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Comments Share the fane of the night snake is a temple beneath the inner city of Omu in the tomb of the destruction of the Nat19 campaign. It is inhabited by a yuan cult dedicated to the Night Snake, Dendar. History - Role in the Plot - Religion - Notable People Tip Characters Description Fenthaza NPC A yuan-ti, and former head of yuan-ti cult in the city. Neema NPC Member of Ras Nsi's Harem. She had a relationship with Sekeloka, Ras Nsi's bodyguard. Ras Nsi NPC A yuan-ti, and the current leader of the yuan-ti cult. He's currently suffering from a spell of death. Sekelok NPC, bodyguard of Ras Nsia. He had secret relationships with a member of Harem Ras Nti, Neem. Uululahmu NPC Bone Naga, who served the yuan-th cult. She was assigned to protect their armory, but was killed by the Party's TheTomb Party. Yahru NPC A yuan-ti malison and a former member of the yuan-ti cult in the city. He was spared the tomb and allowed him to leave the temple with his slaves. Trivia The name of this location is not yet disclosed in the game, but it is known to all players and has been mentioned several times. Community content shall be made available under CC-BY-SA, unless otherwise stated. Edit Share The Fane of the Night Serpent was a temple to Dendar the Night Serpent below Omu and Chult. Ras Nsi launched Dendador back to Communa from this secret jail. [2] Add-on[edit code | edit source] References [edit code] † Christopher Perkins, Will Doyle, Steve Winter (September 19, 2017). Tomb of destruction. Edited by Michele Carter, Scott Fitzgerald Gray. (Coast Wizards), p. 7. ISBN 978-0-7869-6610-3. † Christopher Perkins, Will Doyle, Steve Winter (September 19, 2017). Tomb of destruction. Edited by Michele Carter, Scott Fitzgerald Gray. (Coast Wizards), p. 229. ISBN 978-0-7869-6610-3. Community content shall be made available under CC-BY-SA, unless otherwise stated. As part of our current massive preview of Neverwinter's next update, Lost City Omu, we are today looking at a new specimen of Fane of the Night Serpent. Unlocks as part of the expanded Jungles of Chult campaign by completing a task of the same name in the progress middle path and acting as a weekly search after the initial finish. The case concludes the story of Module 13 and sends the adventurers into a new trial of the Cradle of God of Death. Its entrance is located in front of the Omuan Temple in the adventure area of the Lost City of Omu. More about Lost City of Omu! Want all the latest on the new Lost Site Omu update? Click here for full coverage! More Than a week While Fane is primarily a regular weekly for running for 25 Lost Idols, there are a few extra things to go here. I'm not going to cover the story for those who want to experience it on their own, but let's just say it doesn't seem like Between Makos and Celeste, he's about to leave. But more than that, Fane is really one of the more challenging solo meetings to date. There's a lot going on between fighting and lower teeth, they certainly want to match for this. I actually died on the first run when I found some mechanics (Life Scrolls ftw!). This makes an example of a fun experience that you can't just sleep through. Players have to deal with painful AoEs, outsguest endurance, and a multitude of control effects. But it's not just the struggles of bosses that give players one or more surprises. When you lead The Fana, you suddenly fall into a cave of toxic clouds and you have to find a way around the trap. Granted, it's not really super challenging and when we figure it out becomes a repetitive mechanic, but it nevertheless adds to the atmosphere (even visually) a well-done map. Ring of the Shadowstalker Specimen additionally comes with a unique award, Ring of the Shadowstalker. It has Power and Armor Penetration as stats and has a very useful bonus for equipment that adds a percentage of damage when you are closer than 25 feet to your goal. It's seen as a strong choice for players MELEE DPS and PVP and comes with two offensives starting on their version of +4. I couldn't figure out if you could run Fana more than once a week. If not, grinding for a ring can probably become annoying, especially if you target more than one. Ring of the Shadowstalker +5Ring of the Shadowstalker +4In all fans of the night snake is an interesting specimen offering a challenge and a unique reward. Have you ever been to the preview? What are your thoughts? Share them on our social channels, in the comments below or relevant threads on our messaging board! Neverwinter UN+Blogged is always looking for writers who would contribute to the blog. If you are an active player and are looking for a way to spread opinions, analyses, diaries or reviews to over 40,000 regular visitors, then do not hesitate to contact us on our contact page or message board! We are currently specifically looking for console and PVP content, but this is not exclusive. There is no frequency requirement, publish how often you want. Since RANDOLF took Ras Nsi's spell, I strongly discourage me from trying to take a short rest or a long rest in Fane. If you don't decide otherwise, we'll wrap up negotiations with Ras Nsi at the next meeting, and you'll leave The Fane with the prisoners you saved. The prey is at the bottom, with the option of d20 rolls. Day 68 (day 89 of the spell of death). Fane nocturnal snakes. After a twisted tunnel that nazegeth led into a damp yuan-ti-down underground manger, a shrouded and committed customer found out with his wits and shined senses to pick up traces of her environment. Along the way, they heard the senses of draconian voices and With a double message claiming to have a secret party offer. A little longer and the blindfolds were removed... Race Nsi Throne Room (Area 11). Yargle, Scomett, Randolf and KOKO were found in the N.B.A. race. Ras Nsi, the fallen barae Mezra, the terror of Chulta, the genocidal necromanitor-warlord, the one who created the Nsi Wastes, and whose undead roam the jungles. The aching Ras Nsi had the lower body of serpentine and upper body of the emotion, even though his skin was chalky and covered in bandages. The inverted dark blue triangle on his forehead signaled that he was an exile from Mezra. To his right was Salida, who betrayed the party. On the left was his bodyguard, snakehead Sekelok. Many ghosts with triangular tattoos and several yuan-to-be guarded the throne room. Artus Cimber was captured and was under the guard of several devolved yuan-ti broodguard (as computers saw Soakosh turned into a #21); Artus got rid of poisons or magic. They came from the west. The only other way out was to the east - an ominous half-transparent wall of venom with illusions of its skeletal victims floating inside. Welcoming the party to the Dendar Night Snake Fane, Ras Nsi revealed that he suffered from a spell of death, but until Salida provided intelligence on the client, he did not know that the origin could lie inside Mu. Ras Nsi explained that he had several close encounters with Artus Cimber, which would have caused a smaller man to die, but his powers kept him alive... With a mortal curse, his past came back to haunt him. He informed the computers that he had come up with Acererak to come up with the idea that the puzzle cubes would not be used to unlock the tomb of the nine gods; In return, Acererak offered to help Ras Nni against the curse of death and to maintain power against rival Fenthaza (and potentially others). Acererak, however, did not respect a single word of his agreement with the N.B.A. In the upheaval of irony, the master was the traitor Ras Nsi himself. He suggested a deal with the party. When asked about the company of the Jelow banners, Ras Nsi violently mentioned that he had captured and released them and sent them to the tomb... unnamed and unnamed. This seemed odd to SCOMETT – as Ras Nsi was guarding puzzle cubes to prevent entry to the tomb. Details explaining this will be revealed later when they lock down the deal with the Ras Nsi... In the mind of the party, it was negotiating the release of Artus Cimber and Dragonbait. In addition, Ras Nsi revealed that Fenthaza, a dendarian priestess called a nightmare orator, had taken the cube of the Obo'laka zorbo puzzle and may have forced her to turn her over to the party. During the setting of the conditions, the SCOMETT applied for permission to Artus, and when he found Artus was not under the influence of magic and Artus was nod to SCOMETT. Through innuendo, it became clear before Ras Nsi's nose that Artus had neither the love nor the trust of the fallen bar. Ras Nsi has offered to meet with inmates to decide who they want to free, and promised that the party would not harm him while they considered his offer. He used them to send his trusted bodyguard, Sekelok. Prisoners (area 8). As the blindfolded party led through Fane, YARGLE cunningly used his ersatz eye to see through it and get a better understanding of the prison complex. The party was led to a prison where ten unhappy inmates were chained to walls, including: Dragon Bait, a brawl and the missing of his sacred holy river Meglo, a former tabaksi party guide, With the spear-like last skauter Tahv, the started sentinel boy Sev, suludim yuan-ti thoroughbred Oloma Authdamar, the female Turama humane reconnaissance Gorvax, the musing firenewt warrior Lomar Dral, the old mum man human magus from Waterdeep known to Randifa Mung , goblin (3 levels of exhaustion) the bastard of Queen Ishba of Gougued Orbs, Known YARGLE Kanush Natombe (4 levels of exourdance), musing warrior E'kamin zilla atazi, it looked like ras Nsi would only be allowed to liberate Artus and their selection of two-year-old son, so the client talked to the invader about who they'd spend when it was their priority to be liberated. The urns have clearly seen that whoever is left will face a heathening fate, sacrificed by the Night Snake. In the meantime, their guide, Sekelok, was dragged away when Fenthaza hinted that Sekelok's lover, Neema, was being chased by others in the harem. Sekelok told the client to wait for him or his replacement and fly away. Fenthaza approached the party with a few yuan next to her to present a counter-fight. Fenthaza believed dendar the Night Snake would fight the Forgotten in some kind of apocalypse. She wanted to see The Nsi race knocked out and relics from a tomb called the Black Opal Crown. Fenthaza argued that not only could she give them a puzzle cube and free the prisoners, but she could also offer them limited protection from the nightmare of the Sewn sisters' fear, and they could have asked Ras N.Y.'s flame-tongue rapist (flyssa) after they helped kill her. She also extended a special offer to randolf to abandon his humanity and join the yuan in a transformational ritual. Fenthaza hinted that the larger yuan was roated from the Dreada Valley outside Fana and prepared to attack Ras Nsa when she took command. He encouraged them to consider her offer, but not to take too long. Fenthaza snuing. Oracular Pool. When she left, the door to the jead. The pool was opened by three robbed yuan-10 priests. They led from a client that Fenthaza had granted them access to an orakular pool and invited a client to experience Dendar's vision for himself. RANDOLF concluded that the pool was formed from the remains of a dead psychologically active oois that served as a platoon for an entity from another world. SCOMETT stood by and broke his head as RANDOLF, YARGLE and KOKO entered the slippery murky waters of the pool. After a minute, they were swoling with psychological pain and received a vision of a nocturnal snake... RANDOLF sensed a conflict between the yuan-forces of Ras Nsi and Fenthaz, with the third section forming around the rot as it made its way through The Fanatics. These are obviously vague visions of the future. Yargle captured further images of the previous conflict, with Fenthaza releasing an air element from the clock, and Ras Nsi called his house hydraulics. KOKO saw that a few yuan-tis had thickened in the Zothiss and heard the voices of Fenthaze and Ras Nsia. In a greeting, Fenthaza said: 'The hairless monkeys were fun at first, but now less. Dendar rests beneath them and the world will be ingested. In his voh, Ras Nsi said, I lost everything in the service of the false god and the Acererak betrayal. Offer Harem & Ishmakahla (Area 10). Neshvaki yuan-ti named Nahth replaced Sekelok as their guide inside Fana, asking whether the party was interested in visiting the harem while he considered Lord Nki's offer. SCOMETT quickly agreed, and again they were tied to their eyes and led in a sensual noon harem. Inside, they were introduced to Neemi, the popular and exclusive ground floor of Ras Nsia, who showed them around and poured wine. Neema was out of bounds, but a dozen other yuan-th concoas were available for their party. While SCOMETT has maintained its cover with a snake's love for dianafous curtains, YARGLE has attached guards, a KOKO has buried u fontanu u gadnost, RANDOLF is in contact sa rod-ambiguousom-curved yuan-ti thoroughbred named Ishmakhal koja jem coat of thieves cant insinuando-laden interviewed. In the side room, Ishmakhal revealed that he worked as a spy for the Red Wizards and was judged by his masters of rapid puzzle dice and their unfortunate quarrels with the evoker Dyrax. Ishmakhal of Zagmire reported that the Red Wizards were interested in parlaying with a party with an eye toward forming an alliance, suggesting that the Red Wizards studied the magical conditions that were processed in the construction of the tomb and were open to exchange. Selling a misrepresentation that he was getting his delights on with a cult snake, RANDOLF whispered a 25-word message for Ishmakhal to deliver to the Red Wizards – a bet that after rest they can meet Wizards, where the cloud was once sneered. Although Randolle's debauned hair and unlocked collar all affected him, SCOMETT's smarmy reptilian smile wasn't. Consider Ras Nsi (area 11). When they returned to the Ras N.Y.P.D., the party with him was over. We would stop the curse of death and help Ras Nsi against the sain Zothiss, who challenges the N.B.A. race (and potentially against the alliance between Fenthaza and Zothiss). In return, Ras Nsi agreed to get them the Obo'lak's puzzle cube, freeing Artus and five prisoners. The skilful negotiations also took out additional information from the painful yuan-ti lord: The engineer who designed the Tomb of the Nine Gods, Acererak immortally approved and accepted the name Withers. Withers tends TheMb's traps and makes monsters out of those who die inside the Tomb. On very rare occasions, Withers leaves the Tomb to interact with the gargoyles around Omu. Withers helped create 5 skeletal keys that open the tomb's most inner sanctuary – these are literally undead skeletons. Withers was the one with whom Ras Nsi briefly interacted with when he sent a trapped company of yellow banners to Tomb unarmed and unarmed... as a kind of sacrifice, it seemed. Ras Nsi additionally asked for the client's help in finding the Red Wizards spy in Fan and driving the Red Wizards out of Omu, but the party was not interested in helping Ras Nsi more than necessary for their alliance of convenience. By agreement, Ras Nsi ordered Fenthaza to go to his throne room and demanded that he turn over the Omoloka cube of puzzles. Fenthaza played the role of the servile priestess, who gave it to Ras Nni, who gave it to Yargle before firing her. Fenthaza got away with poison in her eyes. In the meantime, it has become apparent that Artus Cimber is only faking that, under Salida's proposal, he's far from Ras Nsi's chagrin. Artus also urged the party to reconsider its reliance on the evil Ras Nsi, who felt certain to betray them. Although some have had a back-up, the consequences of choosing a client have already unfolded... It's all monkey fruit in shape. When Ras Nsi issued orders to loyal followers, news came that Zothiss had entered the Fane from the Southern Secret Passage - just as computers were headed in blindfolded. As they prepared to fight, the customer heard the unexpected sounds of a blade fight in the northern part of Fana. Fenthaza wasn't late when she started the coup! Several fronts were knocked over by Fane, and Ras Nsi used teleporters to jump on Fane, who commanded his forces against the two-time threat of Zothissa and Fenthaze. KOKO held the front line against Zothiss's previous entry into the heart of Fana, who created a fire wall and prepared to throw a transmud rock into the mud in a narrow corridor in case the abomination squeezed through. The mechanically locked door of the poison distiller's distiller was shirking when Zothiss killed him, sending zombies and interrogating the Xosol poisoner in Abyss. Ras Nsi would join the KOKO and cast a spell on various poisonous plants in the distiller venom that caused the explosive gas fire that killed Xopal and sung the hulking Zothiss. But Zothis was not a fool and realized the danger posed by the fire wall, he tried to lure the KOKO into the approaching, even though the golden grung neon remained stable. That's why Zothis drew a large long shot, which she shked with black arrows. However, fertilisation would soon change tactics and try a different means of entering Fane and retreat from sight. SCOMETT nailed the ramps to fight through several yuan, through the legs of a minotaur skeleton that guarded the armory door, and slit it as it slid down the ramp. Artus was behind him, blocking the minotaur skeleton with bigby's ice. What's next? he shouts Artus. SCOMETT was darting forward, realized that rot had gone around, and took the opportunity, while Ras Nsi was blinded by a magic theme that triggered an eldritch explosion at their ally's convenience. SCOMETT came face to face with a giant talking snake named Azi Mas, who fell under the strength of his hypnotic gaze and lure a lizard nearby. That's when another door broke and the rotten Zothiss began to squeeze through the voh, crushing the yuan to death in her massive three-fingered hand. Artus came around the corner and created an ice wall through Azi Mas, a snide Zothissa and another yuan-ti in the back. SCOMETT was able to free himself from the ionous coils and bring the blade through the lower part of his head, dropping the dead constrictor to the ground with a loud bang. Yargle went to protect the freedom of prisoners, to fight against a group of Ras Nsi loyalists and the basiliaries trained by Fenthaza along the way. Eventually, he made his way to Fenthaz and its direct forces, persuading the nightmare speaker to make a false arrangement with Ras Nsi; With such obvious proof that Yargle betrayed Ras Nsi, Fenthaza was convinced and disconnected her surviving basilisk. At Yargle, she urged her malevolent men to stop harassing prisoners - two of them were already dead as the prisoners tried desperately to escape. YARGLE eventually gained access to the armory by tricking his caretaker of the ukurlahmu into believing that her charm person had worked at YARGLE; He gave Yargle a password to bypass the arcana lock on the armory door, allowing the dragon bait and prisoners to be fitted. Randolf came to one of the mysterious teleporters, convinced that immediately teleported to ras Nsi's secret room and bedroom. Raoting Ras Nsi's spell book, a large heavy mirror, and a small fortune in jewels, RANDOLF entered the teleporter with his serpentine sigil and tried a new command word in Draconic. He showed up where he used to be! When he was humming for himself, he suddenly got an insight into that anagram puzzle he was making, beeping a few notes. A little more trial and error when chaos engulfed Fane around him, and he appeared in a teleporter connected to Ras Nsi's throne room, running right past Nazegeth, who hissed into a severe understanding that apparently a mirror was needed to prevent the basilica under Fenthaza control. RANDOLF is neither confirmed nor denied, running straight through the heart of Fane, where the N.S.A. forces were involved in the range of Fenthaza's fight on the balcony above. Her raspberries were heard twice as slowly, then several times quickly to signal her move toward Ras N.Y.. RANDOLF approached Ras Nni and KOKO, still beeping, and KOKO asked him to put down his puzzle. Fenthaza threw the hands of hadars on Ras Nsi, KOKO and RANDOLF, who surrounded three wizards in the magic darkness. Anagram puzzle, last line (Inspiration hint): If you drop them into the hearts of Sekelokovo Petrification. While he was fighting Fenthaza, Ras Nsi's champion Sekelok approached basilisk on Fenthaz's orders. Too sustler that the basilica would not dare look one of its yuan-your masters in the eye. Sekelok was quickly terrified. Salida's death. Salida succumbed to a literal friendly fire from the fireball of Ras Nsi and KOKO's fire wall, thrown on to the balcony where fenthazine forces gathered. Death of gnods: SCOMETT struck a devastating blow to the horror of Zothis, who chased him away, even though she was still fighting the verse of seven skilful warriors, even as her dark green ihor spilled over SCOMETT's face. He bit at SCOMETT when koko popped her coke (?) spell through the roof of her mouth, which led to the vine snumbling out of her mouth when Zothiss collapsed with a whistling sie and died at their feet. Gnod was dead. The death of a nightmare speaker. Koko was captured by fenthazine forces on the balcony and yargle along with them. In a sudden turn of betrayal, YARGLE hits Fenthaza, throws a nightmare over the balcony and through a fire wall into the fountain of blood below, her disgusting corpse beeping. Wrap. With the end of the chaos and the last Fenthaza rebel who was hacked to death, Ras Nsi was now the undisputed master of the Fanatics. He respected his word to the client and agreed to let them leave with all the surviving prisoners because of their departure by killing both rivals. However, with 3 hidden traitors, it had to be dealt with (or not)... 1. Bone naga Ukurlahmu, who guarded the armory, was secretly in league with fenthaza rebels, although only YARGLE learned it. Blackmailing Ukurlahmu to allow him to take out the armory of the most important parts in exchange for keeping his secrets, YARGLE acquired some interesting objects. 2. Sekelok, ras nsija's own bodyguard, slept with popular prikubina Ras Nsi Neema. The whole party realized that. That was unresolved. 3. Ishmakahi, a spy in the harem, is actually serving the Red Wizards, although only RANDOLF and some yuan-you in the harem knew this; Neema tried to expose him to Ras Nni during the chaos. That was unresolved. Prey. Four items are magical and need identification, but here's what the party has acquired: RANDOLF's Ras Nsi's spell book and 30 gems (50 gp each) from Ras Nsi's secret treasury and bed rooms; because of this theft, the party does not procrastinate in Fane longer than necessary, and certainly do not try to take any rest there! Yargle provided dragon bait a means to recover his saint avenger and other prisoners to regain their equipment. Yargle also has its own selection of 10 suits of armor scales, 50 scimitars, 20 longbows, 20 short felines, 50 quivers (with 20 shots each), this shield from the thrifty +1, which magically amplifys the voice of weldier to ten times normal (belonging to Sekeloku), i serpentin pedestal holds the statesphere (16 lb, bulky, divination magic). SCOMETT took a giggle with 12 black-fledged arrows +1 off Zothiss's corpse; Although extremely long, these arrows can operate in the normal bow size as normal arrows or in a large arc as described below. Zothis also had a large scimitar (2d6, other state as per scimitar, medium creatures suffer a deficiency to attack with it. Small creatures can not use it) & Large longbow (2d8, others stand as on the longbow, medium creatures suffer worse to attack with it, Small creatures cannot use it). Koko took a snake god dagger from Fenthaza's body and an amulet of a dark speck. Each of you plunders a few extra yuan-ti corpses you can roll 1d20 to see what you find on DM yuan-Ti LOOT TABLES. The #45, Tracking time: 150 minutes (2 hours 30 minutes) = 60 minutes (trading & arcane eye) + 2* 2.5 minutes (three-sixth, normal trip) + 10 minutes (Cuba's shrine, ceremony identification) + 5 minutes (House of Vines) + 2* 2.5 minutes (two sixth, normal rides) + 30 minutes (Yellow Banner camp & Finde's Nations) + 5 minutes (Red Wizard and Ijin's Shrine) + 30 minutes to date (Obelisk Puzzle, x3 rituals for water-dristering) #46, 165 minutes (2 h 45 minutes) 10 minutes (Obelisk Puzzle, identification ritual) + 2.5 minutes (charm from the villar in the shadow & return u dinozavri) + 1 ura (kratek počitek) + 2.5 minute (ena heksa, normalno potovanje) + 2.5 minute (Uničen bazaar s koboldi) + 2.5 minute (ena hex, normalnog vožnje) + 10 minuta (Wongo's Shrine, simbol neuspelosti) + 5 minuta (Greenhouse) + 2.5 minute (one hex, normal travel) + 10 minuta (Slave Pits of the Undercity) + 2.5 minute (one hex, Normalno potovanje, gargoyle borba) + 2.5 minute (1 hex, normalno potovanje) + 2.5 minute (vodopad za šetanje po heksu, normalno potovanje) + 5 minuta (podvodno svetlište Ubtao) + 30 minuta (Nangnang's Sh) + 5 minuta (meeting with Nazegeth of the yuan-ti) + 10 minuta (vodí se u ruiniranu palaču u Fane) This Session #47, Time Tracking: 105 minutes (1 hr 45 minutes) Fane of the Night Serpent Serpent

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