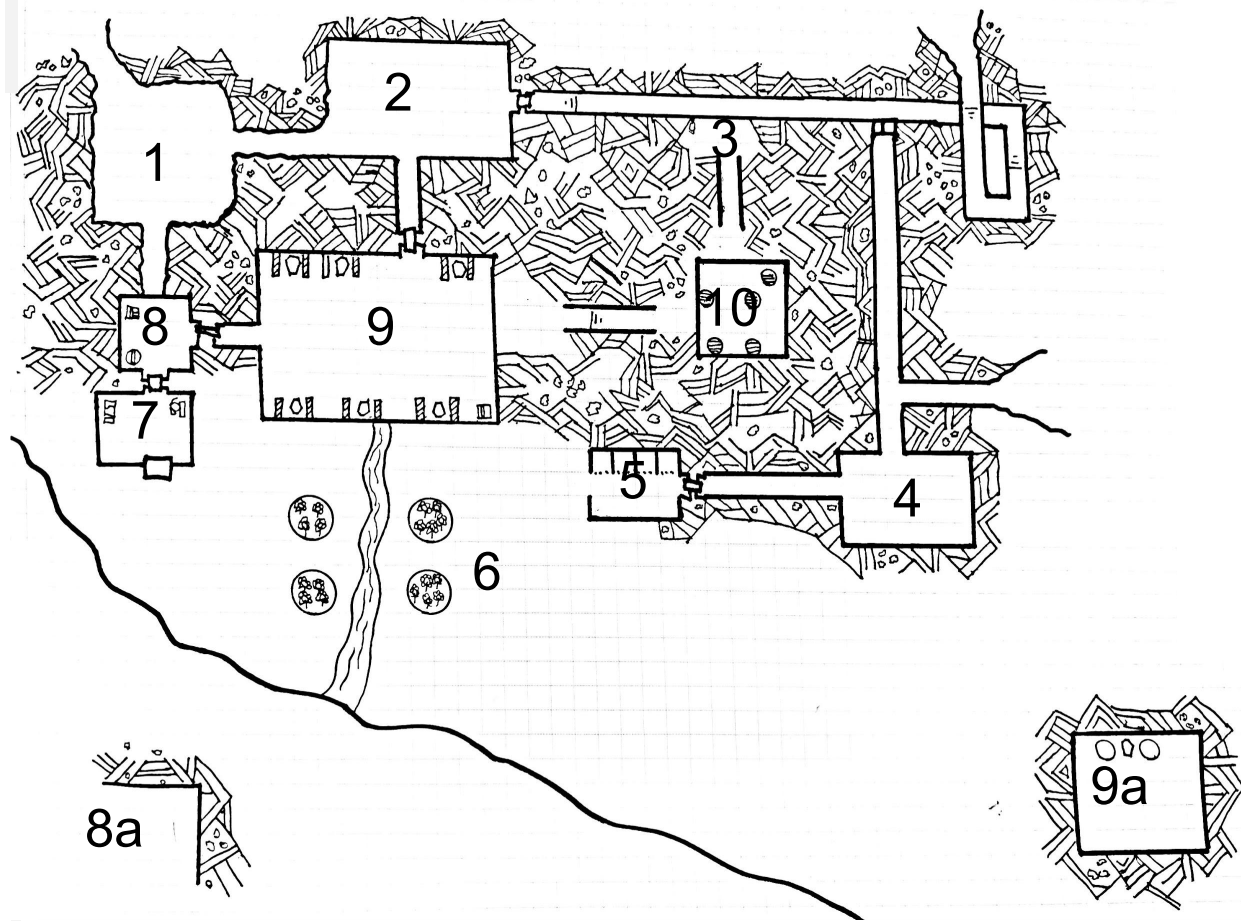


# Crypt of the Viper Queen

## Brian Mackenzie

1. Goblins and kobolds. The kobolds are in charge and bully the goblins. 1x kobold inventor, 1x kobold dragonshield, 1x goblin.
2. 2 cursed statues stand in this room. They were left to guard the secret crypt (9a).
3. There's a trapdoor. The plate is too heavy for goblins and kobolds to set off. Sometimes constructs or monsters get in and roam these halls
4. Twin Kobold sorcerers, one with wings and one with beefier armor occupy the room. A lever here shuts off the constructs in area 5. There are several dead goblins that have been experimented on. Secret exit connects to 10.
5. Prison cell guarded by 2 suits of animated armor invented by the kobolds. A yuan ti sits in each cell malnourished and injured, they are from a nearby village and hate humans.
6. A garden filled with flowers, each plot with a different color. A stream runs down from the mountain, formed by an ever raining cloud on the mountain. It runs down into 9a. Plots guarded by 2 vine blights and 2 twig blights, peaceful unless disturbed.
7. Bedroom of the late Viper Queen. There is an obvious net trap on the north door. There is a watering can, and 4 vials of poison in a desk.
8. Storage room, valuable fabrics in the boxes, as well as a set of embalmers tools and some brass candlesticks. There is a deep echo in this room due to the cave below the floor that connects to 8a
- 8a. High up the mountain. A wyvern's nest with 2 eggs is up here, 5% chance the mother shows up every 30 minutes the party stays up here. A cave built into the mountain leads to 8



9. Crypt containing mummified yuan-ti in caskets. One casket is broken open, a yuan ti wrapped in cloth sits within. There is a bloodstain at its foot. Opening a casket requires a DC 15 wisdom save or you get cursed with a level of exhaustion. One casket has no body within, opening it opens a secret door to 10.
- 9a. Ornate sarcophagus guarded by a giant constrictor snake. A chest in the room contains loot, if the sarcophagus is opened the mummified viper queen within attacks. Her crown magically controls the constrictor.
10. Room full of human statues. Secret exit to 4 under one of the statues, secret exit behind a statue to 9, hole in the ceiling to 3

### Wandering Monsters

- 10% chance per hour outdoors or in hallway 3
1. 2x giant spider
  2. 2x lion
  3. 2x rhinoceros
  4. 1x Giant toad