

DEN ^{OF} THE SERPENT KING



This 5E Adventure can be run at 3rd, 7th and 11th level.

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DEN OF THE SERPENT KING

Den of the *Serpent King* is intended for four 3rd, 7th, or 11th level characters. Sav Althul the Serpent King has awoken from his slumber and the jungle now shifts and stirs to recognize its long lost ruler. When running this adventure, you'll have to modify the combat encounters to use the appropriate CR level for your adventuring party, however, any party composition should be able to complete the adventure with intelligent play.

BACKGROUND

Hundreds of years ago, a wicked snake fiend known as Sav Althul ruled over the jungle and its people. The Suukya, a group of serpent monstrosities worshiped Sav Althul as their deity, while the other races cowered at the thought of crossing him and his serpent army. It wasn't until the forces of the North marched down to meet Sav Althul at his homestead, that the people under the serpent king's rule decided to rise up.

King Galoran, ruler of the North, led his armies through a harsh and brutal campaign, fighting back hordes of Suukya and savage beasts. Cutting deeper, and deeper into the forest, edging ever closer to the temple of Sav Althul until finally he clashed blades with the serpent king himself.

A climactic battle between the two kings ended with Sav Althul fleeing to the inner chambers of his temple. Galoran gave chase, backing Sav Althul into an inevitable death. Unbeknownst to Galoran, as the final blow was struck, Sav Althul called upon dark ancient magics to preserve his life. Sealing his soul into a statue bearing his likeness.

With the Suukya almost completely eradicated and the temples to Sav Althul demolished; The tale of the serpent king would have faded from the people's memory if not for the king himself. After centuries bound in stone, Sav Athul has awoken. The remaining Suukya have rallied together to free their long lost king and join him at his side once more; as he begins to grow his kingdom within the shadows of the small jungle village known as Fort Haven.

Someone must put an end to the serpent king once and for all. Before it's too late.

HOOKS TO START YOUR ADVENTURE

A Price Like Any Other. Fearing the return of Sav Althul, the last descendant of King Galoran put a bounty on the serpent king's head after hearing rumors of the Suukya gathering in the jungle. The characters, seeking to collect, head south to Fort Haven deep in the jungle to begin their investigations.

Ancient Tales. The characters overhear another group talking about high paying jobs in the jungle, while flaunting several mysterious magical items they found in their travels down south. Hearing this the characters decide to head to Fort Haven to investigate.

A Terrible Vision. Someone the characters trust implicitly, has a vision of a terrible evil rising up in the South. Fearing this is a vision of something that will come to pass, they send the characters to Fort Haven in the jungles to the south to investigate.

Hooks from the Deck of Stories Jungle Deck that you can use to start the Adventure: 9

THE ROAD SOUTH

It takes roughly 2 weeks for the party to arrive at Fort Haven, a small settlement deep in the jungle. The journey through the wild jungles is exhausting. The further South the party ventures the longer the days feel. The road itself is nothing more than a well-worn path, overgrown and rarely traveled. As the characters make their way South along the road read the following aloud:

As you turn a bend in the road, a fallen tree trunk comes into view blocking the path ahead. An air of silence floods over the jungle, just before a volley of arrows comes hurtling over the tree trunk. A multitude of screams and yells surround you as numerous masked goblins reveal themselves, bows and javelin in hand. The loud rhythmic thudding of a large creature in full gallop catches your attention as an Ankylosaurus bursts from the tree line. Tattered blue and green cloths hang from its back, while matching paints swirl in intricate patterns all across its face and body.

A tribe of goblins have blocked off the road and are ambushing passersby. The goblins fight intelligently, using the cover of the jungle to try and hide in between shots while their Ankylosaurus charges the characters. Use the table below to determine the number of creatures you should use.

3rd Level Encounter: 4x Goblins and 1x Ankylosaurus

7th Level Encounter: 8x Goblins and 2x Ankylosaurus

11th Level Encounter: 10x Goblins, 2x Goblin chiefs, and 3x Ankylosaurus

The goblins used to occupy the ruins where Sav Althul's abandoned temple is, but when the Suukya returned, they were driven out. Now they prey on anyone they come across. With no place to call home and no alternatives, they fight to the death. If the characters search the goblins, they find a pendant on one of them bearing the mark of Sav Althul.



ARRIVING AT FORT HAVEN

With the goblin ambush behind them, the remainder of the journey is peaceful and uneventful. After several more days of travel, they arrive at the gates of Fort Haven. The fort itself is massive and built on the edge of a tall cliff, protecting it from attack on three of its sides. The guards, upon seeing the party approach, signal for the gates to be opened. Once inside, the gates are closed and the fort proper is laid out before the characters. Fort Haven is full of various NPCs to talk to, places to visit, and jobs to be had. Use the locations below as the characters navigate their way about the fort.

1. Main Gate

A small guard house sits outside this towering 60 ft. tall stone and iron gate. Two guards man the guard house at any given time and shifts rotate every eight hours. The gate itself is nearly 3 feet thick and is opened and closed via a complex mechanism above it that is operated by six more guards. It takes a full minute to open or close the gate.

2. Trading Post

Situated just inside the main gate, the trading post is the main commercial entity in Fort Haven. Characters can purchase any adventuring gear here at a 20% markup due to the fort's remote location. Behind the counters of the trading post is the cunning and talkative Fazhul Tevi and his small dinosaur companions.

3. Black Jackal Tavern

The Black Jackal is the main source of gossip and good food in Fort Haven. Built along the edge of the cliff, it looks over an amazing view of the jungle below. The tavern sells an assortment of exotic food and drink, mostly native to the surrounding area, although it does offer some delicacies from more civilized parts of the world.

4. Clear Water Inn

The Clear Water Inn is the main house of rest in Fort Haven. Converted from an old warehouse, it now offers plush accommodations for any traveler seeking refuge. The establishment is constantly buzzing with activity. The inn can support a modest or comfortable lifestyle, but has been known to allow even penniless travelers to stay as long as they're willing to help out around the inn.

5. Butcher

Garru Mudclub, is the male dwarf who runs the local butcher shop. He's a simple man, but he enjoys what he does. Hunters and travelers often bring him large hunks of dinosaur for a little coin on the side. He's also a collector of bones and will pay handsomely for unique or interesting finds.

6. Bathhouse

One of the prized offerings of Fort Haven is its bathhouse. A place to rest, relax, and unwind from the stressful existence the jungle forces upon its residents. For a mere 1 gp, a traveler can enjoy a day in the spa-like conditions of the bathhouse including massages, aroma therapy, and the world class soaking tubs.

7. Borra Galli Shrine

Borra Galli, goddess of travelers and watcher of journeys, is the patron deity of Fort Haven's residents. Her greatest supporter is a female dwarf by the name of Azzi Paayo. The dwarf spends her days tending to the shrine in town and preaching to those who will listen. Often, caravans and travelers will stop by the shrine in search of a blessing before heading out into the dangerous jungles beyond the fort's walls.

If the party visits the shrine before Challa returns from his hunt she's nowhere to be seen. If questioned bystanders will tell the party she should be returning to the fort soon.

8. Gadgeteer

Seated near the cliffside, the gadgeteer is responsible for many of the inventions that allow Fort Haven to exist in such hostile territory, such as the powerful ballistae that guard the walls. Adventurers often seek out the gadgeteer for the creation of new gadgets and adjustments to existing tools to make them more effective in the field.

9. Guild Hall And Boarding House

The Adventurer's Guild is the only such organization to maintain a permanent presence in Fort Haven. In fact, many of the adventurers who travel through the jungles do so at the guild's behest. Members of the guild can stay at its boarding house for a modest fee of 1 sp per night. It's comfortable, but space is tight. It serves as a place to catch a few winks before heading out in search of fame and fortune. The guild hall itself is often bustling with excitement as the guild puts up their new bounties and quests every Sunday.

10. Governor's Home

Agnora Ashbel, a female serpent folk, is the current governor of Fort Haven. She rules from her estate on the southern cliff edge, mostly keeping to herself and utilizing her retainers to handle the day to day business of the fort. She relies on the efforts of the fort's more prominent citizens to keep the safety of the outpost, but, in times of trouble, steps up and takes control herself. She's not the most personable of people, however, she is a just and fair governor, far better than Fort Haven past leaders.

11. Stables

The stables house all the pack animals and horses that live in the fort and belong to its residents. The stable masters are legendary for their ability to scrub the muck and grime from even the filthiest of animals. In the spirit of keeping the fort clean of waste, all animals can be boarded here free of charge.

12. Cliff's Peak Courtyard

The courtyard across the bridge is often used as a gathering place to make formal announcements and list official decrees.

13. Market Square

The center of the fort is used as a merchant's square, with stalls and booths lining the roads that converge here. Most regular trade goods and local produce can be acquired here for a reasonable rate, however, adventuring gear is restricted to the trading post.

14. Guard Barracks

The fort can muster up to two dozen guards in times of crisis. The majority of them call this building their home and a few can always be seen milling about the outside while the rest man the walls in the fort's defense.

15. Wallside Apartments

Many people visit Fort Haven in search of adventure, but only a handful choose to stay and live there full time. In order to accommodate these people, apartments were built against the inner walls. These modest rooms can be rented for as little as 1 gp a month and are sparsely furnished with the basic necessities. Most of the locals call these apartments home.

16. Town Hall

The largest building in Fort Haven, the town hall serves multiple purposes, from shelter during attacks to food and ale storage for times of trouble. The governor, Agnora, maintains an office here, but she's rarely present, preferring to do business through retainers from her estate. A small group of officials work in this building and can be consulted on local matters.

17. Tailor

This small home houses the fort's only tailor, most adventurers come to know them when they inevitably arrive in town with their clothes torn and tattered from the journey there.

18. Leather Worker

This tiny home contains the fort's resident leatherworker, a female half orc named Dol Ta'wac. A hardworking young woman who lives for her craft. She's fair and honest when it comes to her prices and she's been a welcome addition to the fort since she arrived a little over a year ago.

19. Blacksmith

This small stone structure in the center of town is the home and smithy of the local metal worker. Though they're not the finest of craftsmen, their creations often get the job done. They spend most of their day crafting munitions for the ballista that rest atop Fort Haven's walls.

20. Apothecary

The tiny hut nestled behind the market square is the home of Onyeka Sulba, a female turtle folk who serves as the fort's apothecary. The shy young woman mixes potions and balms for the various adventurers who stop by to resupply on their way through the jungle.

SIDE QUESTS

As the characters explore Fort Haven they might encounter NPCs who need their help. There is no need for the characters to finish these side quests; however, completing them may lead to more information about the adventure, as well as rewards.

Missing Dinosaur. One of Fazul's dinosaurs is missing. The tiny creature scampered off the day before and he hasn't seen it since. If the characters can find it and return it to him, he'll give them one of the unmarked potions he has lying around. A character that is trained to use a Herbalism Kit can identify the potion as a **Potion of Waterbreathing**.

Missing Shipment. Azzi was expecting a shipment of religious goods, but it never arrived. She had a vision that the courier was waylaid by followers of a dark god. She's offering 100 gp for the return of the goods and another 100 gp for the safe return of the courier.

Three-Eyed Dinosaur. Garru Mudclub heard that someone spotted a three-eyed dinosaur in the jungle. He's willing to pay 100 gp for its skull.

Hooks from the Deck of Stories Jungle Deck, that you can use while in Fort Haven as side quests: 4, 13, 16, 20

KNOWLEDGEABLE NPCs

A collection of useful information each NPC might have.



Agnora

Agnora Ashbel

Agnora is very well versed on the Suukya and is able to describe and inform the party of some of their key characteristics.



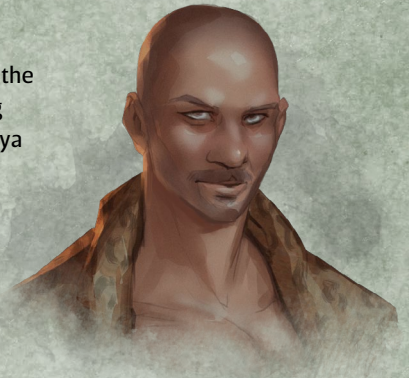
Challa

Challa

Challa has heard passing tales about the Jungle titan and understands the more physical attributes the Suukya would have.

Fazhul Tevi

If asked Fazhul is able to inform the party of weeks worth of missing shipments and rumors the Suukya gathering just South of the fort. Fazhul also has the chest plate to King Galorans armor mounted to the wall of his shop, but with no real understanding of what it actually is.



Fazhul



Onyeka

Onyeka Sulba

Onyeka has an understanding of poisons and if asked can make a balm of poison resistance for 50gp.

Thema Okiro

Thema has also heard passing tales about the Jungle titan and understands the more physical attributes the Suukya would have. She's also visited the ruins of the old world and witnesses the Suukya capturing Borra Crocs.



Thema

Find full character art and backgrounds for all of our NPCs and many more in the Jungle NPC Pack.

RETURNING FROM THE HUNT

As the characters make their way around town, they suddenly hear a voice calling for the gates to be opened. Challa has returned from his hunt. He's terribly injured and collapses to the ground in front of the characters upon entering the fort. Read the following aloud:

The shouts of guards and the scraping of stone and iron fill the air as the front gate is slowly lifted. Stumbling through it, is the battered guise of a Half-lion man. His white hair now matted and covered in filth. As he approaches his hand reaches out and his head lifts to meet your own; before the weight of his body proves to be too much for his legs and he falls crashing to the ground in front of you.

A DC 12 Wisdom (Medicine) check reveals he's been poisoned. The use of an herbalism kit, healer's kit, any magical healing, or another DC 12 Wisdom (Medicine) check will remove the poison and bring Challa back to consciousness. If the characters are unable to heal him, Onyeka appears from the growing crowd and dispenses aid. Once stable, Challa can relay the following to the characters.

- He was hunting in the ruins of the old world when he was attacked by a group of suukya. An uncommon type of serpent folk, that's rarely seen in the jungles anymore.
- The battle was fierce, and Challa almost had the upper hand, but was caught off guard when one of the Suukya spit poison in his eyes. Unable to see he fled the battle as quickly as he could. Unfortunately his escape was short lived, as the blinded hunter raced off the edge of a cliff and into the jungle canopy below. Luckily he survived the fall and was able to brave the journey back to Fort Haven.
- Held in his hand is a pendant that was worn by one of the Suukya. The pendant matches the one found in the goblins' possession.

As the crowd begins to dissipate, Azzi approaches Challa and the party. She claims to recognize the symbol on the pendant and wishes to speak to all of them about it later that night. If the party agrees, she informs them to meet her at the Borra Galli shrine.

Once the party speaks to Azzi they'll begin the final arc in this adventure. If they wish to complete any of their side quests suggest they do it before the days up.

VISION'S FROM BORRA GALLI

Just 3 days ago Azzi was endowed with visions of a serpent like statue deep within the jungle. Surrounding it were dozens of skeletal remains, all bowing in reverence to the idol. Burning above the jungle was a bright red sun, who's rays touched the treetops, turning them scarlet.

When you're ready for the characters to meet with Azzi, read the following aloud:

As you approach the shrine a warm flickering torchlight illuminates the steps leading up to an open doorway. A single stone altar surrounded in sacraments can be seen through the open entrance. The interior of the stone building shares a similar warm glow, which radiates from the dozens of candles and torches that have been scattered throughout the room. The walls are adorned with intricate mosaic patterns, made from different colored stones. Hanging from the tall, arched ceiling are violet banners which bear the symbol of Borra Galli. Azzi now stands at the far end of the room, looking over a shallow bowl which sits atop a pettastule. Her head turns to greet you, and in a soft voice she speaks. "Welcome travellers, thank you for meeting me here."

If Challa is not with the party, have him arrive just after the party.



Azzi has brought the characters to the shrine to ask for their aid. She tells them of her vision and describes her interpretation of it. Use the following points to help roleplay Azzi as she asks for the character's help.

- Azzi thinks her vision is a sign that Sav Aluthul may have freed himself from his stone prison. If the players don't know the story of Sav Aluthul, Azzi can give a brief description.
- After hearing of Challas' encounter with the Suukya, she wonders if they are now rallying for their forgotten king.
- If either of these things are true, she fears for the safety of Forth Haven, and would ask that the party help stop any dealings of the Suukya, or their forgotten king Sav Althul.
- Sav Althul's old temple can be found in the ruins of the old world. If the party were to find Sav Althul or the Suukya, Azzi believes it would be here.

The Jungle Titan

When Azzi believes the party will help her she offers them one last piece of information. With a deeply concerned tone in her voice, she tells the party of a great titan who roams the jungle. She explains that it's as ancient as a dragon and just as deadly. With its fierce claws and enormous body it's said to shape the earth as it moves across it. Any local knows to stay as far away from the creature as possible, but most are unaware of the relic that the creature carries on its back.

Hundreds of years ago after the defeat of Sav Althul, King Galoran and the last of his men began their journey back to their homeland. It's said that during this journey the jungle claimed them.

There's still no clear answer as to what happened to them exactly, but Azzi believed to have seen King Galoran's sword sticking from the back of the jungle titan.

Azzi claims that if that sword could be removed from the titan's back it could potentially help the party slay the serpent king, just like it helped King Galoran hundreds of years ago.

Treasure

Azzi will grant the characters a small collection of magic items that once belonged to her brother. She'll only turn over the items if the characters are able to bring back any proof that the Suukya or Sav Althul have been dealt with.

3rd Level Rewards:	2 Common Magic items
7th Level Rewards:	2 Uncommon Magic items
11th Level Rewards:	1 Uncommon and 1 Rare Magic item

Jungle Guide

In order to find the ruins of the old world and the jungle titan, Azzi suggests bringing one of the jungle guides. This would either be Challa or Thema Okiro. If you wish to have Challa guide the characters, have him step up in that moment and offer his services. If you'd rather have Thema guide the party, have Azzi suggest Challa rest, and instead point the party in the direction of the Adventurers Guild where they can find Thema.

The following morning the party's jungle guide will prepare rations and ask the characters to ready themselves for the journey. This will most likely be the last time the party is in Fort Haven before they fight Sav Althul. Once ready, the group will set out on their Journey. Either in the direction of the jungle titan, or Sav Althul's resting place in the ruins of the old world.

INTO THE JUNGLE

The journey through the jungle will take five days no matter the destination. As the party travels through the harsh terrain they have several encounters. As the DM you may pick when these encounters happen. Whether they're spread out over the five days or if they happen in clusters over the course of one or two.

This is true, with the exception of the **Shifting Canopy**, **Wandering Guard**, and **Shaking Earth** encounters, which happen at specific times.

ENCOUNTERS

Raging River

The party comes across a large rushing river. Have them make DC 14 Strength (Athletics) checks to make it across the river safely. A success allows them to move through the water as normal. On a failed check the river drags them underwater and they begin to drown. While underwater a creature is considered grappled. The creature may repeat the saving throw in subsequent rounds. On a success they surface once more and can move freely. Another failure forces them to remain underwater.

Below the depths of the rushing river the loyal hounds of the Suukya, waiting for prey to fall victim to the rapids. The first character to fail their strength check is attacked by Borra Croc which rest at the bottom of the river. If no one fails their strength check then the Borra Croc attack the last character to cross. Use the table below to determine how many Borra croc should be used in your encounter.

3rd Level Encounter: 1x Borra Croc

7th Level Encounter: 2x Borra Croc

11th Level Encounter: 4x Borra Croc

Once the fight is over any character with a passive perception of 11 or higher notices the mark of Sav Althul branded on the necks of the two dead Borra Croc.

Sketch out your own river, or use the river map from the Jungle Floor Map Pack.

Rotting Bridge

The party finds themselves faced with a 40 ft. deep chasm with a rotting wooden rope bridge crossing it. Each time a character attempts to cross the bridge roll 1d8. On a roll of 1 or 2, one of the planks breaks and the character must succeed on a DC 14 Dexterity saving throw or else they fall to the bottom of the chasm taking 4d6 bludgeoning damage and falling prone.

If a character wishes to climb up or down the sides of the chasm they can do so by succeeding on a DC 12 Strength Athletics check for every 20 ft. they climb. Failure means they fall the remaining distance. If a creature utilizes climbing gear or ropes to make the ascent or descent they get advantage on the roll.

At the bottom of the chasm a pile of moss covered corpses shamble to life and attack when a character gets near them. Use a number of corpses based on the level you're running the adventure at.

3rd Level Encounter: 4x Corpses

7th Level Encounter: 8x Corpses

11th Level Encounter: 12x Corpses

Environmental Hazards

During the journey pick out one or two environmental hazards from the **Jungles of Dread DM Screen** for the party to encounter. Using these on their own or alongside a small combat encounter will make for an exciting moment in the adventure.

Here's a list of Small combat encounters to mix with an **Environmental Hazard**.

- While moving through a swamp, two **Giant Constrictor Snakes** surprise the party.
- As they enter a clearing, the party finds themselves in the den of a **Triceratops**. It turns and charges the characters.
- A group of 2d4 nomadic **Goblins** stumble upon the party as they're resting.

Scavenger Tables

During the journey, have the party's jungle guide discover something on the **Animal Scavenger Tables**. Found on the **Jungles of Dread DM Screen**.

Shifting Canopy

On the third day the party stops at a cliff's edge, roughly 100 feet above the jungle canopy below. Read the following aloud:

Your feet stop short as you step to the edge of a sheer cliffside. Below you can see the sprawling jungle canopy, teeming with wild plant life. In the distance a jagged stone ziggurat pierces the tree's. Above it, large bird-like creatures circle and swarm, picking and clawing at each other. Suddenly one drops from the sky, sending the rest into a swirling cyclone of feathers and talons as they chase the falling corpse. Your eyes wander as you take in the distance still to be traveled. In that moment a low rumbling can be heard deep within the jungle below. The tall tree's begin to shake and bend as a large unseen force moves through the terrain.

The characters find themselves at the top of a cliff just over 100 feet tall. Scaling down it requires succeeding on a DC 13 Strength (Athletics) check for every 20 ft. they climb. On a failed check they fall to the ground taking 1d6 bludgeoning damage for every 10 ft. they fall. If a creature utilizes climbing gear or ropes to make the ascent or descent they get advantage on the roll.

This encounter can be made more difficult by having **Giant Vultures** attack the party as they're climbing down.

3rd Level Encounter: 2x Giant Vultures

7th Level Encounter: 4x Giant Vultures

11th Level Encounter: 8x Giant Vultures

Find unique creatures, materials for crafting, and beneficial plants all throughout the jungle, using the scavenger tables found on the back of the Jungles of Dread DM Screen.

LAST DAY OF TRAVEL

If the players are traveling to Sav Althul, use the **Wandering Guard** encounter as the last obstacle the characters must face before reaching their destination. If the players are attempting to reach the jungle titan, then use the **Shaking Earth** encounter as the last obstacle the characters face before reaching their destination.

Wandering Guard

The party is nearing the ruins of the old world. As they get closer to the resting place of Sav Althul, two Suukya are spotted patrolling the wilderness with a Borra Croc at their side. The party notices them first, but if not quickly dealt with, the Suukya will discover the characters and attack.

Besides their weapons the Suukya both have matching pendants bearing the mark of Sav Althulu, as well as an item off of the **Material Scavenger Tables**.

Shaking Earth

The party is nearing the domain of the jungle titan. As they get closer to the giant beast the earth begins to shake once more, sending a stampede of Hadrosaur through the jungle and in

the direction of the characters. Have the whole party make a group athletics or dexterity check DC 15. If over half succeed the characters are able to make it to safety. If over half of the characters fail the party is trampled by the frightened Hadrosaur and take a number of bludgeoning damage based on the party's level.

3rd Level: 6 points of bludgeoning damage

7th Level: 15 points of bludgeoning damage

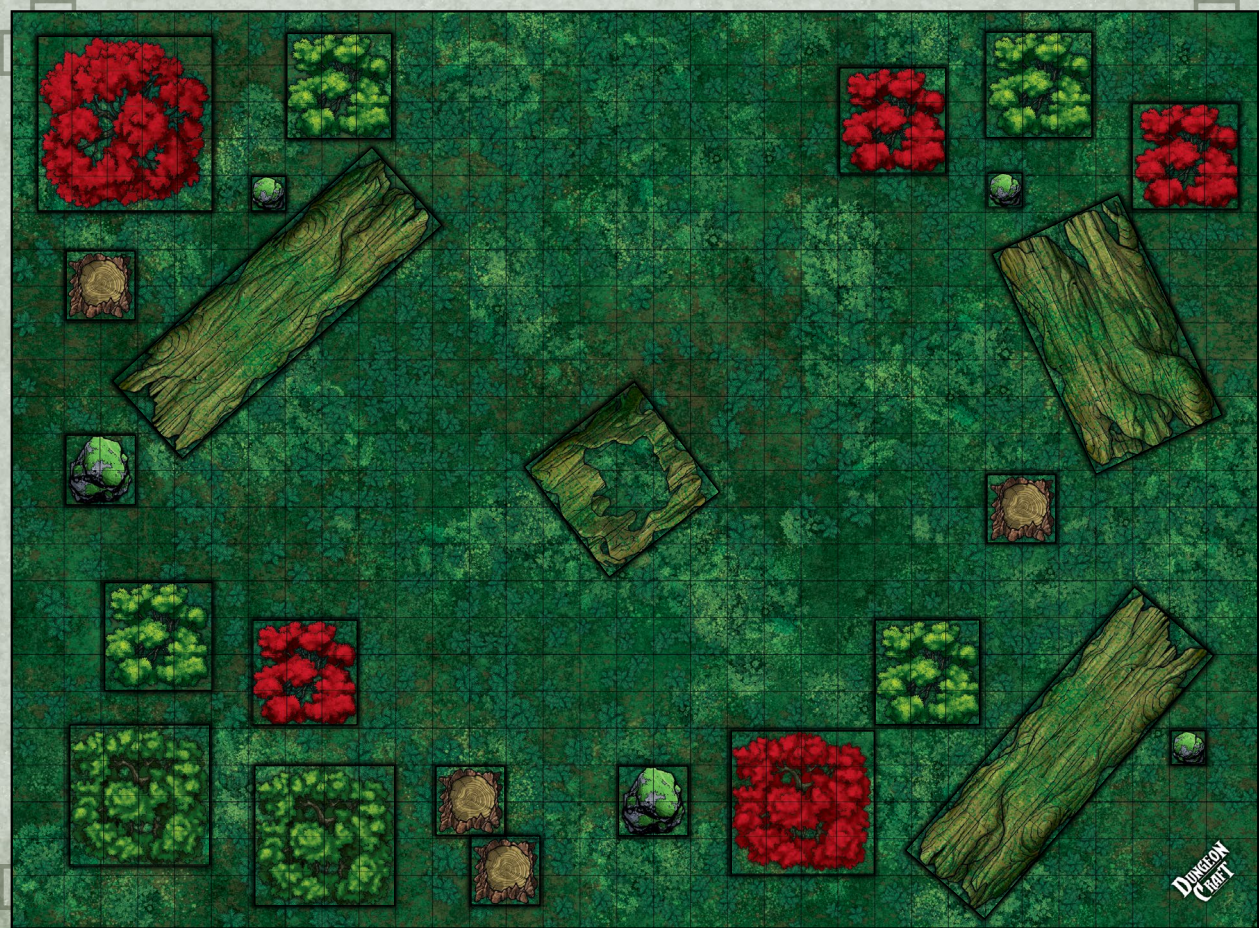
11th Level: 24 points of bludgeoning damage

THE HUNT FOR THE TITAN

If the party has chosen to search for the jungle titan then run them through this next part of the adventure. If they've chosen to go straight to Sav Althul's temple then skip to the **Ruins of the Old World** header.

After the events of the **Shaking Earth** encounter, the party would have almost reached the jungle titan. As they approach, the titan has hidden itself within the jungle. Use the DC from the titans **Part of**

Jungle Titan Encounter Setup



Use pieces found in *Jungles of Dread & Fallen Kingdom* to create the battle map used for the Jungle Titan encounter.

Pieces needed: 7x Small Trees, 3x Medium Trees, 1x Large Tree, 2x Large Rocks, 3x Small Rocks, 4x Large Tree Stumps, 2x Long Fallen Logs, 1x Wide Fallen Log, and 1x Hollow Log.



the Jungle ability to determine how effectively hidden the titan is. If the party's passive perception or perception check is higher than the titans DC, they notice it before it notices them.

If they fail to perceive the titan first, read the following:

The wild calls of brightly colored birds fall from the sky as they race above you. A thick layer of moss and vines cover the jungle floor, concealing the small reptiles and insects that live within it. The occasional heavy footstep sends several creatures scattering in different directions. As you scan the area for any signs of the titan, a strong gale wind blows through the valley, sending branches crashing to the ground and bending the trees around you. You quickly turn your back to the winds, just in time to notice a giant glossy black eye turn to acknowledge you. Suddenly the ground erupts, sending tree and stone hurtling through the air. The jungle floor shakes and the sun vanishes behind the towering titan that stands before you.

The party has stumbled into the titans domain. It strikes out at the characters with intentions to kill. During this encounter the jungle titan acts to protect itself. It attacks any and all creatures near it until they've fled out of its sight or until they're dead. If at any time the jungle titan drops below $\frac{1}{4}$ of its max health it begins to flee by burrowing.

Driven into the back of the titan is the sword of King Galoran. A strength Athletics check DC 16, 19 or 23 (depending on what your party's level is) will pry the sword from the titans back. The DM may choose what type of sword King Galorans legendary weapon is. (See Weapons and Equipment pg. 14)

After retrieving the sword from the titans back, either by slaying the creature or otherwise. The party arrives at the crumbled ruins of Sav Althuls ancient city within a day. At this point you could run the **Wandering Guard** encounter or skip to the Ruins of the Old World header.

RUINS OF THE OLD WORLD

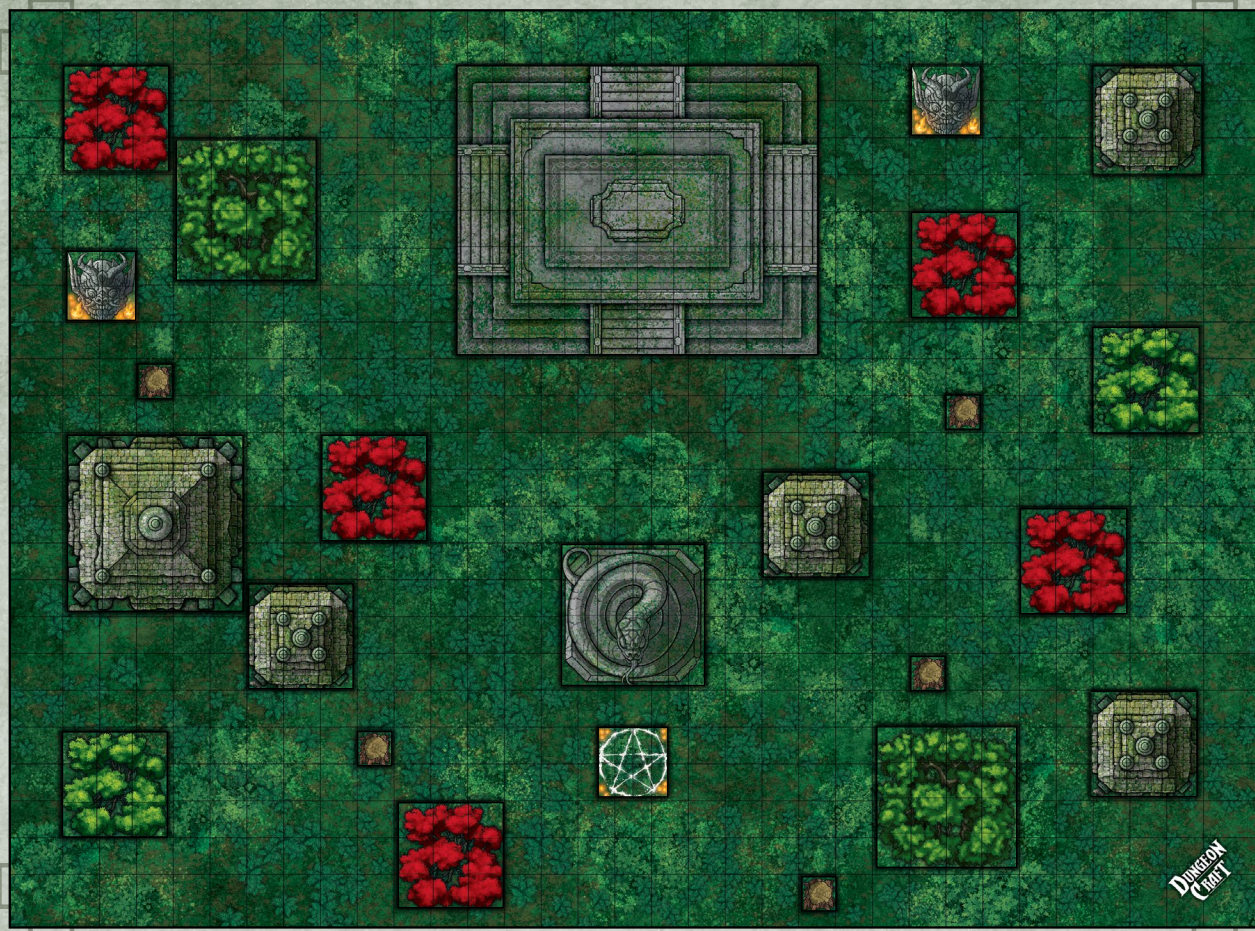
After the events of the **Wandering Guard** or **The Hunt for the Jungle Titan** encounter, the party enters the crumbled ruins of sav althul's lost city. Collapsed towers and broken rubble lay scattered, while moss and flora covers what's left of the structures. Sav Althuls temple, a giant zigorat, rests at the back of the city. A statue of a coiling snake sits at the foot of it.

As the party approaches they quickly notice a horrific scene. A large circle of salt roughly 10 feet across has been drawn on the jungle floor in front of the snake statue. 12 Suukya lay lifeless around it, each of which has a blade plunged into their abdomen. Burning candles and incense surround the bodies and the scent of decay can be smelt on the air.

An investigation of the scene reveals the Suukya to be wearing the same pendants that bear the mark of Sav Althul. A DC 12 medicine check also reveals that the bodies have been dead for at least 5 days.

This is the afterman of a ritual performed by the suukya to free Sav Althul. It cost them their lives but was successful. An altered version of this moment was shown to Azzi in her vision from Bora Galli.

Sav Althul Encounter Setup



Use pieces found in Jungles of Dread & Fallen Kingdom to create the battle map used for Sav Althul's encounter.

Pieces needed: 1x ziggurat, 7x Small Trees, 2x Medium Trees, 1x Large Tower, 4x Small Towers, 1x Large Snake Statue, 2x Large Idols, 5x Small Tree Trunks, and 1x Salt Summoning Circle.

THE KINGS RETURN

As the characters investigate the ritual grounds read the following aloud:

A dark shadowy silhouette falls over the ritual grounds. The hairs on your body rise and a cold shiver trickles down your spine, as the sudden realization that you're not alone is cemented in your mind. Your eyes trace the long distorted shadow up to the peak of the ziggurat behind you. Resting at the tallest point of the stone structure is the massive figure of a half serpent hybrid. His long snake body haloed by the burning red sun behind him. His words slip from his tongue in a soft and chilling tone that hits your ears as if the wind was whispering to you.

"So the false gods have sent their usurpers once more... How foolish of them... I will not make the same mistakes twice."

Sav Althul has been freed from his self-made prison and desperately wishes to rule the jungle once more, but first he must deal with the party. Sav Althul plays intelligently and without mercy. He'll stay

at the top of his ziggurat and force the players to climb the stone structure, which is roughly 50 feet tall and requires any character without a climbing speed to move at half speed while climbing up it.

If the party has found the lost sword of King Galoran, Sav Althul becomes filled with rage when he first sees it and will purposely target whichever character is wielding the weapon. Referring to it as the tyrant's blade.

If at any point the battle feels as if it's not as difficult as you'd like it to be. Adding in Borra Croc to the encounter is an easy way to increase the difficulty. Describe them pouring from the jungle treeline and have them act on Sav Althul's turn.

If Sav Althul drops below $\frac{1}{6}$ of his maximum hit points, he'll attempt to force a surrender by attacking the weakest party member in hopes he'll drop them below zero. If he's successful he'll hold them at spear point and demand the party to throw down their weapons and surrender. If they agree, Sav Althul will force them out of the jungle and back to Fort Haven without their weapons.

If he's unable to do this and has no clear escape Sav Althul will fight to the death. Becoming enraged as he inches closer to death once more.

TREASURE

Sav Althul carries on his body a dozen ancient spears too heavy to be wielded by any medium creature. Several gold plated armor pieces worth roughly 350gp, and a ruby ring worth 200gp.

If you wish to reward your players further, then have them find a common or uncommon magic item inside Sav Althul's temple, or a Giant Gemstone worth 500gp, 1000gp, or 2000gp depending on your party's level.

AFTERMATH

With Sav Althul dead, and the threat to Fort Haven dealt with, the party is able to return to safety and report their success to Azzi. Once they've arrived Azzi happily rewards the party with their items and thanks them for their help. From then on she trusts the party implicitly and treats them as true fiends.

Once they've spoken with Azzi the party is able to return to any unfinished sized quests, or seek out other possible adventure through Fort Haven and its citizens. Check page 6 for Suggested Deck of stories that would work well in Fort Haven.

WEAPONS AND EQUIPMENT

Toruka Staff

Weapon (Martial)

This long hooked staff carries a metal or stone pot at the end of it and is often used for collecting water. However a skilled warrior can use it as a versatile weapon. While the pot is attached to the staff the weapon deals 1d10 bludgeoning damage. As a bonus action the pot can also be flung at a near by enemy that within 20 ft., dealing 1d4 bludgeoning damage.

While the pot is not attached to the weapon the staff deals 1d8 bludgeoning damage, and a bonus action can be used to reattach the pot as long as the pot is within 5 ft. of you.

King Galoran's Sword

Weapon (Any type of sword), Rare (requires attunement)

Once belonging King Galoran, this ancient blade has been lost to the jungle for centuries. This sword is considered a magical +1 weapon. While wielding the blade you gain the following abilities.

Reflection. When targeted by a ranged weapon or spell attack, you may use your reaction to temporarily add your proficiency bonus to your AC. If doing this would stop the attack from hitting you, then you've successfully used the blade to deflect the attack. The bonus to your AC only applies to the attack the reaction was used on. You may use this ability a total of 3 times a day. All expended uses return at dawn the following morning.

Swift Strike. All attacks made with the blade deal an additional 1d4 force damage.

Potion of water Breathing

Potion, Uncommon

When ingested this thick mucky green potion grants the user the ability to breathe underwater for 1 hour.



Toruka Staff

MONSTERS AND NPCs

Get your own Borra Croc, Jungle Titan, or Sav Althul miniature from our new set of Jungle models.

Ankylosaurus

Huge beast, unaligned

Armor Class 15 Natural

Hit Points 53 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	13 (+1)	4 (-3)

Senses Passive Perception 11

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Actions

Charge. After taking the dash action on their turn, the Ankylosaurus may make slam attack as part of that action

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked back 5 ft, and land prone.

BORRA CROC

Borra Croc are vicious predators that resemble a crocodile with an elongated neck and legs. These deadly creatures are not only amphibious, but also subterranean which makes them efficient and unrivaled hunters.

Because of their unique attributes, ancient civilizations used to domesticate them, but would often struggle with breeding out their volatile nature. Meaning very few where successful in their efforts.

Borra Croc

Medium Monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., burrow 20 ft., Swim 40 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	9 (-1)	7 (-2)

Skills Perception +1

Senses Blindsight 30 ft., Passive Perception 12

Languages Draconic understands but can't speak

Challenge 2 (450 XP)

Actions

Multiattack. The Croc Hound makes two attacks: one with its bite and one with its tail.

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

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.



Borra Croc



Increasing the difficulty of the encounter by adding one or several of these attributes to the Borra Croc.

- Give the Borra Croc maximum health.
- Give the Borra Croc +1 AC.
- Double the number rolled on the damage dice.
- Give the Borra Croc the **Steel Bite** ability. **Steel Bite.** As an action, the Borra Croc makes a targeted attack against a creature's appendage. Make a melee bite attack against the targeted creature, if the attack hits, the target takes (1d8+3) piercing damage and is considered grappled. While grappled by the Borra Croc in this way the target may not use any item held by the chosen appendage. A grappled creature may use their action to break the grapple with a successful DC 15 Strength (Athletics) check.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 11 (3d4 + 3)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Group Tactics. A goblin can use its bonus action to call out a shot to another goblin within 20 ft. of it. The targeted goblin can add a d4 to its next attack roll provided it can hear and understand the its ally.

Actions

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

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Goblin Chief

Small humanoid, Neutral evil

Armor Class 17 (Wooden Plate Armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Proficiency Bonus +2

Brutal strike. Once per turn, the goblin chief can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the goblin chief that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two greatsword attacks.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Reactions

Insight fear. As a reaction the goblin chief can call out to another friendly creature within 30 ft. and force it to make a melee attack against a creature within 5 ft of them.

JUNGLE TITAN

Little is known about this ancient creature. Records show knowledge of its existence as far back as 500 years ago. With bards claiming to have seen it all across the coast lines and through out the jungle. Sages still debate its origin, but most can agree that this titanic crab is not of this plain.



Jungle Titan

Jungle Titan

Gargantuan Monstrosity, Unaligned

Armor Class 17 (Natural Armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft., burrow 20 ft., Climb 20ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	12 (+1)	12 (+1)	9 (+1)

Saving Throws DEX +2, CON +5, WIS +3, STR +6

Skills Perception +5,

Damage Immunities poison

Senses Darkvision 60 ft., Passive Perception 14

Challenge 3 (700 XP)

Part of the Jungle. When standing perfectly still the Jungle Titan blends into its surroundings. If a creature isn't already aware of the Jungle Titan, it's seen as part of the terrain. A DC 16 perception check allows a creature to see past its natural camouflage.

Seismic Movement. The ground below this ancient creature shakes and trembles whenever it moves. All creatures within 10 ft of the Jungle Titan as it moves must make a Dex saving throw DC 12 or fall prone.

Natures Guardian. The jungle itself has appointed a guardian. If the Jungle Titan has been dead for more than 2 weeks and a majority of its body is still intact, it comes to consciousness with 1 hitpoint.

Actions

Claw Slam. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. Hit: 9 (2d6 + 3) bludgeoning damage

Poison Breath (Recharge 5–6). The Jungle Titan exhales a cloud of poison in a 30-foot cone. Each creature in the affected area must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Jungle Titan Lair Actions

On initiative count 20 (losing initiative ties), the Jungle Titan takes a lair action to cause one of the following effects; the Jungle Titan can't use the same effect two rounds in a row:

- A rolling fog of poisonous spreads from a point the Jungle Titan chooses within 60 feet of it, filling a 15-foot-radius sphere until the Jungle Titan dismisses it as an action, uses this lair action again, or dies. The fog spreads around corners. Any creature in the fog when it appears must make on a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 9 (2d8) poison damage.
- A frightened dinosaur rushes through the battle field and at a nearby creature. Choose a target the Jungle Titan can see, that creature must succeed on a Dexterity saving throw DC 16 or suffer 16 (3d10) bludgeoning damage.

Jungle Titan

Gargantuan Monstrosity, Unaligned

Armor Class 18 (Natural Armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws DEX +2, CON +5, WIS +3, STR +6

Skills Perception +5,

Damage Immunities Poison

Senses Darkvision 120 ft., Passive Perception 19

Challenge 9 (5,000 XP)

Part of the Jungle. When standing perfectly still the Jungle Titan blends into its surroundings. If a creature isn't already aware of the Jungle Titan, it's seen as part of the terrain. A DC 16 perception check allows a creature to see past its natural camouflage.

Seismic Movement. The ground below this ancient creature shakes and trembles whenever it moves. All creatures within 10 ft of the Jungle Titan as it moves must make a Dex saving throw DC 16 or fall prone.

Natures Guardian. The jungle itself has appointed a guardian. If the Jungle Titan has been dead for more than 2 weeks and a majority of its body is still intact, it comes to consciousness with 1 hitpoint

Actions

Multiattack. The Jungle Titan makes three attacks: one with its body slam and two with its claw slams.

Claw Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Body Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. Hit: 21 (3d10 + 5)

Poison Breath (Recharge 5–6). The Jungle Titan exhales a cloud of poison in a 60-foot cone. Each creature in the affected area must make a DC 16 Constitution saving throw, taking 55 (10d10) Poison damage on a failed save, or half as much damage on a successful one.

Increasing the difficulty of the encounter by adding one or several of these attributes to the Jungle Titan.

- Give the Jungle Titan Maximum Health
- Give the Jungle Titan +1 AC
- Allow for its Breath Weapon to linger for a round. Each creature that was originally hit by the breath weapon must make another Constitution Saving throw at the beginning of their turn or take half the damage from the original attack.
- Whenever a creature starts its turn on top the Jungle Titan it takes 9 piercing damage from the parasitic insects that live on Jungle Titan.
- Add the ability collision to the Jungle titans legendary actions or normal actions.
Collision. The Jungle Titan suddenly drops all of its weight onto the ground below it, sensing a shockwave of force out from itself. All creatures within 10 ft. of the Jungle Titan are pushed back 20 ft.

Jungle Titan

Gargantuan Monstrosity, Unaligned

Armor Class 19 (Natural Armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	10 (+0)

Saving Throws DEX +4, CON +10, WIS +7, STR +11

Skills Perception +12

Damage Immunities poison

Senses Darkvision 120 ft., Passive Perception 22

Challenge 16 (15,000 XP)

Part of the Jungle. When standing perfectly still the Jungle Titan blends into its surroundings. If a creature isn't already aware of the Jungle Titan, it's seen as part of the terrain. A DC 16 perception check allows a creature to see past its natural camouflage.

Seismic Movement. The ground below this ancient creature shakes and trembles whenever it moves. All creatures within 20 ft. of the Jungle Titan as it moves must make a Dex saving throw DC 19 or fall prone.

Natures Guardian. The jungle itself has appointed a guardian. If the Jungle Titan has been dead for more than 2 weeks and a majority of its body is still intact, it comes to consciousness with 1 hitpoint.

Legendary Resistance (3/Day). If the Jungle Titan fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Jungle Titan makes three attacks: one with its body slam and two with its claw slams.

Claw Slam. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 18 (2d10 + 7)

Body Slam. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 23 (3d10 + 7)

Poison Breath (Recharge 5–6). The Jungle Titan exhales a cloud of poison in a 90-foot cone. Each creature in the affected area must make a DC 19 Constitution saving throw, taking 66 (12d10) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Jungle Titan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Jungle Titan regains spent legendary actions at the start of its turn.

Position. The Jungle Titan can burrow or climb its full movement

Claw Slam. The Jungle Titan can make one Claw Slam attack.

Shake them off. The Jungle Titan twists and shakes its body violently. Any creature currently on the crab must make a strength saving throw DC 20 or be thrown 20 feet away from the Jungle Titan and be knocked prone.

Tearing grasp. (2 Actions) Make a contested grapple check with a target that's large or smaller. On a successful grapple deal 40 points of damage slashing damage. The target is ripped in half if this damage leaves it with 0 hit points.

A creature that has been ripped in half is considered dead and can be revived in the standard methods.

Suukya

Medium Monstrosity, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws DEX +4, CON +3, WIS +2, CHA +3

Skills Insight +2, Stealth +4

Damage Immunities Poison, Acid

Senses Darkvision 60 ft., Passive Perception 14

Languages Abyssal, Common, Draconic

Challenge 2 (450 XP)

Proficiency Bonus +2

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) poison damage.

Acid Spit (Recharge 5–6). The Suukya spues acid in a 10-foot cone. Each creature in that cone must make a DC 11 Dexterity saving throw, taking 14 (4d6) acid damage, + 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.



SAV ALTHUL

Sav Althul is an ancient tyrant whose dark dealings have allowed him to prolong his life. In the height of his power he ruled over a vast kingdom, and a subset of serpent folk known as the Suukya worshiped him as their god. Since that time he's spent centuries trapped within a prison of his own making, which has twisted his perception of the world and his own past.

3RD LEVEL ENCOUNTER SAV ALTHUL

Sav Althul, The Serpent King

Medium monstrosity, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 84 (12d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Con +6, Str +6

Skills Deception +6, Persuasion +1, Religion +7, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic

Challenge 5 (1,800 XP)

Actions

Multiattack. Sav Althul makes three melee attacks, but can use Constrict only once.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and Sav Althul can't constrict another target like this.

Fanged Spear. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage. Thrown (Range 30 /90)

Concussive strike. Sav Althul throws his spear with such strength that whether it hits or misses the target, it still impacts, crushing the ground below it. When throwing a spear Sav Althul can choose to expend two of his attack actions to gain the following effects.

- When the spear hits a creature it also strikes the ground crushing it on impact and sending a shockwave out 10 feet in every direction. (centered on the target) That square is now considered difficult terrain and each creature within the blast must make a DC 14 Dex saving throw or take (2d6) force damage.
- When the spear misses the targeted creature choose a space adjacent to the creature. That space now becomes difficult terrain and is considered the center of the blast.

Reactions

Hypnotic Eyes. When Sav Althul is targeted by an attack he may use his reaction to share a glance with the Attacker. The targeted creature must then make a wisdom saving throw DC 14 or target the nearest creature instead.

7TH LEVEL ENCOUNTER SAV ALTHUL

Sav Althul, The Serpent King

Medium monstrosity, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 170 (20d8 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	17 (+3)	15 (+2)	13 (+1)

Saving Throws Con +8, Str +9

Skills Athletics +9, Insight +7, Intimidation +9, Religion +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic

Challenge 10 (5,900 XP)

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

Magic Weapons. Sav Althul's weapon attacks are magical.

Actions

Multiattack. Sav Althul makes three melee attacks, but can use Constrict only once.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Sav Althul can't constrict another target like this.

Fanged Spear. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 5) piercing damage. Thrown (Range 30 /90)

Concussive strike. Sav Althul throws his spear with such strength that whether it hits or misses the target, it still impacts, crushing the ground below it. When throwing a spear Sav Althul can choose to expend two of his attack actions to gain the following effects.

- When the spear hits a creature it also strikes the ground crushing it on impact and sending a shockwave out 10 feet in every direction. (centered on the target) That square is now considered difficult terrain and each creature within the blast must make a DC 15 Dex saving throw or take (3d6) force damage and be knocked prone.
- When the spear misses the targeted creature choose a space adjacent to the creature. That space now becomes difficult terrain and is considered the center of the blast.

Reactions

Hypnotic Eyes. When Sav Althul is targeted by an attack he may use his reaction to share a glance with the Attacker. The targeted creature must then make a wisdom saving throw DC 14 or target the nearest creature instead.

Sav Althul, The Serpent King

Medium monstrosity, neutral evil

Armor Class 19 (Natural Armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	18 (+4)	16 (+3)	13 (+1)

Saving Throws Con +10, Str +11

Skills Athletics +11, Insight +9, Intimidation +11, Religion +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If Sav Althul fails a saving throw, he can choose to succeed instead.

Frightful Presence. Each creature of Sav Althul's choice that is within 120 feet of him and aware of his presence must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Sav Althul's Frightful Presence for the next 24 hours.

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

Magic Weapons. Sav Althul's weapon attacks are magical.

Actions

Multiaction. Sav Althul can use his Frightful Presence. He then makes three melee attacks, but can use Constrict only once.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 19 (2d6 + 6) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. Hit: 14 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Sav Althul can't constrict another target like this.

Fanged Spear. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 5) piercing damage. Thrown (Range 30 /90)

Concussive strike. Sav Althul throws his spear with such strength that whether it hits or misses the target, it still impacts, crushing the ground below it. When throwing a spear Sav Althul also gains the following effects.

- When the spear hits a creature it also strikes the ground crushing it on impact and sending a shockwave out 10 feet in every direction. (centered on the target) That square is now considered difficult terrain and each creature within the blast must succeed a DC 15 Dex saving throw or take 9 (3d6) force damage and be knocked prone.
- When the spear misses the targeted creature choose a space adjacent to the creature. That space now becomes difficult terrain and is considered the center of the blast.

Reactions

Hypnotic Eyes. When Sav Althul is targeted by an attack he may use his reaction to share a glance with the Attacker. The targeted creature must then make a wisdom saving throw DC 14 or target the nearest creature instead.

Legendary Actions

Sav Althul can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sav Althul regains spent legendary actions at the start of its turn.

Command. If Sav Althul has any allies within ear shot he command up to 2 of them to move half their movement and make an attack. These creatures must use their reaction in order to do this.

Bite. Sav Althul makes a bite attack.

Spear throw (Costs 2 Actions). Sav Althul can throw one of his spears.

Increasing the difficulty of the encounter by adding one or several of these attributes to the Sav Althul.

- Give Sav Althul Maximum Health
- Give Sav Althul +1 AC
- Allow for him to use concussive strike on every attack
- When a creature has been grappled by Sav Althul's Constrict ability they take 1d10 bludgeoning damage at the start of their turn, until they're free.

Sav Althul Lair Actions

On initiative count 15 (losing initiative ties), Sav Althul takes a lair action to cause one of the following effects; Sav Althul can't use the same effect two rounds in a row:

- A structure or tree has been weakened by Sav Althul's powerful strikes. Sav Althul chooses a creature within 120 feet of him that he can see. That creature must succeed a dexterity saving throw DC 16, on a failed save they take 3d6 bludgeon damage as the structure collapses on top of them.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point that Sav Althul chooses within 120 feet of it. The cloud spreads around corners and remains until Sav Althul dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage. Sav Althul is not effected by the insects.

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