humanoid form

Speed 30 ft. (40 ft. in tiger form)

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

Skills Perception +4, Persuasion +5, Religion +3, Stealth +5, Survival +4

Damage Immunities (Tiger or Hybrid Form Only) bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Darkvision 60 ft. (tiger or hybrid form only), passive Perception 15

Languages Celestial, Common, Sindusan (can't speak in tiger form)

Challenge 5 (1,800 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. In tiger or hybrid form, its Strength increases to 17 and its Constitution increases to 17. Its other statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 **Strength** saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

Spellcasting (Humanoid Form Only). Nirav is a 2nd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has following cleric spells prepared:

Cantrips (at will): *friendship, light, thaumaturgy*

1st level (3 slots): *bless, charm person, create or destroy water*

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two weapon attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger 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 weretiger lycanthropy.

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

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.

Sloth Bear or Black Bear

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8+6)

Speed 40 ft., climb 30 ft.

STR 15 (+2) **DEX** 10 (+0) **CON** 14 (+2) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Senses passive Perception 13

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (2d4 + 2) slashing damage.

Tiger

Large beast, unaligned

Armor Class 12

Hit Points 37 (5d10+10)

Speed 40 ft.

STR 17 (+3) **DEX** 15 (+2) **CON** 14 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 8 (-1)

Skills Perception +3, Stealth +6

Senses Darkvision 60 feet, passive Perception 13

Challenge 1 (200 XP)

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

Pounce. If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 **Strength** saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) piercing damage.

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

Treasure Tree

Huge plant, unaligned

Armor Class 17 (natural armor and coat of coins)

Hit Points 59 (7d12+14)

Speed 20 ft.

STR 19 (+4) **DEX** 6 (-2) **CON** 15 (+2) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 7 (-2)

Vulnerabilities Fire

Damage Resistance Bludgeoning, Piercing

Senses passive Perception 10

Languages Sylvan

Challenge 2 (450 XP)

Coat of Coins. Thousands of coins embedded in the bark of the tree over the years act as armor, but they scatter with repeated blows. Each time the tree takes damage, its armor class drops by 1, to a minimum of 13. If the adventurers kill the tree and pry coins loose, they collect coins worth 1d10x100 gp. That takes five adventurers about 2 hours.

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 14 (3d6+4) bludgeoning damage.

Explosive Seed Pod (Recharge 5–6). One of many lumpy growths on the tree explodes, blasting deadly shards in a 15-ft. cone that originates at the tree. Each target in the cone takes 10 (3d6) piercing damage, halved on a DC 10 **Dexterity** saving throw.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., swim 90 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 18 (+4) **INT** 5 (-3) **WIS** 10 (+0) **CHA** 8 (-1)

Damage Resistance acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses Darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 **Strength** saving throw. On a failure, a target takes 13 (2d8+4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8+4) bludgeoning damage. A creature within 5 ft. of the elemental can pull a creature or object out of it by taking an action to make a DC 14 **Strength** check and succeeding.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8+2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 **Strength** saving throw or be knocked prone