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Fane of the night serpent key location

Comments Share Fane of the Night Serpent is a temple under the center of Omu in the Tomb Annihilation Campaign by Nat19. It is inhabited by a yuan cult dedicated to the Night Serpent is a temple under the city. Neema NPC A member of Ras Nsi's harem. She formed a relationship with Sekelok, Ras Nsi's bodyguard. Ras Nsi NPC A yuan-ti, and current leader of the yuan-ti cult. He is currently suffering from the curse of death. Sekelok NPC A bodyguard of Ras Nsi. He had secret relations with a member of Ras Nsi's harem, Neema. Ukurlahmu NPC A naga bone that served the yuan-ti cult. He was assigned to guard his arsenal, but was killed by the Tomb Party. Yahru NPC A yuan-ti malison and former member of the yuan-ti cult in the city. He was spared the Party of the Tomb and allowed to leave the temple with his two slaves. Trivia The name of this location has not yet been revealed in the game, but is known to all players and has been mentioned by them several times. Community content is available under CC-BY-SA, unless otherwise stated. Edit Share Fane of the Night Serpent was a temple for Dendar the Night Snake below Omu in Chult. [1] Ras Nsi plotted to bring Dendar back to Omu from this secret dungeon. [2] Appendix[edit | source editing] ↑ Christopher Perkins, Will Doyle, Steve Winter (September 19, 2017). The tomb of Annihilation. Edited by Michele Carter, Scott Fitzgerald Gray. (The witches on the coast), p. ?. ISBN 978-0-7869-6610-3. † Christopher Perkins, Will Doyle, Steve Winter (September 19, 2017). The tomb of Annihilation. Edited by Michele Carter, Scott Fitzgerald Gray. (Wizards of the coast), p. ?. ISBN 978-0-7869-6610-3. † Christopher Perkins, Will Doyle, Steve Winter (September 19, 2017). The tomb of Annihilation. otherwise stated. As part of our massive ongoing preview of neverwinter's next update, Lost City of Omu, we are looking at the new Fane of the Night Serpent court today. Unlocks as a weekly search after its initial completion. The court concludes the story of Module 13 and sends adventurers into the new trial Cradle of the God of Death. Its entrance is located in front of the Omu adventure zone of the Lost City of Omu! Want all the latest on the new Lost City of Omu update? Click here for full coverage! More than a WeeklyWhile Fane first is a weekly joint run for 25 Lost Idols, there are some extra things to go here. I'm not going to cover the story those who want to experience it themselves, but let's just say it doesn't seem like between Bakos and Celeste will soon disappear. But more than that, Fane is indeed one of the most challenging solo encounters to date. There's a lot going on during the boss fight and the smaller toons oriented definitely want to team up for that. In fact, I died on my first run while figuring out some of the mechanics (Life Scrolls ftw!). This makes the instance a fun experience that you can't just sleepwalk through. Players have to deal with painful AoEs, draining resistance, and a multitude of control effects. But not only the boss fight offers players one or more surprises. Running Fane suddenly falls into a poisonous cloud pit and must find a way around the trap. Granted, that's not really super challenging and once realized it becomes a repetitive mechanic, but nevertheless it adds to the atmosphere of a map (also visually) well done. The Shadowstalker RingFor example comes with a unique reward, the Shadowstalker Ring. It has power and armor penetration as statistics and has a very useful bonus equip that adds a percentage of damage when you are closer to 25 meters to the target. This seems to be a strong choice for Melee DPS and PVP players and comes with two offensive slots starting from its +4 version. I haven't been able to figure out if you can run Fane more than once a week. If not, grinding for the ring can probably become annoying, especially if you aim for more than one. Ring of the Shadowstalker +5Ring of the Shadowstalker +4Overall The Fane of the Night Serpent is an interesting example that offers challenge and a unique reward. Have you already been to it on the preview? What are your thoughts? Share them on our social channels, in the comments below, or the corresponding thread on our message pane! Neverwinter UN: Blogged is always looking for writers to contribute to your blog. If you are an active player and are looking for a way to spread your opinions, analyses, journals or reviews to more than 40,000 regular visitors, then feel free and contact us on our contact page or on the message page! We are currently mainly looking for console and PVP content, but that is not exclusive. There is no frequency requirement, you post as often as you want. Since RANDOLF has taken Ras Nsi's fallbook, I strongly discourage trying to take a short rest or a long rest in Fane. Unless you decide otherwise, the next meeting will conclude negotiations with Ras Nsi and you will leave Fane with the prisoners you rescued. Prada is at the bottom with an option for D20 rollers. Day 68 (89th day of the curse of death). Fane of the Night Snake. Driven down a winding tunnel of Nazegeth in the wet den yuan-ti, the camouflaged and blindfolded part is based on their intelligence and slipping into a double message using Thieves' Cant claiming they have a secret offer for the party. A little further, and the ties have been removed... Ras Nsi's Throne Room (Area 11). YARGLE, SCOMETT, RANDOLF and KOKO were found in Ras Nsi's throne room. Ras Nsi's throne room. Ras Nsi's throne room. Ras Nsi ill had the lower body of a serpentine and the upper body of a serpentine and the upper body of a Man Chultan, although his skin was chalked and covered with bandages. The dark blue triangle inverted from his forehead signaled that he was an exiled to Mezro. To his right was Salida, who had betrayed the party. To his left was his bodyguard, Sekelok with the snake head. Many ghuls with triangle tattoos and several yuan guarded your throne room. Artus Cimber was taken prisoner and was under guard by several devolved broodguard yuan-ti (such as the type of PCs they saw Soahosh turned into the #21 session); Artus seemed transfixed by poisons or magic, looking towards Ras Nsi naked. They're in from the west. The only exit was to the east - an ominous semi-transparent wall of poison with illusions of its skeletal victims floating inside. Greeting the party, he had no idea that he suffered from the Curse of Death, but until Salida provided information about the party, he had no idea that his origin could establish in Omu. Ras Nsi explained that he had several close encounters with Artus Cimber that would have left a smaller man dead, but his powers kept him alive... Now, with the Curse of Death, his past has returned to haunt him. He informed the PCs that he had made a deal with Acereak offered to help Ras Nsi against the Curse of Death and to retain power over his rival Fenthaza (and possibly others). However, Acererak did not honor a word of his agreement with Nsi. In a twist of irony, the traitorous master Ras Nsi himself was betrayed. He proposed a deal with the party. When asked about the Yelow Banner Company, Ras Nsi sly mentioned he captured and released them, sending them to the Tomb... unarmed and unarranged. This seemed unusual for SCOMETTT - as Ras Nsi was guarding puzzle cubes to prevent someone from entering the Tomb. Details explaining this will be revealed later, when they made the deal with Ras Nsi... The most important thing in the party's mind was the negotiation for the release of Artus Cimber and Dragonbait. In addition, Ras Nsi revealed that Fenthaza, a priestess from Dendar called a nightmare speaker, took Obo'laka zorbo's puzzle cube and was able to to hand it over to the party. While setting the terms, SCOMETT. It became clear by the insionjusts right under Ras Nsi's nose that Artus had neither love nor confidence for the fallen barae. Ras Nsi offered to let the party meet with the prisoners to decide who they wanted to release and promised that the party would not be hurt while through Fane, YARGLE made cunning use of his ersatz eye to see through it and gain a better understanding of the dungeon complex. The party was led to the prison where ten unhappy prisoners were tied to the walls, including: Dragonbait, beat-up and missing his holy vengeful River Mist, party was tabaxi guide with a quarter-back injured Tahvo, a scared boy Chultan Sev, a crazy yuan-ti pureblood Oloma Authdamar, a female Human Turami scout Gorvax, a male warrior firenewt Lomar Dral, an old male human mag from Waterdeep known by YARGLE Kanush Natombe (4 levels of exhaustion), a male warrior of the tribe of E'kama Zilla Atazi, a Hultan pirate woman It seemed that Ras Nsi would just let them release Artus and their choice of two prisoners, so the party spoke to the prisoners they deliberated that was a priority to release. Bloody urns have made it clear that anyone who has been left will encounter a sinister fate sacrificed to the Prisoners they deliberated that was a priority to release. Bloody urns have made it clear that anyone who has been left will encounter a sinister fate sacrificed to the Prisoners they deliberated that was a priority to release. Bloody urns have made it clear that anyone who has been left will encounter a sinister fate sacrificed to the Prisoners they deliberated that was a priority to release. Bloody urns have made it clear that anyone who has been left will encounter a sinister fate sacrificed to the Prisoners they deliberated that was a priority to release. Bloody urns have made it clear that anyone who has been left will encounter a sinister fate sacrificed to the Prisoners they deliberated that was a priority to release. in the harem. Sekelok told the party to wait for him or his replacement and snuck in. Slithering from her rooms, Fenthaza approached the party with several yuan on her side to present a counteroffer. Fenthaza approached the party with several yuan on her side to present a counteroffer. Fenthaza approached the party with several yuan on her side to present a counteroffer. Fenthaza approached the party with several yuan on her side to present a counteroffer. Tomb called the Black Opal Crown recovered. Fenthaza argued that not only could they give the puzzle cube and release the prisoners, but could also give them limited protection against the nightmare haunting of the sewn sisters, and they could also give them limited protection against the nightmare haunting of the sewn sisters, and they could also give them limited protection against the nightmare haunting of the sewn sisters, and they could also give them limited protection against the nightmare haunting of the sewn sisters. humanity and join your yuan in a transformational ritual. Fenthaza hinted that a greater yuan's abomination in the Valley of Horror was outside Fane and ready to strike against Ras Nsi when he gave the command. to consider her offer, but not to last too long, Fenthaza has moved away. Oraculare Pool (Zone 7). As she left, the doors to an eerily eerily open pool, flanked by threehooded priests yuan-ti. They beckoned the party to come inside, that Fenthaza granted them access to the oraculary pool, and invited the party to experience Dendar's visions for themselves. RANDOLPH concluded that the pool consisted of the remains of a mentally active dead man, who served as a conduit to a otherworldly entity. SCOMETT stood by shaking his head while RANDOLF, YARGLE and KOKO entered the slippery waters of the pool. After a minute, each was ravaged by mental pain and received a vision from the Snake of the Night... RANDOLF saw a conflict between Ras Nsi and Fenthaza's yuan forces, with a third faction forming around the monster as it made its way through Fane. These seemed to be vague visions of the future. YARGLE saw additional images of the impending conflict, with Fenthaza and the voices of Ras Nsi. In the vision, Fenthaza said: Hairless monkeys were funny at first, but less so now. Dendar is beneath them and the world will be consumed. In the vision, Ras Nsi said: I have lost everything in the service of a false god and the betrayal of Acereak. Harem & amp; Ishmakahl's Offer (Zone 10). An ungrateful yuan called Nahth replaced Sekelok as their guide within Fane, asking if the party was interested in visiting the harem while considering Lord Nsi's offer. SCOMETT quickly agreed, and again they were blindfolded and led into a sensually opulent harem. Inside they were introduced to Neema, Ras Nsi favored and exclusive concubines were available for their entertainment. While SCOMETT lovingly maintained its snake cover behind the diaphanous curtains, YARGLE spoke to the guards as a distraction, and KOKO buried his head in a disgusted fountain, RANDOLF came into contact with a giant purblood yuan named Ishmakhal, who layered the Thieves' Cant in a conversation with loaded sins. In a side room, Ishmakhal revealed that he worked as a spy for the Red Wizards and was assessed by his masters from the party's guick purchase of puzzle cubes and their unfortunate altercation with the evocative Dyrax. Ishmakhal sent a message from Zagmira that the Red Wizards had studied the magical conditions that were worked in the construction of the Tomb and were opened to an exchange. Selling his 25-word describing with a snake cultist, RANDOLF whispered a 25-word message for deliver it to the Red Wizards – stating that after a break they could meet Wizards where the incendiary cloud once was. Although RANDOLF's messy hair and unbuttoned collar were all an effect, SCOMETT's reptilian grin was not. Deal with Ras Nsi (Zone 11). Returning to Ras Nsi's throne room, the party made a deal with him. They would stop the Curse of Death and help Ras Nsi against the monstrous Zothis who challenges Ras Nsi's leadership (and potentially against an alliance between Fenthaza and Zothiss). Instead, Ras Nsi agreed to take Obo'laka's puzzle cube and release Artus and five prisoners. The skillful negotiation also teased more information from the sick yuan-your lord: The engineer who designed the Tomb of the Nine Gods was granted undath by Acereak, and adopted the name Withers leaves the Tomb to interact with the gargoyles around Omu. Withers helped create 5 skeleton keys that open the Most Inner Sanctuary of the Tomb - these are literally undead skeletons. Withers with whom Ras Nsi interacted briefly when he sent the captured yellow Banner company into the Unarmed and Unarmed and Unarmed Tomb... as a kind of sacrifical sacrif of Omu, but the party was not interested in helping Ras Nsi more than necessary for their alliance of convenience. With an agreement was struck, Ras Nsi ordered Fenthaza gave the cube to Ras Nsi, who in turn gave it to YARGLE before removing it. Fenthaza slipped venom in his eyes. During this time it became apparent that Artus Cimber pretended to be under Salida's suggestion, much to Ras Nsi's grief. Artus also urged the party to reconsider its ally with the evil Ras Nsi, who he thought he would betray them. Although some had doubts, the consequences of the party to reconsider its ally with the evil Ras Nsi, who he thought he would betray them. the form of monkey fruit. As Ras Nsi issued orders to his loyal supporters, word arose that Zothis's abomination was entering Fane from the northern part of Fane. Fenthaza didn't waste any time releasing her coup! Several fronts broke out over Fane, with Ras Nsi using his teletransporters to jump about Fane commanding his forces against the threat in two peaks of Zothis and Fenthaza. KOKO held the front line against Zothis's imminent entry into the heart of Fane, creating a wall Fire and preparing to through. through. The mechanically locked door of the venom distillery trembled as Zothiss beat it, sending zombies and interrogating venom producer Xopal into Abyssal. Ras Nsi would join KOKO, releasing a disease spell on various poisonous plants in the venom distillery trembled as Zothiss. However, Zothis was not stupid, and realizing the danger posed by the wall of fire he tried to lure KOKO to get closer, although the golden gallow queen remained steadfast. After that, Zothis pulled out a massive long bomb, snoozing two-metre-long black arrows. However, the ugliness will soon change tactics and try another means of entering Fane, retreating from view. SCOMETT gave up the ramps to fight through several yuan-ti, dove through the legs of a minotaur skeleton guarding the door of the arsenal, slashing it as he slipped down a ramp. Artus was right behind him, blocking the skeleton of the minotaur approaching with a frozen hand that interposes Bigby's hand. What do we do now?, cried Artus. SCOMETT pounced on the past, realizing that the ugliness had passed, and seized the opportunity while Ras Nsi was blinded by the magical darkness to launch an explosion of eldritch at their ally of convenience. Slinking back through shady fans, SCOMETT came face to face with an enormous talking constrictor snake called Today Mas, falling under the power of his hypnotic gaze, luring the lizard into close. Right then, another door broke, and Zothys's ugliness began to creep through the arch, crushing a yuan to your death in his massive three-fingered hand. Artus came around the corner, creating a wall of ice through the lower part of his head, throwing the dead constrictor onto the floor with a loud noise. YARGLE went to secure the freedom of the prisoners, fighting a group of Ras Nsi loyalists and basiliscs trained by Fenthaza along the way. Eventually she reached Fenthaza and her immediate forces, convincing the nightmare speaker that she had made a false deal with Ras Nsi; with such obvious proof of Ras Nsi's betrayal, Fenthaza was convinced and cancelled the surviving basilica. At YARGLE's urging, she ordered her maligons to stop harassing prisoners - two of whom were already dead as the prisoners were attempting a desperate escape. YARGLE has come to have access to the arsenal by tricking his bone naga guard Ukurlahmu into believing his charm man spell worked on YARGLE; Revealing that he was in the league with Fenthaza, Ukurlahmu finally gave YARGLE the password to bypass the arcane lock on the arsenal door, thus allowing Dragonbait and the prisoners to equip themselves. accessed one of the mysterious teleporators, convinced that its operation, and immediately beamed into the secret treasure room and the bed room of Ras Nsi. By robbing Ras Nsi's spell book, a large, heavy mirror and a small fortune in precious stones, RANDOLF entered the transporter with seal serpentines and tried a new command word in Draconian. He showed up where he was before! Humming for himself, he suddenly had a flash of insight about the fact that the anagram puzzle he would have been working on, scrawling some notes. A little more trial and error as chaos swallowed Fane around him, and he appeared in the teleporter connected to the ras Nsi throne room, running even past Nazegeth who sifted into the evil understanding that clearly the mirror was necessary to counter the basilicas under Fenthaza's control. RANDOLPH neither confirmed nor denied, running right through the heart of Fane where Ras Nsi forces were engaged in a long-distance battle against Fenthaza on the balcony above. Her malisons call the gong twice as slow, then several times quickly to signal their movement against Fenthaza threw hadar weapons at Ras Nsi, KOKO and RANDOLPH, surrounding the three spelcasters in magical darkness. Anagram puzzle, last line (Inspiration clue): If you leave them in your hearts Petrification of Sekelok. As he fought towards Fenthaza, Ras Nsi's champion, Sekelok, was approached by a Basilisk, following Fenthaza's commands. Too confident that the basilisk would not dare to look one of its yuan masters in the eye, Sekelok was quickly petrified. Slida's death. Salida gave in to a friendly fire from Ras Nsi's fireball and KOKO's wall of fire thrown onto the abomination of Zothiss, which passed through it, though it remained struggling with the ferocity of seven skilled warriors, even as its dark green décor spilled on SCOMETT's face. It was about to bite down on SCOMETTt when KOKO fired her koko spin (?) spell through the roof of his mouth, causing the vine to sprout from his mouth as Zothiss collapsed with a rattling hissing and died at their feet. The ugliness was dead. Death of the nightmare speaker. Changing its position, KOKO erected a wall of fire that engulfed Fenthaza's forces on the balcony and YarGLE along with them. In a sudden twist of betrayal, YARGLE smote Fenthaza, throwing the nightmare speaker over the balcony and through the wall of fire into the blood fountain below, her charred body sizzling. Wrap-up. With the end of chaos and the last of Fenthaza's rebels being broken to death, Ras Nsi was now master of Fane's. He honored the party's word, and he agreed to let them go with all the surviving prisoners because they left higher and. And. killing both rivals. However, there was the problem of 3 hidden traitors to be treated (or not)... 1. Os naga Ukurlahmu who guarded the arsenal was secretly in the league with the Fenthaza rebels, although only YARGLE learned this. Extortion Of Ukurlahmu to let him take the choicest pieces from the arsenal in exchange for keeping his secret, YARGLE gained some interesting elements. 2. Sekelok, Ras Nsi's bodyguard, slept with Ras Nsi's favorite concubine, Neema. Most of the party figured that out. This was unresolved. 3. Ishmakahl, spy in harem, was actually serving Red Wizards, though only RANDOLF and a few of your yuan in harem knew this; Neema tried to expose him to Ras Nsi during the chaos. This was unresolved. Loot. Four items are magical and need identification, but here's what the party acquired: RANDOLF took the Ras Nsi spelbook and 30 gems (50 gp each) from ras Nsi secret treasury and bedchamber; because of this theft, it is part behooves not to delay in Fane more than necessary, and certainly do not try to take any kind of rest there! YARGLE provided Dragonbait with a means to recover his vengeful saint and the other prisoners to regain his equipment. YARGLE also has His choice of 10 stair armor suits, 50 scmiators, 20 longbows, 20 shortbows, 50 quivers (with 20 arrows each), and a turtle shell shield +1, which magically amplifies the voice wielding to ten times normal (used to belong to Sekelok), and a serpentine pedestal holds a glass sphere (16 lbs, voluminous, divine magic). SCOMETT took a tremor with 12 black blood arrows or in a large arc, as described below. Zothis also had a large snimitar (2d6, other statistics as on snimitar, medium creatures suffer disadvantage to attack with it, small creatures can not use it). KOKO took a dagger of the snake god and the amelet from Fenthaza's body. Each of you robbing some extra yuan corpses can roll 1d20 to see what you'll find on DM's YUAN-TI LOOT TABEL. Session #45, Time Tracking: 150 minutes (Kubazan's Sanctuary, ritual identify) + 5 minutes (House of Vine) + 2 * 2.5 minutes (two hexes, normal journey) + 30 minutes (Yellow Banner camp & amp; Finde's Potions) + 5 minutes (Chelisc Puzzle, identify ritual) + 2.5 minutes (Chelisc Puzzl normal travel) + 2.5 minutes (Ruined bazaar with kobolds) + 2.5 minutes (one hex, normal travel) waterfall a hex, normal travel) + 5 minutes (underwater altar of Ubtao) + 30 minutes (Magnang' s Shrine) + 5 minutes (driven through the ruined palace down in Fane) This session #47, Time Tracking: 105 minutes (1 hour 45 minutes) Night Fane Snake

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