



INTO THE SNAKE PIT

Into the Snake Pit is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 5, 8, or 11. This document offers details for each level and makes adjustments accordingly. The characters are tasked with retrieving an item from a heavily guarded casino owned by an infamous criminal boss.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure serves as drop-in material for game masters that are looking for an interesting location or a side quest for a pre-existing campaign. This side quest would work well for a character with the charlatan background, who may have multiple identities and with proficiency in a disguise kit, Deception and Sleight of Hand. If you require a hook for this side quest, there are several options below. This adventure can be placed in any urban setting that has a town large enough to support a clandestine gambling den run by an infamous crime boss.

THE SNAKE PIT

The characters must infiltrate a casino known colloquially as the 'Snake Pit.' Though most people in the town have heard of it, few know where it is actually located. Its closely guarded entrances are in nondescript businesses in a quiet part of town that no one would suspect hides the sprawling gambling den. The casino itself is underground, constructed below the city streets and adjacent to the sewers running under the town. Far below the public levels of the casino lies the vault and its hidden treasures. If the characters want to pull this off, then they will need to plan for success.

d6	Side Quest Type	Hook Details
1	Fetch Quest	The characters are tasked with stealing Orphinius Stone's journal which contains all his business contacts and dealings. The journal is in Stone's desk in area 18 .
2	Recover Item	The characters are asked to retrieve an item that was used as collateral on a bet and was lost by a foolish customer who now wants it back. The item is a <i>dancing sword</i> and is located in area 17 .
3	Receive Information	The characters are asked to get incriminating evidence detailing Stone's criminal activities. These can be found in the filing cabinets in area 18 .
4	Rescue Mission	The son of the character's patron is being held hostage by Stone. A ransom demand for 20,000 gp was sent two days ago. He has been petrified and is held in area 23 among Stone's other victims.
5	Missing Person	A local council elder went missing several months ago. Rumour has it that Stone had something to do with it. The characters must find out the councillor's fate. He is to be found in area 23 among Stone's other victims.
6	Monster Hunt	The characters are tasked with quietly disposing of Orphinius Stone himself. The character's patron wants it to look like an accident.



PLANNING

One or more characters must spend at least three days of effort plus 50 gp in associated costs. Spending more money increases the chance for successful reconnaissance. The characters involved make four checks; Dexterity (Stealth), Intelligence (Investigation), Wisdom (Perception), and the player's choice of Charisma (Deception, Intimidation, or Persuasion). One character can make all four checks, or the characters can split the checks among themselves. For every 50 gp spent beyond the first, the characters may add +1 to the result of each check (to a maximum of +5). Use the table below for the appropriate DC:

PLANNING DC

Adventure Level	DC
5th	14
8th	16
11th	18

Then check against the information table below for results:

INFORMATION LEARNED

Successes Result

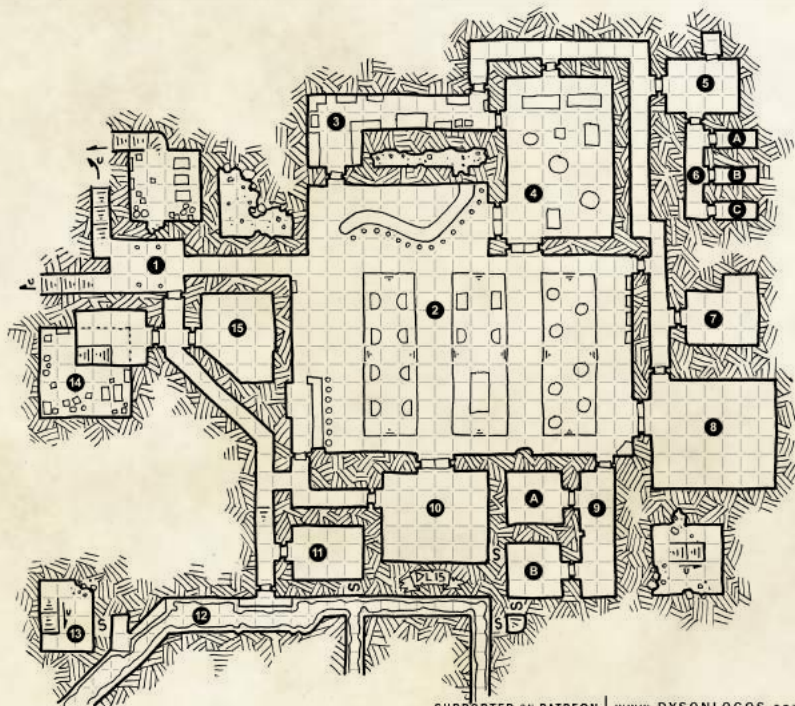
0 successes	They learn nothing and the party is noticed by the casino guards meaning all skill checks made within the casino will be made with disadvantage.
1 success	They learn that the item they are looking for is kept in the vault below the casino, and that only Stone has access to that area.
2 successes	They learn that there is a staff entrance through the sewers, and that the staff uniforms are laundered at a local business three times a week.
3 successes	They learn that Stone has upgraded the security in recent years, with new locks being fitted to several of the doors and with the procurement of several magic mirrors from the local mages guild to allow them to remotely view areas within the casino.
4 successes	They learn that there is a secret access point in the sewers (the secret entrance to area 9B) that successes could allow them to enter the casino undetected.

GENERAL FEATURES

Unless otherwise noted, areas in the Snake Pit have the following features:

Architecture The walls are constructed of dressed stone and supported by timber beams. The floors throughout are made of elegant marble tiles. Ceilings are 15 feet high. In the vault all walls and floors are hewn from natural stone. The ceilings are 10 feet high.

Doors. Most of the casino's doors are made from oak timbers hung on iron hinges. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to open.



SUPPORTED ON PATREON | WWW.DYSONLOGOS.COM

A successful DC 20 Strength (Athletics) check forces open a locked, stuck, or barred door. These doors have AC 15, 18 hp, and immunity to poison and psychic damage. All doors within the vault are made of iron, and are locked and require a successful DC 20 Dexterity check using proficiency in thieves' tools to open. These doors have AC 19, 35 hp, and immunity to poison and psychic damage.

Secret Doors. There are multiple secret doors hidden throughout the complex. Finding a secret door requires a successful DC 20 Wisdom (Perception) check.

Illumination. The casino is brightly lit by many glowing green orbs hanging from the ceiling. They shed bright light in a 30-foot radius.

Surveillance. Several key areas of the casino are monitored through a series of permanent *scrying* mirrors that are located in **area 11** and watched constantly. They give casino security eyes on **areas 1, 2, 5, 6, 7**, and the corridor outside **area 11**.

Runecards. The locks on **areas 6, 6c, 7, 9**, and **11** can be opened by using a *guard runecard*. The guards are each issued a metal card etched with magic runes that will grant them access to those areas and deactivate the alarms linked to them. Stone himself carries the *master runecard*. This works just like a *guard runecard*, but also allows access to the vault below and disarms all traps/alarms within it.

Staff. All staff members use the **commoner** statblock and can be found in the locations below. Should fighting break out, the staff will flee.

STAFF LOCATIONS

Location Encounter

1	4 wait staff
2	6 bartenders (4 on north bar & 2 on south-west), 12 wait staff
3	8 chefs, 2 wait staff
4	6 wait staff, 1 musician
8	3 wait staff





Orphinus Stone

1. ENTRANCE

Two stairways lead down into the opulent entrance from separate buildings above. The boisterous sounds of a busy tavern drift from the corridor that stretches to the east.

Encounter: Bouncers. Guards are checking customers as they enter, removing any weapons and shields that they are carrying and passing them to staff who take them through the door to the south. They return and hand the customer a chit, and the guards then allow them to pass down the corridor. If the characters want to try and sneak a small weapon past the guards, they must make a Dexterity (Sleight of Hand) check against the guards' Intelligence (Investigation) check.

AREA 1 ENCOUNTERS

Adventure Level	Encounter
5th	2 ogres & 1 minotaur
8th	2 minotaurs & 1 troll
11th	2 trolls & 1 oni

2. CASINO

The casino is the hub of the Snake Pit and is dominated by three gaming pits that are sunk 5 feet into the floor. Customers wander between the gaming tables that offer roulette, kobold's knuckles, liar's dice and several other high stakes games. Staff rush drinks to the customers from the two bars in the room, a large curved one on the north wall and a smaller one in the south-west corner. The ceiling in this area is 20 feet high.

Encounter: Pit Guards. Guards stand watch over the pits to ensure that none of the players cheat while partaking in the various games.

AREA 2 ENCOUNTERS

Adventure Level	Encounter
5th	4 ogres
8th	4 minotaurs
11th	4 trolls

3. KITCHEN

The "L"-shaped kitchen is a hive of activity as chefs busy themselves at several counters spread throughout the room. Staff carry completed dishes through a swing door to **area 4**.

Obstacle: Staff Only. This area is off-limits to anyone that isn't casino staff. Anyone entering who isn't in uniform will be asked to leave. The staff will inform the guards about anyone that trespasses in this way, and they will pay particular attention to that character going forward (the character will roll with disadvantage on any skill check while in view of the guards).

4. DINING ROOM

A dozen tables are scattered through the dim dining room, each one lit by candlelight. Soft harp music carries throughout the room, played by a glamorously attired musician in the corner of the room. Staff move quietly between tables, bringing food and drinks to the diners.

Encounter: Orphinus Stone. Orphinus Stone (LE male **medusa**) is the suave but ruthless owner of the Snake Pit Casino, as well as the boss of one of the largest criminal syndicates in the town. He is always impeccably dressed in a fine linen suit, with his trademark darkened spectacles (that he wears always for fear of falling victim to his own gaze). Stone is seated in the dining room enjoying a meal as he does every evening, and is attended by his personal guard. An hour after the characters enter the casino he will return to his office in the vault.

Treasure: Security Runecard Stone keeps the only *master runecard* on his person at all times.

AREA 4 ENCOUNTERS

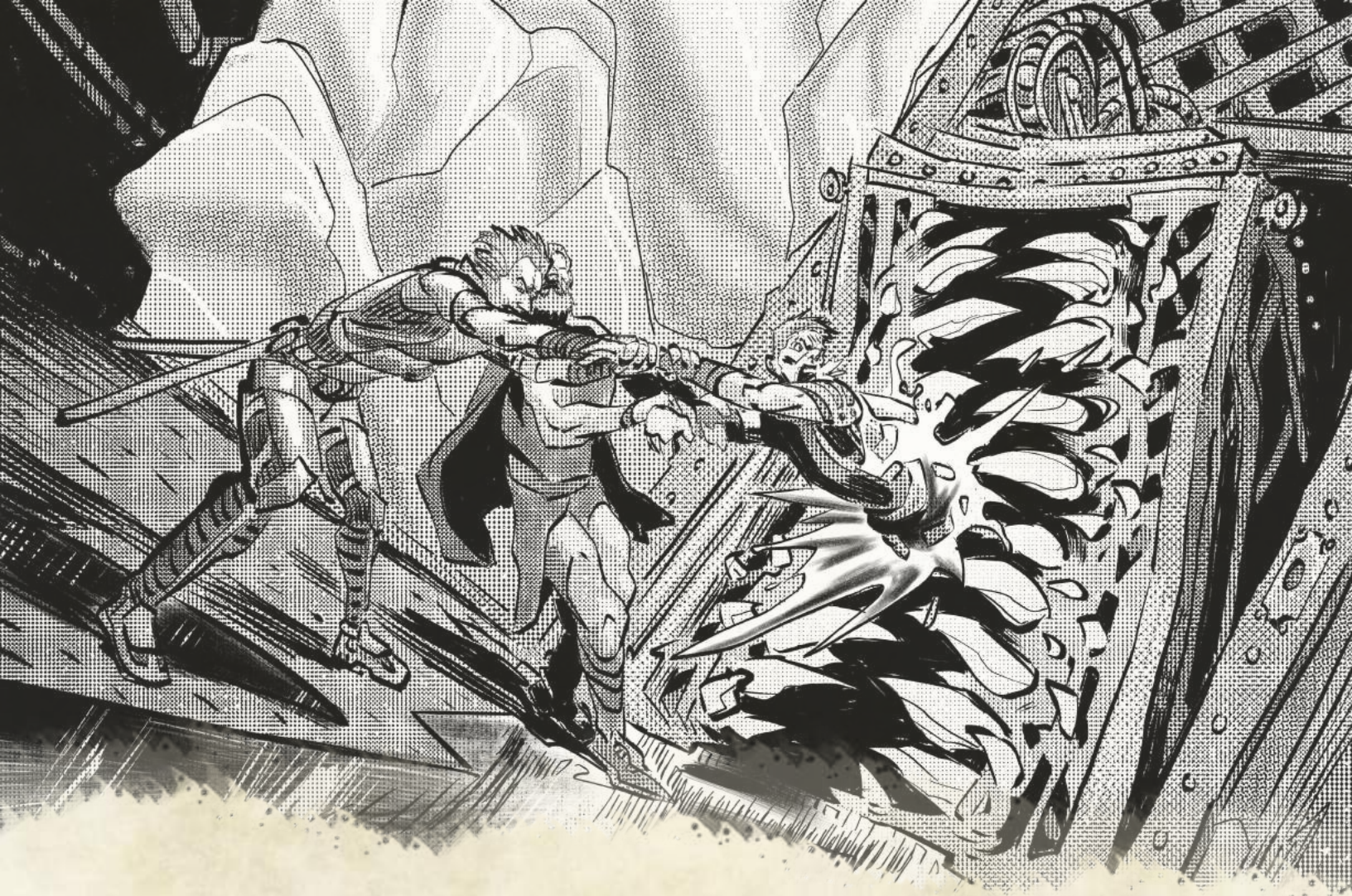
Adventure Level	Encounter
5th	Stone & 1 minotaur
8th	Stone & 1 troll
11th	Stone & 1 oni

5. SECURITY CHECKPOINT

The room is sparsely furnished, with just a large desk sitting in the middle of the room. Two chairs sit on the far side facing the door on the west wall. On the north wall is an iron-barred door leading into a small cell. The door on the south wall is marked 'Vault Access' and is locked.

Encounter: Checkpoint. Guards are stationed here making sure that only authorised personnel can access the vault. They will check the ID of anyone entering the room that attempts to pass through.





AREA 5 ENCOUNTERS

Adventure Level	Encounter
5th	2 minotaurs
8th	2 trolls
11th	troll & 1 oni

6. ELEVATORS

The long corridor has three polished brass doors on the east wall. Each door has a button on the wall next to it. Pressing any button causes the elevator doors to slide open revealing the interior. As the doors slide open, soft jazz music begins to issue from the elevator. The interior walls are polished brass also and the floor is laid in dark wood. A control panel by the door has two buttons, one marked 'Vault' and the other 'Casino', and a rune is etched onto the surface above them.

A. MIMIC

Encounter: Elevator Mimic. This is an **elevator mimic** (see Appendix). Any character that steps inside finds the floor is sticky and difficult terrain. A successful DC 16 Wisdom (Perception) check reveals that the music coming from this elevator sounds like a throaty humming, and there is an acidic tang to the air wafting from inside. Should the mimic be reduced to 70 hit points or fewer, it will retreat by crawling down the shaft and away from any attackers. The shaft is 50 feet deep.

B. PIT TRAP

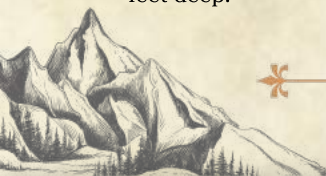
Trap: Hidden Pit. This pit has a cover constructed from material identical to the floor around it. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit. Anyone stepping on it will need to make a successful DC 15 Dexterity saving throw, or else they fall 20 feet into the pit, taking 7 (2d6) bludgeoning damage from the fall. The pit contains one of the following:

AREA 6B ENCOUNTERS

Adventure Level	Encounter
5th	1 ochre jelly
8th	1 black pudding
11th	1 tar ooze (see Appendix)

C. ELEVATOR

This is the real elevator and grants access to the lower vault level. It can only be operated by using a *guard* or *master runecard*, otherwise pressing the buttons does nothing. With either of those cards though the elevator descends 80 feet to the vault level.





7. ARMORY

Stone likes to make sure that his guards are well equipped to protect his interests, so there is a wide array of weaponry available for them to choose from. Simple and martial weapons line the many racks that fill this room.

Treasure: Weapons. Common weapons can be found here, including anything on the weapons table in the *PHB*.

8. BREAKROOM

This area is where guards and staff alike come to relax when they get a break in their shift. A dozen small tables are spread throughout the room, each with four chairs nestled around it. A buffet table against the north wall is laden with food and drinks.

Obstacle: Staff Only. This area is off-limits to anyone that isn't casino staff. Anyone entering that isn't in uniform will be asked to leave. The staff will inform the guards about anyone that trespasses in this way, and they will pay particular attention to that character going forward (the character will roll with disadvantage on any skill check while in view of the guards).

9. COOLERS

Should any of the customers fall foul of the guards, then this is where they are taken. Most that are taken here are simply drunk and rowdy, and once they have sobered up will be released with a warning not to repeat their behaviour. Anyone caught stealing or trying to cheat the house though has a habit of not being seen again. Two communal holding cells with iron doors are on the west wall. The cells are spartan and grubby, with only wooden bench seats fixed to the walls. Thin, poor quality blankets are heaped in the corners.

Encounters: Guard. There is a guard stationed here at all times.

AREA 9 ENCOUNTERS

Adventure Level	Encounter
5th	1 minotaur
8th	1 troll
11th	1 oni

CELL A.

The cell is in darkness.

CELL B.

The cell is in darkness.

Secret Doors. When converting the cells from their previous use, the builders failed to find two secret doors out of this cell. One on the west wall leads to **area 10**, while the one on the south wall leads to a secret staircase that leads them out into the sewers. Both doors are only big enough to crawl through, being as they are half-doors hidden below the bench seats.

10. PRIVATE ROOM

This area is only used if there is a private party booked in, or if the casino is particularly busy, it can be turned into an overspill gaming area if needed. For now the tables and chairs are stacked neatly in the centre of the room as it is unused. The room is in darkness.

11. SCRYING ROOM

A desk and chair are sat in this room facing the north wall, which has six gilt-edged mirrors hanging from it in a line. This is where Stone's guards can keep an eye on the casino using the very expensive permanent scrying mirrors that he had made by the local mage's guild. From here they can see what happens in key locations throughout the casino.

Encounter: Watcher. There is always a guard on duty here watching the mirrors and ready to raise the alarm if they see anything untoward.

AREA 11 ENCOUNTERS

Adventure Level	Encounter
5th	1 minotaur
8th	1 troll
11th	1 oni

Secret Door. There is a secret exit on the south wall that can be used in emergencies to escape into the sewers.

12. SEWERS

Being underground the casino is next to the public sewers that run beneath the city streets. These tunnels can be used as an escape route should the need arise, and allow the staff to come and go without being seen and drawing attention to the casino.

Encounter: Back Door. The back door of the casino can only be opened from the inside and is always guarded. Staff must be in uniform and carry their ID to gain entry.

AREA 12 ENCOUNTERS

Adventure Level	Encounter
5th	3 ogres
8th	2 trolls
11th	2 oni

13. STAFF ENTRANCE

This stairwell descends from another local business above and allows the staff to come and go using the back door of



the casino without crossing the paths of the customers.

Secret Door. The stairs open into the sewers through a secret door on the east wall.

14. STOREROOMS

Mundane supplies fill the split-level storeroom; kegs of beer, crates of produce, and barrels of salted meats line the walls and fill every available space.

15. CLOAKROOM

This room is where the customers' weapons are stored while they are using the casino's facilities. Racks of weapons, all neatly arranged and tagged with a numbered card, are spread throughout the room. By the door sits a desk with an open ledger listing the name, item and tag number of all the items stored in the room.

16. GUARDPOST

This room is used as a guardpost so that guards can be stationed right outside the vault doors just in case anyone got past all the security measures above. The room is plainly furnished with bunk beds against the far wall and a table and chairs in the centre of the room. The door is unlocked.

Encounter: Guards. The guards posted here are bored and distracted playing a game of cards around the table.

AREA 16 ENCOUNTERS

Adventure Level	Encounter
5th	3 ogres
8th	2 trolls
11th	2 oni

Trap: Invisible Stalkers. If the doors to the vault are opened by any means other than using the *master runecard*, the security measures will be activated. A silent alarm will be triggered, alerting the guards in the casino level to the breach, and 30 seconds after the doors are opened, the following enemies are summoned.

VAULT ENCOUNTERS

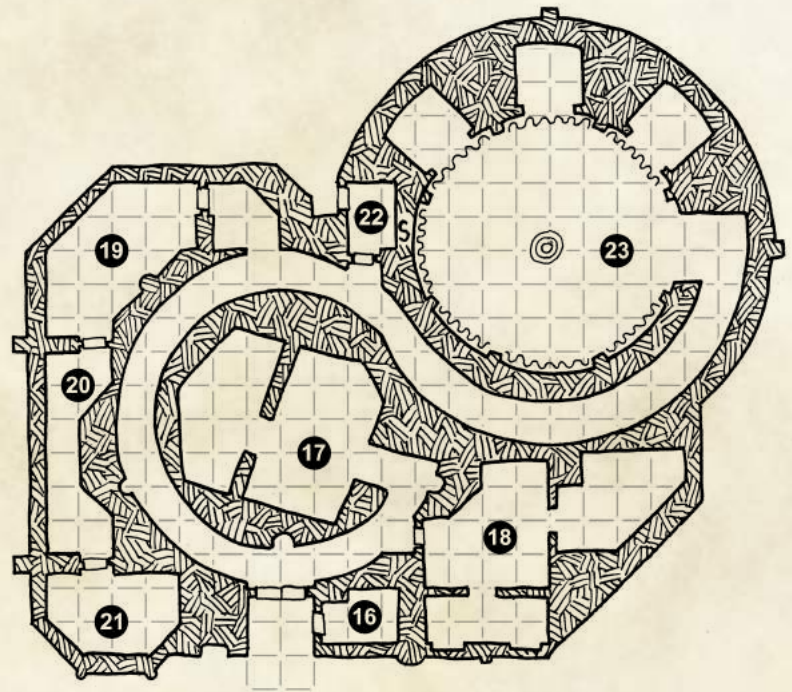
Adventure Level	Encounter
5th	1 invisible stalker
8th	2 invisible stalkers
11th	2 invisible stalkers

The invisible stalkers will not stop pursuing their prey until either they succeed, or the stalker is destroyed.

17. TRAPPED VAULT

This area is filled with many weapons and armors, all displayed atop stone plinths. Each item is marked with a name tag on the plinth itself. The items are all marked as being magical in nature, and taking pride of place at the far end of the room is a *dancing sword*.

Trap: Fakes. All of the items in this room except the *dancing sword* are expert forgeries. Beneath each item is a pressure plate. Removing any of the items from its plinth will



trigger it and activate the trap. The DC to spot the plates is 15. Wedging an iron spike or other object under a pressure plate prevents the plate from activating. If the trap is activated a heavy metal door will slam down from the ceiling and block the exit. Water will then rush in from the ceiling and fill the room within 30 seconds. If the door is opened after the room floods, any character within the room or the corridor outside will need to make a successful DC 18 Strength saving throw, otherwise they will be swept along with the torrent into **area 23** where the water will drain away through the grating in the center.

18. OFFICE

This is Orphinius Stone's office. A large rosewood desk with ornately scrolled legs sits facing the door. A luxurious leather chair completes the set. The desk's surface is covered in scattered scrolls and papers. The eastern portion of the office contains a large comfortable looking bed and a wardrobe filled with linen suits in the style Stone likes. The southern area holds several filing cabinets, each one holding meticulous information and details on all of Stone's business dealings, both legal and illegal.

Treasure. Searching the desk reveals a *bag of holding* and Stone's journal. The filing cabinets hold the financial reports about his illegal operations, and a bottle of *basilisk oil*. Made from the digestive juices of the basilisk, this oil can restore a petrified creature to flesh and life. The bottle contains enough oil to restore one Medium creature.

19. SILVER VAULT

This is the first section of the main vault and all the valuables contained within it are silver in nature. Rows of shelves hold silver figurines, mirrors, and other art objects, while there are many sacks and bags filled with silver coins lining the walls. In total this vault contains the equivalent of 50,000 gp.



20. GEMS VAULT

This long narrow room is lined with chests and sacks all stuffed to the brim with jewelry and assorted gemstones, all sorted into type. Diamonds, garnets, rubies, sapphires, emeralds and all the other precious and semi-precious stones are stored here. In total this vault contains the equivalent of 200,000 gp.

21. GOLD VAULT

This final vault contains all of the gold artifacts and items. One corner of the room is stacked to the ceiling with gold bars, while golden figures, candlesticks, and other art objects rest on shelves fixed to the wall. Gold coins spill from chests, sacks and bags stacked haphazardly around the room. In total this vault contains the equivalent of 750,000 gp.

22. EMPTY ROOM

This small room is empty and is currently unused. It is in darkness.

Secret Door: This door leads east into **area 23**.

23. STATUARY

The floor in this large circular room slopes noticeably towards a grate in the center of the room. The mesh is tight enough that only tiny creatures need worry about falling through the grating. Full-length velvet curtains cover most of the walls in this room, while standing around the periphery are several life-sized stone statues mounted on marble bases. These are the petrified victims of Orphinus Stone, stored here for his own amusement. Among the victims are both the kidnapped son and the missing councillor.

Trap: Pressure Plates. The tiles spanning the entrance have hidden pressure plates beneath them which will activate when 20 pounds of weight is placed on the pressure plate. The DC to spot the pressure plates is 15. Wedging an iron spike or other object under a pressure plate prevents the plate from activating. Stepping on any of the tiles will cause an iron-barred door to drop, blocking the exit from this room after 30 seconds, and releasing enemies from the alcoves in the north wall.

Encounter: Oozes. These creatures are hungry and will attack any living creature in the room. They will fight to the death.

AREA 23 ENCOUNTERS

Adventure Level	Encounter
5th	3 gelatinous cubes
8th	3 black puddings
11th	3 tar oozes (see Appendix)

AFTERMATH

If the characters manage to complete their quest without raising any alarms, they can escape undetected and claim their reward. Also if Stone is killed during the adventure, they get away free and clear with no complications. If Stone should survive and the characters trigger an alarm, they will have to fight their way to an exit as the guards in the casino will be waiting when they exit the vault. If they escape, Stone will vow revenge and place a bounty of 20,000 gp on the characters' heads. The GM can use this for future surprise encounters and complications.



APPENDIX

ELEVATOR MIMIC

Huge monstrosity (shapechanger), Neutral

Armor Class 15 (natural armor)

Hit Points 157 (15d12+60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	6 (-2)	15 (+2)	9 (-1)

Skills Stealth +7

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60 ft., passive Perception 12

Languages --

Challenge 6 (2300 XP)

Traits

Shapechanger The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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.

Adhesive (Object Form Only) The mimic adheres to anything that touches it. A Gargantuan or smaller creature adhered to the mimic is also grappled by it (escape DC 16). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only) While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 27 (4d10 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 27 (4d10 + 5) piercing damage plus 22 (4d10) acid damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the mimic. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the mimic, and it takes 14 (4d6) acid damage at the start of each of the mimic's turns.

If the mimic takes 15 damage or more on a single turn from a creature inside it, the mimic must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the mimic. If the mimic dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.



TAR OOZE

Large, unaligned

Armor Class 9

Hit Points 120 (15d10+45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	1 (-5)	8 (-1)	2 (-4)

Damage Immunities fire, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 6 (2300 XP)

Fire Hazard. When the ooze takes fire damage, it bursts into flame. The ooze continues burning until it takes cold damage or is immersed in water. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it while it is burning takes 5 (1d10) fire damage. While burning, the ooze's weapon attacks deal an extra 5 (1d10) fire damage.

Sticky Situation. A creature covered in the ooze's tar has its speed halved for 1 minute. In addition, the tar ignites if touched by a source of fire or if a creature covered with tar takes fire damage. The tar burns until a creature takes an action to snuff out the flames. A creature that starts its turn covered with burning tar takes 10 (2d10) fire damage. A humanoid that dies while covered in tar rises 1 hour later as a tar ghoul (*Creature Codex, p. 176), unless the humanoid is restored to life or its body is destroyed.

Actions

Multiattack. The tar ooze makes two pseudopod attacks. If both attacks hit the same target, the target is covered in tar (see Sticky Situation).

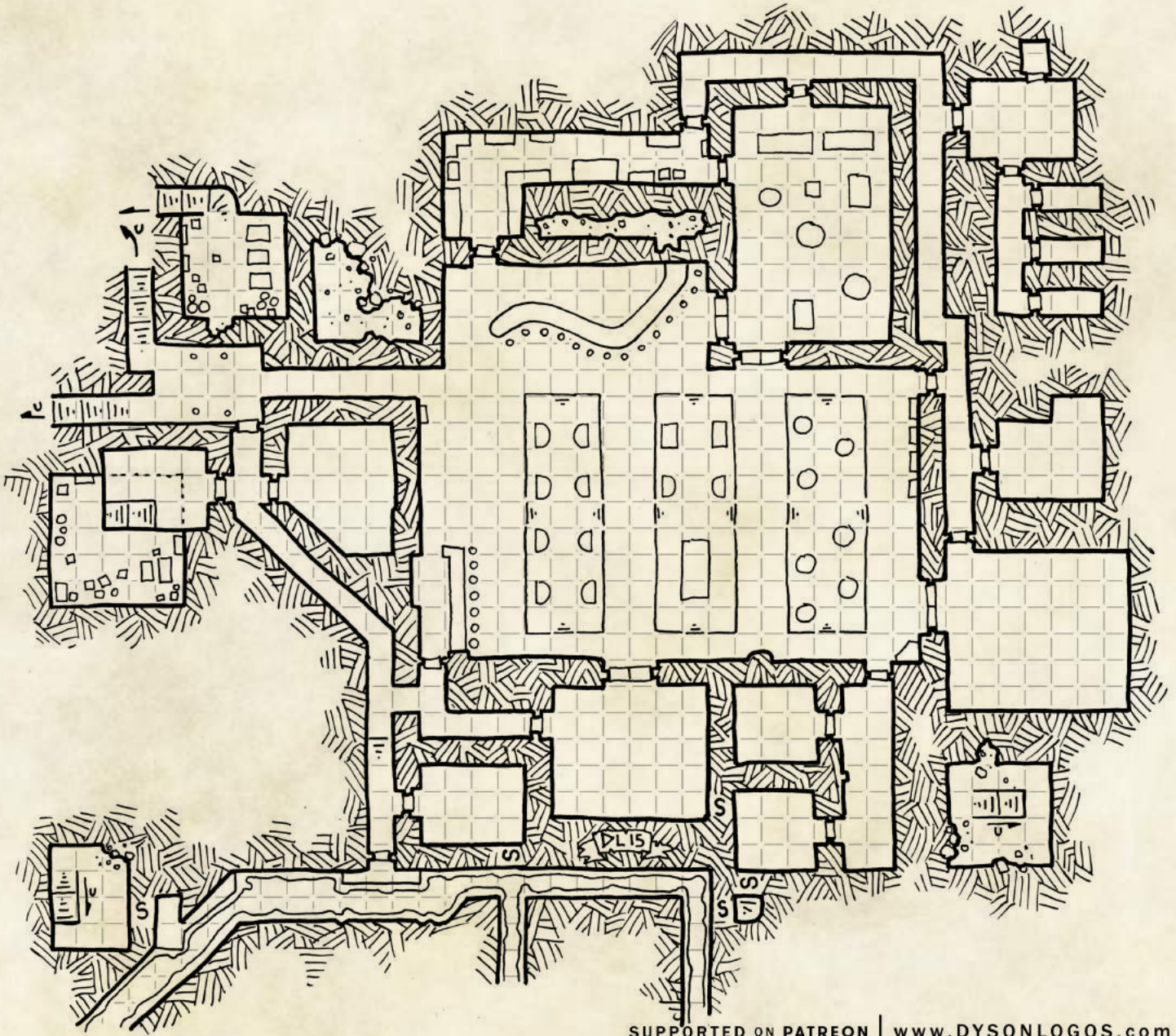
Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 14 (4d6) necrotic damage.

Hurl Tar. *Ranged Weapon Attack:* +2 to hit, range 60 ft., one target. *Hit:* 14 (4d6) necrotic damage and the target must succeed on a DC 14 Dexterity saving throw or be covered in tar (see Sticky Situation).



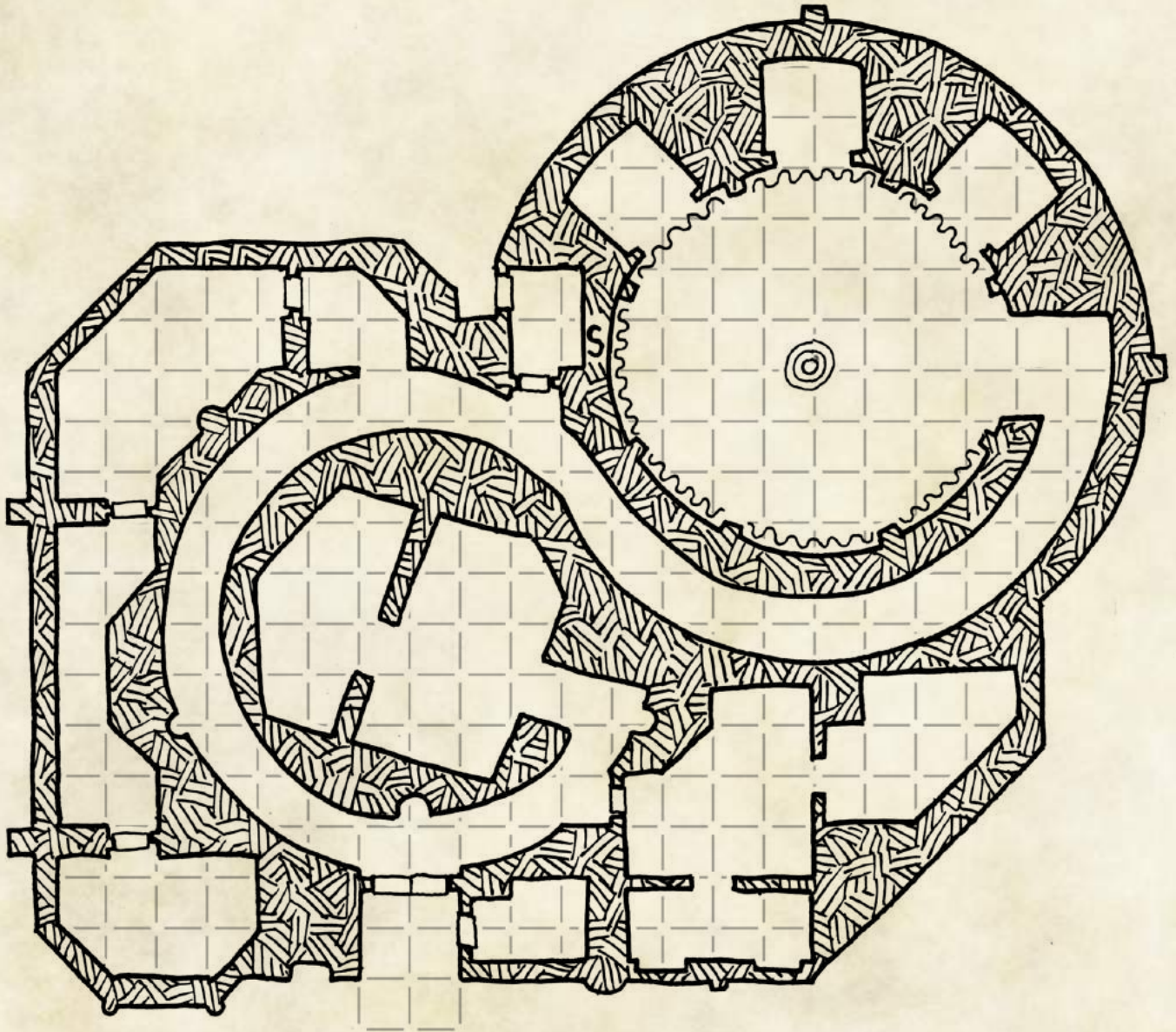
PLAYER MAPS

'SNAKE PIT' CASINO



SUPPORTED ON PATREON | www.DYSONLOGOS.com





OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Tome of Beasts 2. © 2021, Open Design; Authors Wolfgang Baur, Celeste Conowitch, Darrin Drader, James Introcaso, Philip Larwood, Jeff Lee, Kelly Pawlik, Brian Suskind, and Mike Welham.

Into the Snake Pit. Copyright 2021, Granite Peaks Scribe. Author: Rikki Brown.

Some Cartography copyright Dyson Logos, used with permission.

Some art is copyright Hamrick Brands LLC, used with permission.

Some images used under license from Shutterstock.com

END OF LICENSE

CREDITS

STORY DESIGN: GRANITE PEAKS SCRIBE.

MAPS: DYSON LOGOS

**ARTWORK: MATIAS LAZARO,
SHUTTERSTOCK, JARED ONDRICEK**

CREATED USING GM BINDER

