

HIG4-07

# Cult of the Stone Serpent

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Highfolk Regional Adventure

Version 1.0

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Hooded strangers and missing townsfolk have the small gnomish mining community of Marringstone worried that they've offended the spirits of the hills. The simple folk hope that your arrival will provide answers to the disturbing events over the past few weeks. Part 1 of *Three Furies*, and Part 3 of *Blood on the Trees*. It is highly recommended that this adventure is played before HIG4-08 *Harmony of a Wicked Fate* and HIG4-09 *The Cauldron of Despair and Hope*. An adventure recommended for characters levels 5-13 (APLs 6-12).

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

### Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

## Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

Many secrets are held within the hills of the Sepia Uplands. Some were discovered when settlers first arrived, while others took much longer to pry from her lonely valleys and forbidden caves. A few remain intact even to this day, waiting for someone to stumble upon them and bring them back into the world.

A mysterious hidden temple, carved into the side of one of those hills, has become a beacon of hope for a small tribe of ophidians. Pushed from their marshy home in the Vesve Forest after the death of their “deity”, the ophidians left in search of something to guide their existence. Upon reaching the Sepia Uplands, they discovered an ancient temple, apparently devoted to a stone serpent. The hooded “priestesses” guarding the place quickly intimidated them, and ordered the ophidians to do their bidding. Upon the full light of Luna, each month, the ophidians were to bring them a sacrifice to be “fed” to the stone serpent. So, for the past two months, the snake-people have offered sacrifices in the stone serpent’s name – at first, they offered a beastfolk slave they had taken with them from the Vesve. After it became apparent that the “priestesses” wanted more, they began to raid a nearby gnomish mining village, stealing away two of the people that work there. One, they offered as a sacrifice; the other was gleefully turned into one of their own. Now a month has passed again, and the ophidians have once again turned to the hapless little community of Marringstone for more sacrifices.

## Adventure Summary

The introduction is an “off-stage” beginning of the Three Furies story arc, and continues the plot thread presented in past Highfolk scenarios, focusing on the forest town of Quaalsten.

The heroes find themselves on a rest stop in the small mining town of Marringstone, in the northeast Sepia Uplands. The first evening, they learn that there is a curfew, and everyone is ordered indoors. Apparently, last month on the full moon, there was a kidnapping, and the gnomes have heeded the warnings left for them from their mysterious abductors.

The heroes may seek to thwart any attempts to capture the gnomes, and may well stop Slennah, an ophidian from a small tribe now living in the forested hills just to the northeast of Marringstone. If they do not succeed in stopping him, they may find tracks to follow Slennah back to his home, or they may attempt to catch him the following evening.

Investigation in the hills reveals the ophidian’s lair. The heroes may choose to fight them, or they may wish

to speak with them to find out their reasons for abducting gnomes. Speaking with the ophidians may reveal the location of the hidden temple, near where the ophidians make their lair.

Once at the door, the heroes may attempt to decipher the riddle presented before them. If they do, they can gain access to the interior the easy way. If not, the PCs can always do what adventurers do best...

Entering, the “worship” chamber is filled with the statues of several creatures, including a beastfolk from the Woodshaper tribe (the same tribe as Marrgrawl from HIG1-10 *Grave Occurrence*). There, the Stone Serpent, guardian of the grounds animates and attacks the heroes.

Once past the construct, the heroes can enter the lair of the three “priestesses”, medusae that have found a home here in this strange, mysterious place. After the fight has concluded, the heroes can triumphantly return to Marringstone and resolve the finding of the beastman.

## Special Play Option

This event while written separately, is part of the “Three Furies” story arc, and has been written for continuous play with the other two parts – HIG4-08 *Harmony of a Wicked Fate* and HIG4-09 *The Cauldron of Despair and Hope*. If you, as the DM, are running the same group through all three events in a row without any other scenarios interspersed in-between, all effects (both magical and mundane) can continue between scenario rounds (subject to normal time constraints). In addition, permanent magic items found during the event can remain on the PCs until the conclusion of the series. Ask the players if they would like to play the event in this fashion. If so, there is no upkeep cost for HIG4-08 and HIG4-09. This option is particularly suitable to home game groups, as they are likely to play with the same group of people through all three rounds in the series.

## DM Notes

At the beginning of this event, you should record each PC’s Fortitude, Will save and Sense Motive check, for use at any point within the round. Have each player roll 1d20, and record his or her results. That way, a player never has to let you know they’re using Sense Motive, as long as their PC is attentive to the situation in which it may apply. Also, this allows you to check Will saves on PCs without letting on that there’s something amiss.

In addition, please note anyone who possesses the Year 1 Highfolk certificate called the *Favor of Marrgrawl*. This may be important later in the scenario.

## Introduction

This is presented as an exposition, in which the heroes are not present. Let them know as such.

*Curling tendrils of black smoke from humanoid camps choke the air around the beleaguered town of Quaalsten. Two armies - one of vile man-things from the eastern reaches of the Forest, the other unholy animate abominations who now feel only malice, coil around the forest town, waiting for another opportunity to finish what was started here well over a year ago.*

*Over the wooden palisades, where men and women act as sentinels looking out onto their fears, the streets are choked with humans and elves dressed for war. The stoic nature of their task ahead is evident on their faces, as they make plans to meet the enemy once again in bloody conflict. Laughter has long ago left the air, and joy is hidden away inside hope that a future still exists for the folk of the Vesve.*

*The proud wooden spires of the Hearth of the Unicorn's Heart, the focal point of Ehlonnan faith, sit amidst the solemn activity all around it. Inside the temple, an ancient half-elven woman dressed in a simple brown robe, lies motionless in bed. Maegla the Dreamer, the seer of the temple, prophetess of the faithful, has not awoken from her slumber since Quaalsten's troubles began.*

*On the table next to her still frame is a flattened scroll of vellum. Graceful words cover the page, but no ink well or pen is near.*

*From out of legend they did come  
To fix the wrongs that had been done  
Three by three stood in their path  
Furies with hearts full of wrath*

*Serpent's eyes made cold as stone  
Melodic words made others their own  
Secret spells of old crones  
Kept the Hero from his home*

*And what of those that stand and fight?  
Will they last through this dark night?  
The wind does not answer, it is still  
But it begins in wooded hills*

*A chambermaid enters the room with a clay pitcher of water, her eyes gaze upon the note, and she gasps as the pitcher shatters on the floor.*

## Encounter One: Marringstone's Problem

The heroes find themselves entering the small mining town of Marringstone. They have all been traveling together for at least several days now; allow the players to come up with reasons as to why. After players have introduced their characters to one another, read the following:

*Cozy little homes with glowing hearths greet you as you make your way into the small mining town of Marringstone. The town of a few hundred gnomes lies in the foothills of the Sepia Uplands, just south from where the hills meet the towering trees of the Vesve Forest.*

*Sooty-faced gnomes smile and wave as you pass by, and a young gnomish lass kindly gives you directions to the town's inn, The Black Kettle. Dusk soon will set upon the town, as it comes earlier now, with the bite of a crisp Ready'reat day serving as a reminder of the coming winter.*

*Opening the door, inviting smells of stew and a warm fire embrace you. The inn is small, but it looks clean and comfortable, and right now, it's empty. Only a fresh-faced, red-haired gnome woman stands between you and a seat. She speaks in a bubbly, pleasant voice.*

*"Welcome, travelers. Are you new in town? My name's Rosalathinda, but you can call me Rosey. Have a seat – I'll get you some fresh stew and some ale to enjoy by the fire." Rosey departs for the back, and you hear talking coming from the kitchen.*

**Rosalathinda** (female gnome Exp2; hp 10) is the owner and innkeep of the Black Kettle Inn. It's a small inn, with only 4 rooms upstairs, and eight tables on the taproom floor. This time of the year, business is relatively slow, and most miners have called it quits for the season with winter fast approaching. Although she won't say so at first, Rosey is very happy to see adventurers right now, as she's concerned about the abductions that happened last month, and hopes that the PCs might help out.

When Rosey returns with the meals, she has a seat alongside the PCs. Rosey is friendly and inquisitive, but polite. She's particularly interested in any good-looking, stable-minded gnome male PCs, as she's been alone for some years now. Rosey chats with the heroes as long as they want, and even shares a drink with them, if they ask. She knows the following information (and relays it as appropriate, but she certainly lets the PCs know of the town's problem):

- The person I was talking to in the back room is my only son, Jadilstip. Jaddy's my cook. He does a real good job, but I think he's going to be leaving in another year or so to find a trade in Gildenhand.
- Things are always really slow this time of year. All the miners are starting to go home for the winter, and this little town's out of the way for merchants and such.
- Good thing you made it in when you did, because we're all on curfew this evening, and for at least the next few nights.
- Here in town, things were great until last month. Some cloaked men took a nice young married couple, Rezeldanter and Winnamina, when Luna was last full in the sky. My son saw them moving off from his window upstairs. They left markings on their door in Draconic that said, "Full moon, harvest time". We don't want to take our chances, so we decided that we'd have the town set a curfew during the nights of the full moon.
- Most people around here think it's the hill spirits we've offended from the mining, and they've sent their servants to exact a toll upon us. Many folk in town remember the bad luck they had with a haunted copper mine several years ago, and now, they're shaking in their boots.
- Personally, I don't know what's going on. I'm not about to let anyone snatch away my son or myself though. We'll take turns tonight watching over each other, and I suggest you do the same.
- We were going to pay for someone to come and look into the matter, but we really don't have a lot of money here, and we know there's a war going on in the forest. We figured that most good folk would be out there fighting, or at least getting ready to.

Rosey doesn't ask the heroes for help; she doesn't know them, and assumes nothing. However, she is overjoyed if the PCs decide on their own to help the town, and she offers them free meals and rooms if they can solve the mystery.

If the PCs decide not to help out, Rosey understands. She's disappointed, but not angry.

Heroes may wish to interview Rosey's son, **Jadilstip** (male gnome Exp1; hp 6). Jadilstip is a young adult, and is thrilled to see adventurers in the inn. He's more than willing to tell the PCs what he saw:

- There were two cloaked men carrying large sacks (which obviously contained the gnomish

couple) that headed north of town, into the forest.

- For some reason, I think I saw a tail on one of the men, but it was dark and hard to see as they were running off.

## **Tracking Them Down**

If the PCs wish, they can attempt to follow the very old and almost impossible-to-find tracks back to the lair of the ophidians. Searching about town in the moonlit night requires a Survival check by a character with the Track feat (DC 56) to find. Yes, it's DC 56. Of course, most trackers won't make that roll – after all, it's been 28 days, with hours and hours of rain, and they're searching under a moonlit sky.

Whether the heroes help or not, eventually it's time for bed. Rosey arranges rooms, and the heroes can do whatever they wish (take watches outside, make shifts, etc.). Once they've come up with a plan of action (even if it's just going to sleep), go to Encounter 2.

## **Encounter Two: Slennah the Sneak**

At night Slennah, one of the ophidians from the displaced tribe, sneaks his way into the town, and finds a home just a hundred feet away from the inn, across the road to the east. The home's only resident, an old miner called Old Drem, is his target. If the PCs are out on watch, have them make opposed Spot checks versus Slennah's Hide check. Note that it is nighttime, and only characters that have some sort of exceptional vision with a range of at least 100 feet are able to see him. Otherwise, opposed Listen checks can be made versus Slennah's Move Silently, taking into account distance. If the PCs hear or see Slennah, it is as he's entering the home through a closed up window. He's quietly cutting away the boards with his blade, which takes him some time. If he succeeds, he enters the home, knocks out Old Drem, puts him in a sack, exits the home, and makes off for the lair to the north.

If the PCs manage to intervene, read the following:

***Across the road to the east you see a cloaked figure attempting to enter one of the gnome's homes. He has a sword out, and is cutting away at some shutter boards on a window.***

Slennah may be surprised by the PCs, depending on what they do. No matter what, if the PCs intervene, he tries to make a run for it (don't forget, at higher APLs, Slennah has the Run feat).

## APL 6 (EL 2)

👉 **Slennah the Sneak:** hp 13. See Appendix 1 for statistics.

## APL 8 (EL 4)

👉 **Slennah the Sneak:** hp 38. See Appendix 1 for statistics.

## APL 10 (EL 6)

👉 **Slennah the Sneak:** hp 48. See Appendix 1 for statistics.

## APL 12 (EL 8)

👉 **Slennah the Sneak:** hp 69. See Appendix 1 for statistics.

**Tactics:** If Slennah is not successful in his mission, he attempts to flee for his life, heading for the woods north of town (where his chameleon-like skin can better hide him). He does not try to fight the heroes unless cornered.

**Treasure:** Slennah has very little besides his scimitar and leather armor. See the Treasure Summary.

**Development:** Slennah is a coward but he fears the Stone Serpent. If Slennah is captured, he can speak Common or Yuan-Ti, and can reveal the following information if a DC 25 Diplomacy or Intimidate check is made to influence him to talk:

- 👉 **Who are you?** I am Slennah of the Blackskull Tribe.
- 👉 **Why are you taking gnomes?** I have the most sacred duty to bring the sacrifices back to the temple to sate our patron, the Stone Serpent. He feeds upon one every full moon. (Slennah does not take the heroes to the temple unless they initially succeeded on a DC 40 Diplomacy or Intimidate check.)
- 👉 **What is the Stone Serpent?** It is our hope and salvation. The priestess who guard him tell us that the scalyfolk shall be granted great gifts of divine favor for doing the Serpent's will.
- 👉 **What priestesses?** They are the Keepers of the Serpent, and those who speak words of wisdom to us.
- 👉 **Where's the rest of your tribe?** They are to the north of here, but I'll not show you the way. They are mighty warriors, and we have a powerful ritemaster with us, that knows the secrets of magic. (If the PCs initially succeeded

in a DC 40 Diplomacy or Intimidate check, Slennah does show them the way to the lair.)

- 👉 **How many others are there?** A few, but they are all great warriors, skilled in battle. I am the least among them. (Slennah is bluffing; roll his Bluff check with a modifier of +0 and compare it to the PCs' Sense Motive rolls to determine if they catch him on the bluff.)
- 👉 **Who is your leader?** Lissesek leads us. He is the greatest among my people.
- 👉 **You mentioned that the Stone Serpent feeds upon one sacrifice every full moon. What happened to the other gnome?** He has been given the greatest gift we can give him... he is now one of us.
- 👉 **One of us?** Yes, his flesh is as mine. We made him into one of us. He cannot go back, and does not want to.

Slennah does not expand upon the above information, unless the party's Diplomacy or Intimidate check was DC 40 or higher. In that case, he'll tell the party anything else that he reasonably knows (for instance, the nature of the serpentine curse he possesses).

## Tracking Them Down... Again

If the PCs are too late to stop Slennah, cut him down without talking to him, or dawn breaks, they can search the area, and stand a much easier chance of finding tracks. The Survival skill check for a character with the Track feat is 15, or 18 if conducted at night. The trail leads on for 4 miles (requiring 4 checks) into the hilly woods. If the PCs don't possess a character with Track, Rosey suggests **Nillam** (male gnome Com3; Survival +4; Track feat; hp 12), a gnome woodsman who's good with tracks and the like. He lives above his shed at the southern edge of town.

The tracks appear to be made by bare clawed reptilian-like feet, and occasionally tail drag marks can be spotted with the footprints.

Once the PCs have made it to the lair, go to Encounter 3.

## Encounter Three: Cult of the Stone Serpent

Adjust the text below if Slennah has led the PCs to the lair.

*The tracks lead you to a well-concealed hole, which takes you a few moments to find. After clearing away the brush, you see a shaft in the earth that leads down into darkness.*

The shaft is wide enough for one Medium-sized creature or 2 Small creatures to climb down at the same time. There is no ladder or other aid to assist in climbing. The Climb check for those without rope is 15; if the creature climbing is Large, the DC is 10 (the creature can brace against the sides); but the movement of the creature is reduced by half, due to squeezing. Of course, with a rope, the Climb DC is either 5 or 0 (unknotted and knotted ropes, respectively).

The shaft goes down 70 feet to a landing. Once there, go to Area A.

### **The Blackskull Lair**

Use Map 1 for the lair. The lair has no lighting, so adjust descriptive text based on the party's vision. The walls are earth and stone. Most of their lair is a natural underground cave, except for the shaft leading up and Area A.

### **Area A**

*A strange, pungent wet odor assails your senses. A passage carved into the earth bends to the right beyond your sight.*

When the PCs arrive here, all of the ophidians are in Area B - except for Lissesek, who is at position 2 in Area C (APLs 8-12), and Shaless, who is at position 3 (APL 12 only). The ophidians in Area B stand a good chance of hearing the PCs - make Listen checks for them at a DC of 4 (if they are talking) or 9 (if they're not talking), unless the PCs are taking special precautions. If the ophidians hear the PCs, they ready themselves for battle; see Area B.

Once the PCs continue on, go to Area B.

### **Area B**

*This area is a large natural cavern, and certainly shows signs of occupation. Bones, soiled blankets, and other primitive accoutrements are scattered all around this area. To the south, three sets of natural stairs formed of earth and stone continue downward.*

The walls here slope up to a height of 20 feet. Mixed in with the primitive belongings is a torn and dirty set of bedclothes - the remains of Rezeldanter's former life.

If the PCs made little noise, and the ophidians didn't hear them, the snake-people notice the PCs, but do not have time to hide themselves. They are set up in position 1 on the map. However, if the ophidians heard the PCs in Area A, they line themselves up against the walls, hiding and using their natural chameleon abilities to ambush the heroes. In this case, the PCs do not get an action in the surprise round unless a PC makes a Spot check versus the lowest ophidian's Hide check.

In addition to the bulk of the tribe, Lissesek, the cult leader, comes into the fray after round 2 of combat, or he's immediately there if the ophidians were alerted to the PCs' presence. The same holds true of Shaless at APL 12. Slennah the Sneak is also present if the PCs failed to stop him in Encounter 2.

### **APL 6 (EL 6)**

**Ophidians (4):** hp 12, 13, 13, 14. See Appendix 1 for statistics.

### **APL 8 (EL 8)**

**Ophidians (4):** hp 12, 13, 13, 14. See Appendix 1 for statistics.

**Lissesek, Cult Leader:** hp 50. See Appendix 1 for statistics.

### **APL 10 (EL 10)**

**Ophidians (8):** hp 11, 12, 12, 13, 13, 13, 14, 14. See Appendix 1 for statistics.

**Lissesek, Cult Leader:** hp 73. See Appendix 1 for statistics.

### **APL 12 (EL 12)**

**Ophidians (8):** hp 11, 12, 12, 13, 13, 13, 14, 14. See Appendix 1 for statistics.

**Lissesek, Cult Leader:** hp 89. See Appendix 1 for statistics.

**Shaless of the Black Scale, Ritemaster:** hp 71. See Appendix 1 for statistics.

**Shaless' Viper Familiar:** hp 35. See Appendix 1 for statistics.

**Tactics:** Lissesek attempts to move the battle from Area B into Area C, so that he can try and lure a hero close enough to the ochre jelly pit for a bull rush attempt (either by himself or his tribemates). He calls out this tactic to the rest of the tribe in Yuan-Ti, hoping to get them to follow him there.

If given time, Shaless prepares for combat by casting *bull's strength* and *bear's endurance* from his scrolls on Lissesek, and casts *invisibility* on himself. His snake sneaks up to a PC in combat (usually a spellcaster, like a wizard or sorcerer) and attempts to bite.

**Treasure:** Lissesek, Shaless, and the other ophidians have some treasure, but it is all carried with them, never left lying. See the Treasure Summary for details.



## Area C

***Another large area opens up, and it appears to be well maintained and clean compared to the last cavern. To one side you see a large pit in the floor.***

Positions 2 and 3 are Lissesck's and Shaless' living quarters respectively. They are above the ground by 15 feet. The walls here slope upward to a height of 30 feet. The pit's bottom is 20 feet down; there is a shelf at 10 feet as well.

If the PCs are very stealthy, and manage to sneak past or kill all the other ophidians without much noise, Lissesck and Shaless can be found in their respective living areas.

In the very bottom of the pit is an ochre jelly that occasionally gets fed remains at the amusement of the ophidians. It only digests flesh, so hair, bones, clothing, and other items have littered the pit underneath its mass. The PCs may kill it from up top, but it can move (albeit slowly) up the sides of the pit to attack creatures that are hurting it. It does not attack unless the PCs hurt it.

## ALL APLS

**Ochre Jelly:** hp 84. See the *Monster Manual*, pages 201-203, for statistics.

**Treasure:** If the ochre jelly is killed, and the bottom of the pit is searched (Search check, DC 23), they can find amongst the grisly remains a *rope of climbing*. See the Treasure Summary for details.

## Troubleshooting

### Talking a Way Out

It is possible for the PCs to attempt to talk with Lissesck and Shaless. If the PCs try to reason with them, they can try to make a Diplomacy check (DC 25) or Intimidate check on Lissesck (DC 25). If successful, the ophidians keep their weapons out and are ready to strike, but they listen to what the heroes have to say, and participate in conversation. Here's what they know:

- They originally come from the marsh in the Vesve Forest.
- Their tribe was nearly wiped out when Blackskull, a powerful black dragon whom they worshipped, was killed by something else. After that, the Keepers of the Balance, a lizardfolk tribe, raided them and drove the remainder of them from their home.
- When they left, they took very little, but along the way found a beastfolk slave to help with menial tasks.

- Eventually, not far from here, they came upon a strange door that opened for them at a touch on the light of a full moon.
- Inside, they found a shrine with statues of various creatures. Three hooded women greeted them, and told them that they had entered the sacred Temple of the Stone Serpent, and that they were the priestesses who guarded the place.
- The ophidians, intrigued, asked for proof of the divinity of the Serpent. The priestess motioned to the great carving of the Stone Serpent on the wall, and it struck out at their servant, instantly turning him to stone.
- The priestesses asked for a sacrifice once every full moon from them, and told them that the Serpent would bless them with magic power if they continued the offerings for one year.
- The tribe found this lair, and after searching for a few days, found a nearby village where they could obtain sacrifices. Last month, they took two gnomes – one for a sacrifice, and one to begin repopulating their tribe. He has been transformed, and walks among them now.

The ophidians can be convinced to stop attacking the gnomes if they can get their slave back, and the heroes show proof that they bested the Stone Serpent (the ophidians are certain this will not happen). They are more than willing to show the PCs the way to the temple (as they've just brought more sacrifices to the Stone Serpent, which should please it even more). If that happens, see Encounter 4. **PCs that successfully negotiate with the ophidians receive full XP as if they had defeated them.**

### What Lissesck Knows

Lissesck, the cult leader (or one of the ophidians at APL 6) knows exactly why he picked this area to settle down. While moving through the Vesve, he was approached by a beautiful woman that told him to go to Marringstone, find the hidden lair, and search for “something of interest”. The woman did not give her name, and would only say “once it is found, I will let you know”. She gave him a gift of a beastfolk slave (Gnarlgarr) to help them with menial tasks as a thank you for helping her.

The whole affair with the Stone Serpent was certainly something neither Lissesck anticipated, nor the mysterious woman. Lissesck does not reveal the above information, unless magically coerced or asked the right questions in a *Speak with Dead*.

## The Gnomes

Rezeldanter, the captured gnome who was turned into an ophidian, is lost. There is no way the PCs have available to reverse his transformation (it requires a *wish* or *limited wish*). However, Old Drem, if captured, has recently been bitten, and the curse can be lifted by a *remove curse* or *remove disease* spell.

## The Serpentine Curse

When the ophidians bite the PCs, don't have the PCs roll their Fortitude saves. Use the rolls they gave you at the beginning of the scenario to see if they successfully saved. Make a note of any PC that has contracted the curse, especially if the scenario is being run with the special play option.

PCs with Knowledge (nature) may make a check at DC 22 to know the nature of the serpentine curse, and what specifically happens to a victim.

## Following Tracks

If the PCs kill all the ophidians, they can find tracks leading west from their lair (Survival check with Track feat, DC 14). The tracks continue on for about 3 miles before they come upon the hill. See Encounter 4.

## Encounter Four: The Temple Door

*You come to a large forested hill. After clearing away some brush, you find a door tucked into the southern side. It is ornate, and bears an inscription along the rounded frame. In the center of the door is a clear crystal, and directly below it is a recess that looks about the size of a human's hand.*

The inscription on the door is written in Draconic. It says:

***When Luna's light shines full and fine  
Those of the scale may enter inside***

☛ **Magically Treated Stone Door:** 4 in. thick; hardness 16; hp 120; Break DC 48. This door has nested hinges (meaning it is impossible to take apart the hinges without destroying the whole door). The door detects as moderate abjuration magic if checked (DC 20 to determine the school).

The PCs must wait until nightfall, when the moon is full (the first night in Marringstone was the first of three nights of the full moon). At that time, when the light of Luna (the larger moon), strikes the crystal on the door, if a hand of a reptilian or snakelike creature is placed in the

depression, the door opens. A character with Use Magic Device can emulate a scaly race (such as a kobold or yuan-ti) with a DC 25 check. Alternatively, magic could be used to open the door; a character using *alter self* or *polymorph* could easily transform themselves or one of their companions into a scaly humanoid.

Of course, the PCs could just bash the door in, although it probably will take them a long time. If they do that, the medusae are certainly made aware of their presence.

Once the PCs are through, go to Encounter 5.

## Encounter Five: The Stone Serpent

On the other side of the door placed on the frame leading inside, is a permanent *alarm* spell (caster level 9<sup>th</sup>). Once a PC enters the doorway, a silent *alarm* alerts the medusae to the PCs presence, and they command the Stone Serpent to attack. Read the following when the PCs enter:

*This rectangular room is littered with broken stone statues, as well as several intact ones. On the wall to the right, a massive serpent carving towers, coiled back and forth up to the ceiling. Ahead of you, as well as to your immediate right, are the statues of three orcs warriors, blades drawn, and snarling faces full of bloodlust.*

*To your left is another stone door, although not as ornate as the one from which you just entered. To either side of the door are two other statues – the far one is a female gnome dressed in a bedgown, and nearer to you is a strange furred humanoid, somewhat feral in appearance. At your feet lie the shattered remains of other stoneworks.*

The room is 40 feet long by 20 feet wide; the PCs enter at the southern end of the room, in the center (the door opening is ten feet wide). The other door leading further in is located on the western wall; it is also ten feet wide. This room can be accurately represented by using the Dungeons & Dragons Miniatures terrain tile called "Medusa's Chamber"; the area where the opening is on the eastern wall is where the Stone Serpent starts when it animates (the eastern opening is a wall).

The three orcs are previous victims of the Stone Serpent's bite; statues in which the medusae have not yet tired of. The other two are of greater interest to the PCs – Winnamina, one of the two missing gnomes from Marringstone, and the ophidians' beastfolk slave, Gnarl Garr.

Of more immediate concern however, is the Stone Serpent that animates from the wall. Read the following if the PCs set off the *alarm*:

*All of a sudden, a sharp crack is heard, as the serpentine carving comes free of its place on the eastern wall. Its eyes and mouth glow with a pale green light as it threatens you with its stone fangs.*

### **APL 6 (EL 8)**

🔥 **Stone Serpent**: hp 74. See Appendix 1 for statistics.

### **APL 8 (EL 10)**

🔥 **Stone Serpent, Advanced**: hp 112. See Appendix 1 for statistics.

### **APL 10 (EL 12)**

🔥 **Stone Serpent, Advanced**: hp 140. See Appendix 1 for statistics.

### **APL 12 (EL 14)**

🔥 **Stone Serpent, Advanced**: hp 184. See Appendix 1 for statistics.

**Development**: Freeing the stoned individuals is discussed in the Conclusion, below.

The door on the west wall is not locked. Once the PCs have defeated the Stone Serpent, proceed to Encounter 6.

## **Encounter Six: Three Furies**

Use Map 2 for reference for this area. This map is the “Lost Temple” map available in Dungeons & Dragons Miniatures Tournament Kits, or downloadable from the Wizards of the Coast website at [www.wizards.com/minis](http://www.wizards.com/minis). The only light is that provided by Area 2; it is equivalent to torchlight. The door from the previous room opens up on the lower right hand side of the map, where the “Xs” mark the PCs’ starting points. Read the following once the PCs have entered:

*You enter a massive chamber of darkness. The only light is from a soft white glow far ahead and to the right. Here and there, carved pillars extend upwards, reminding you of some sort of temple. Ahead, broken spears and ancient rusted swords litter the ground; cloaks and helms of bygone times betray their age by their ruin.*

### **Area A**

*Here, a statue lies of a gigantic man in some sort of plate armor, broken and ruined.*

The stone statue can be correctly identified with a successful Knowledge (the planes) check, DC 35. If successful, the character knows it is a titan, a creature of legend both beautiful and terrible.

### **Area B**

*A glowing circle of white light provides some illumination for this portion of the chamber. Upon closer inspection, it is several motes floating in the air, spaced exactly apart from one another. You can barely hear a slight humming sound as you approach it.*

The motes are space about one foot from each other. It is also apparent that there are markings on the floor, tracings in some arcane pattern.

While this might appear at first to be a summoning circle, a Knowledge (arcana) check (DC 20) proves otherwise, although it does not yield its purpose. A *detect magic* spell reveals strong divination magic (DC 23 for the school).

If a character steps into the circle, read the following:

*Your mind swims with peaceful thoughts, and then the ruined temple around you looks new, and sunlight streams in from all around. Outside, you see something in the air, flying toward you, but the sunlight obscures its form until it lands. Then, you see it just past the pillars of the glowing temple – a majestic winged horse that looks upon you with noble grace.*

*In an instant, you’re back in the circle, the ruins of the dark temple all around you.*

If the PC is good aligned, and able to cast *summon monster* spells, celestial unicorn (CG alignment) may now be added to the list of monsters that PC may summon with a *summon monster IV* spell.

A hero that is of neutral alignment (LN, N, CN) receives the vision, but does not receive the benefit even if they are able to cast *summon monster*.

A character that, for some reason, radiates evil (or has an item upon his/her person that radiates evil), suffers a *bestow curse* effect (15<sup>th</sup> level caster; DC 20 Will save negates) that grants them a –4 penalty on all d20 rolls until the curse is removed. The character does not receive the vision, and feels no differently than before.

## Area C

*Within the rubble, objects of gold and silver poke out here and there. This is obviously some sort of treasure pile.*

Inside here, the character can find 200 gp worth of objects (platters, cups, portrait frames) consisting of some sort of valuable metal (mostly gold and silver). They are all ancient, and tarnished, but with cleaning, are certainly worth money to a collector.

If the PCs do a Search check (DC 21), it reveals a small ceramic jar. Inside the jar is one application of *stone salve*.

**Treasure:** The stone salve can be found in the Treasure Summary, below.

## Sisters of the Serpent

Inside this temple, locked away for all time, until recently when the ophidians released them, is a trio of medusae. They have been suspended here for likely centuries, and are only now beginning to plot and scheme again. It is their sincere hope that the ophidians would wind up being their eyes and ears to the outside world, but now the heroes have come to spoil the beginnings of their plans.

Generally speaking, the medusae wait at the positions on the map – Hilestia at 1, Clavistra at 2, and Delphnae at 3. More than likely, they have heard the PCs, and they take appropriate measures. Delphnae casts spells on herself and others while the PCs approach. If the PCs tarry too long in the glowing circle, Hilestia initiates the combat with arrow shots. Otherwise, they hide until the PCs come within range of their terrible gaze.

## APL 6 (EL 8)

- 🔪 **Hilestia, Archer:** hp 33. See Appendix 1 for statistics.
- 🔪 **Clavistra, Warrior:** hp 39. See Appendix 1 for statistics.
- 🔪 **Delphnae, Sorceress:** hp 33. See Appendix 1 for statistics.

## APL 8 (EL 10)

- 🔪 **Hilestia, Archer:** hp 38. See Appendix 1 for statistics.
- 🔪 **Clavistra, Warrior:** hp 45. See Appendix 1 for statistics.
- 🔪 **Delphnae, Sorceress:** hp 38. See Appendix 1 for statistics.

## APL 10 (EL 12)

- 🔪 **Hilestia, Archer:** hp 57. See Appendix 1 for statistics.

🔪 **Clavistra, Warrior:** hp 67. See Appendix 1 for statistics.

🔪 **Delphnae, Sorceress:** hp 50. See Appendix 1 for statistics.

## APL 12 (EL 14)

🔪 **Hilestia, Archer:** hp 73. See Appendix 1 for statistics.

🔪 **Clavistra, Warrior:** hp 85. See Appendix 1 for statistics.

🔪 **Delphnae, Sorceress:** hp 62. See Appendix 1 for statistics.

**Tactics:** The medusae are wily, and work together in concert, since they aren't affected by each other's gaze attack. Hilestia and Clavistra use their potions just after the PCs are detected in the room, and Delphnae casts spells on herself and the others before initiating her attacks.

Generally speaking, Hilestia will move in and out of melee combat with the heroes, while Clavistra and Delphnae will seek cover and use their ranged attacks and spells (including gaze). Clavistra uses however many *stoneheart* arrows she has at the PCs. Delphnae is the most likely to use her gaze actively, since she knows she has the most powerful of the three of them.

**Treasure:** The treasure of these medusae can be found in Area C, as well as on their person. In addition, characters that roll a successful Knowledge (arcana) check (DC 20) realize that the left eye of a medusa can be harvested and used as a valuable spell component. See the Treasure Summary for details. **Note that one PC in the party must succeed at the check in order for the whole group to get the components.** Otherwise, check the three boxes on the Adventure Record next to the entry.

**Development:** The medusae do not speak to the PCs under any circumstance, except to mention that they waited centuries only to be foiled by some foolish heroes. Attempts to magically coerce them, or *speak with dead* reveals the scant information listed above. If asked, "who trapped you here?" a medusa replies, "the gods of our time".

## Conclusion: What To Do With All These Statues?

### Freeing the Stoned

Undoubtedly, PCs may wish to free the petrified individuals. There is one application of *stone salve* the heroes may use to attempt to free someone. Assume the person succeeds in the Fortitude saving throw (but don't

tell the players, and roll the die anyway to give the impression that it's still dicey).

Of course, the PCs may have access to *stone to flesh* or *break enchantment* (or other, more powerful magic). The final alternative for PCs wishing to free the petrified innocents is to take them to Highfolk town, and enlist the services of a Guildsmen of the High Art wizard.

### Freeing Winnamina

If the heroes free Winnamina, she is a babbling mess, unable to do anything but cling closely to another gnome, or someone else showing her kindness.

Once she's home, and settled down some (it takes a day), she can tell the heroes that she and her husband were captured by snake people, and she was separated from him. Then, she was brought to a statue room, where a woman with snakes for hair gazed into her eyes. That's that last thing she remembers, until the heroes revive her. She's grateful for their help, but very distraught over the loss of her husband.

### Freeing the Orcs

The orcs care nothing for the PCs, but they are willing to make a truce until they can leave. They simply tell the PCs that some of their tribe discovered this place, and their shaman found a way inside by changing his skin. Of course, that was the end of them, as a great stone snake attacked and turned them to stone.

The orcs initially assume the heroes killed the rest of their tribe, and attempt to seek revenge on the PCs if left to their own devices (see HIG4-08 *Harmony of a Wicked Fate*). They do not initiate combat with the heroes at this point.

### Freeing Gnarl Garr

**Gnarl Garr** (male beastfolk, NG, hp 11) is a beastfolk, a race of reclusive furred humanoids that live in a portion of the Vesve Forest. Beastfolk are slender humanoids and have a fine coat of green or olive fur. Underneath the exterior coat of fur lies a coarse black fur that instinctively moves about, to provide him with superior camouflage while hunting in the forest.

Beastfolk speak their own language, which uses some Sylvan, gestures, and changes on the patterns of their fur. It is thus impossible for an outsider to duplicate anything more than the rudiments of their language, and that is only possible if the listener understands Sylvan. More intelligent beastfolk sometimes speak full Sylvan.

Beastfolk are completely distrustful of any magic (and, in fact, have spell resistance 20), and don't believe in deities. They are never spellcasting characters – most beastfolk are either fighters, barbarians, or rogues (their favored class).

If Gnarl Garr is revived, he initially goes into a panic, running about (if he's able), and hiding from the heroes (although he doesn't actually leave their sight, unless they threaten him). He doesn't let himself be touched in any way unless he is certain the PCs are benevolent. Heroes who speak Sylvan can communicate basic information like "hunger", "friend", and so on. A *comprehend languages* spell does not work well on Gnarl Garr, since it only allows the caster to understand what a speak of Sylvan already knows (basic concepts). Also, *comprehend languages* requires the caster to touch the target, and with Gnarl Garr's current disposition (and disbelief in magic), that could be very difficult.

A *tongues* spell is much better, since it allows the hero to understand Gnarl Garr fully, although it only allows the hero to communicate in basic terms (since it doesn't grant the caster the ability to communicate non-verbally).

Gnarl Garr responds immediately well to characters wearing (or showing) the *Favor of Marrgrawl*. This vine necklace is a symbol of greatness among the Woodshaper tribe, of which Gnarl Garr belongs. He carefully extends his hand, touching the PC's arm and caressing the necklace. If he is fully understood, he calls the PC "ranger-friend", and talks almost exclusively to him or her.

Gnarl Garr should be played as a cautious hopeful, who wants to believe the PCs can help. Remember that his tribal culture means he cannot communicate certain nuances that civilized characters can; when playing him, speak simply (and never infer anything that has to do with magic, spirits, or gods). If the PCs are able to communicate with him, Gnarl Garr can relate the following (give broad generalities if they only understand Sylvan):

- ☛ I am Gnarl Garr, of the Woodshaper Tribe. You must be rangers come to free me. I thank you for your kindness.
- ☛ I have been with the snakefeet for a time now. They took me from the Dark Women. They made me do things for them, but not bad things. Helping things. They have a weakness that I see when they are with others. They like to work for others, and they brought me here as a gift for the green-eyed snake. He bit me, and now I'm here with you.
- ☛ The Dark Women live in our forest, but we do not go into their lands. They are like you, but not. They have hate in their hearts, and bear us pain, so you are only like them in sight.
- ☛ The Dark Women live past the shores of the Lake of Gloom. It is in the center of our forest, and our smiling folk do not speak well of it.

- The smiling folk look like you, but are different. They have been with us since the beginnings, or so the tales say.
- The Black Guardian watches the shores, so few of our tribe go there. He is a horned beast that has sharp claws, and walks as we do.
- *(Especially if someone bears the necklace, but eventually Gnarlgarr gets to talking about it)* The Dark Women have the first-ranger, our oldest friend among your kind. *(If a PC has the necklace)* He gave you the favor of our people. They keep him past the lake. No one knows what has become of him. It has been long since we last saw him.
- You, who have the ranger's heart, should help. Together, we can go to my home, and find him. I can be your guide.

Gnarlgarr refers to Elrenn Walthair, Lord Marshal of the Vesve Forest as the "first-ranger". Several heroes may pick up on this from the last time they met with a beastfolk (Marrgrawl); if they do not, they can certainly make a Knowledge (local – Iuz's Border States) check to identify the person Gnarlgarr refers to as Elrenn Walthair. Rangers of the Vesve know this automatically.

The Lord Marshal and leader of the Rangers of the Vesve Forest has been gone for more than a year now, and most have thought him lost to Iuz. The suspicions aren't far from the truth (more is revealed in the next two adventures in the Three Furies series).

At any rate, Gnarlgarr is far from home, and certainly accompanies the PCs unless they threaten him (in which case, he leaves on his own, complicating things for the heroes in the future). He stays on the outskirts of civilization, preferring to wait and hide while the PCs are in town.

### **Carrying the Statues**

If the PCs are unwilling to let the petrified characters stay in the Sepia Uplands, they can take them along if they wish. The gnome weighs 100 pounds, the beastfolk 300 pounds, and the orcs weigh 500 pounds a piece as statues. A cart can be found in Marringstone at no cost, and Rosey can sell the heroes a draft horse (along with tack and harness) if they wish it.

### **Special Play and the Serpentine Curse**

Make certain to keep track of characters that succumbed to the serpentine curse of the ophidians. The changes happen gradually at first, so describe to an afflicted hero the change in complexion, shortening of their legs, etc. Hopefully, the heroes are able to find a cure before it's too late, but it might go on throughout the next scenario if they can't figure it out.

If you're not using the special play option, the curse ends at the conclusion of this scenario.

### **Back to Marringstone**

When the PCs return to Marringstone, read the following:

*Rosey is overjoyed at your return, and promises to keep your bellies and tankards full as you rest at the inn. Eventually, she learns of Gnarlgarr, and while he doesn't come into the village, Rosey brings him some food now and again which meets with the beastfolk's approval.*

*After staying for a couple days to rest, you prepare yourselves to leave. As you gather up your gear and are ready to depart, Rosey's son Jadilstip comes up to you. In his hands, he has a beautiful golden clasp, with a large aquamarine set in the center. "We don't have much, but I have this" Jaddy says. "Please take it not so much as payment, but as a reminder of Marringstone and a place you can always call home." Jadilstip hands you the heirloom, and smiles as he walks back inside the Black Kettle.*

At the end of the adventure, one PC gets to keep the aquamarine clasp. Make sure they write where they're keeping the clasp on their Adventure Record for later use.

*You hit the cool autumn trails again, heading to the southeast, towards the Beastman Forest. Then, at dawn of the next day, you receive a magical message – a sending spell. "Please make your way to Highfolk with much haste" said an old friend. It was Everain the Intrepid, a wizard whom you'd helped out before, and his voice bore a strong sense of urgency. What he wants is anyone's guess.*

This ends *Cult of the Stone Serpent*. Heroes can talk about the choice they will make, but they don't have to take action until the beginning of the next scenario, HIG4-08 *Harmony of a Wicked Fate*.

### **The End**

## **Experience Point Summary**

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter Two

Defeat Slennah

APL 6 60 xp; APL 8 120 xp; APL 10 180 xp;  
APL 12 240 xp.

### Encounter Three

Defeat the Cult (includes negotiation)

APL 6 180 xp; APL 8 240 xp; APL 10 300 xp;  
APL 12 360 xp.

### Encounter Five

Destroy the Stone Serpent

APL 6 240 xp; APL 8 300 xp; APL 10 360 xp;  
APL 12 420 xp.

### Encounter Six

Defeat the medusae

APL 6 240 xp; APL 8 300 xp; APL 10 360 xp;  
APL 12 420 xp.

### Story Award

Retrieving Gnarlarr:

APL 6 90 xp; APL 8 90 xp; APL 10 90 xp;  
APL 12 90 xp.

### Discretionary roleplaying award

APL 6 90 xp; APL 8 75 xp; APL 10 60 xp;  
APL 12 45 xp.

### Total possible experience:

APL 6 900 xp; APL 8 1125 xp; APL 10 1350 xp;  
APL 12 1575 xp.

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

### Encounter Two:

APL 6: L: 2 gp; C: 0 gp; M: 0 gp  
APL 8: L: 2 gp; C: 0 gp; M: 0 gp  
APL 10: L: 2 gp; C: 0 gp; M: 0 gp  
APL 12: L: 2 gp; C: 0 gp; M: 0 gp

### Encounter Three:

APL 6: L: 8 gp; C: 0 gp; M: *rope of climbing* (250 gp per character).

APL 8: L: 8 gp; C: 0 gp; M: *rope of climbing* (250 gp per character), *+1 scimitar* (193 gp per character), *+1 heavy wooden shield* (96 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 10: L: 16 gp; C: 0 gp; M: *rope of climbing* (250 gp per character), *+1 scimitar*, *bane vs. magical beasts* (693 gp per character), *+1 light fortification heavy wooden shield* (346 gp per character), *potion of cure moderate wounds* (25 gp per character).

APL 12: L: 16 gp; C: 0 gp; M: *rope of climbing* (250 gp per character), *+1 scimitar*, *bane vs. magical beasts* (693 gp per character), *+1 light fortification heavy wooden shield* (346 gp per character), *2 potions of cure moderate wounds* (25 gp per potion per character), *periapt of Wisdom +2* (333 gp per character), *+1 heavy wooden shield* (96 gp per character), *scroll of bull's strength* (13

gp per character), *scroll of bear's endurance* (13 gp per character), *scroll of invisibility* (13 gp per character), *scroll of lightning bolt* (31 gp per character).

### Encounter Six:

APL 6: L: 72 gp; C: 17 gp; M: *stone salve* (333 gp per character), *+1 composite shortbow (+1 Str)* (204 gp per character), 2 *stoneheart arrows\** (53 gp per arrow character), 3 *potions of cure moderate wounds* (25 gp per potion per character), *+1 short sword* (276 gp per character), *+1 chain shirt* (104 gp per character), *mirrorshield\** (630 gp per character), *ring of protection +1* (167 gp per character), *scroll of scorching ray* (13 gp per character), *scroll of web* (31 gp per character).

APL 8: L: 51 gp; C: 17 gp; M: *stone salve* (333 gp per character), *+1 composite shortbow (+1 Str)* (204 gp per character), 4 *stoneheart arrows\** (53 gp per arrow per character), 3 *potions of cure moderate wounds* (25 gp per potion per character), *+1 short sword* (276 gp per character), 2 *+1 chain shirts* (104 gp per shirt per character), *mirrorshield\** (630 gp per character), *ring of protection +1* (167 gp per character), *scroll of scorching ray* (13 gp per character), *scroll of Tasha's hideous laughter* (13 gp per character), *scroll of web* (31 gp per character).

APL 10: L: 0 gp; C: 17 gp; M: *stone salve* (333 gp per character), *+1 composite shortbow (+2 Str)* (210 gp per character), 6 *stoneheart arrows\** (53 gp per arrow per character), 3 *potions of cure moderate wounds* (25 gp per potion per character), *potion of cat's grace* (25 gp per character), *+1 short sword* (276 gp per character), *+1 short sword, bane vs. humans* (693 gp per character), 2 *+1 chain shirts* (104 gp per shirt per character), *mirrorshield\** (630 gp per character), *potion of haste* (63 gp per character), *+1 dagger* (192 gp per character), *cloak of Charisma +2* (333 gp per character), 2 *rings of protection +1* (167 gp per ring per character), *scroll of dispel magic* (31 gp per character), *scroll of Tasha's hideous laughter* (13 gp per character), *scroll of web* (31 gp per character).

APL 12: L: 0 gp; C: 17 gp; M: *stone salve* (333 gp per character), *+1 blood seeking composite shortbow (+2 Str)* (710 gp per character), 8 *stoneheart arrows\** (53 gp per arrow per character), 3 *potions of cure moderate wounds* (25 gp per potion per character), *potion of cat's grace* (25 gp per character), *+1 short sword* (276 gp per character), *+1 flaming short sword, bane vs. humans* (1526 gp per character), 2 *+1 chain shirts* (104 gp per shirt per character), *mirrorshield\** (630 gp per character), *potion of haste* (63 gp per character), *+1 dagger* (192 gp per character), *cloak of Charisma +4* (1333 gp per character), 2 *rings of protection +1* (167 gp per ring per character), *scroll of dispel magic* (31 gp per character), *scroll of web* (31 gp per character).

### Total Possible Treasure

APL 6: L: 82 gp; C: 17 gp; M: 0 gp - Total: 2,189 gp (maximum 900 gp)

APL 8: L: 61 gp; C: 17 gp; M: 0 gp - Total: 2,726 gp (maximum 1,300 gp)

APL 10: L: 18 gp; C: 17 gp; M: 0 gp - Total: 5,079 gp (maximum 2,300 gp)

APL 12: L: 18 gp; C: 17 gp; M: 0 gp - Total: 8,016 gp (maximum 3,300 gp)

### Special

**Mirrorshield:** This *+1 mithral light shield* has been alchemically treated so as to be reflective as a mirror. A character wielding this shield and averting their eyes from a gaze attack has a 75% chance to avoid a saving throw, instead of 50%. In addition, as an immediate action, the shield may be used to redirect any one gaze attack targeted at the wielder to another target within 30 feet. This second effect causes the shield to shatter into small fragments, and become forever useless.

*Caster Level:* 13<sup>th</sup>; *Prerequisites:* 10 ranks in Craft (alchemy), Craft Magic Arms and Armor, *limited wish*, mithral small shield; *Market Price:* 7,560 gp; *Weight:* 3 lb.

**Stoneheart Arrow:** This *+1 arrow* has an arrowhead crafted from the stone of victims of petrification attacks. When the firer confirms a critical hit, the target must make a Fortitude saving throw (DC 19) or be permanently turned to stone, as a *flesh to stone* spell.

*Caster Level:* 11<sup>th</sup>; *Prerequisites:* 5 ranks in Craft (weaponsmithing), Craft Magic Arms and Armor, *flesh to stone*, chippings from a petrified creature; *Market Price:* 640 gp; *Weight:* -.

**Left Eye of a Medusa:** When a spellcaster casts *flesh to stone* with this component applied, there is a 50% chance that the saving throw DC of the spell is increased by +2. Alternatively, if a spellcaster uses this component when casting a *stone to flesh* spell, there is a 50% chance the target of the spell receives a +2 bonus to the Fortitude saving throw. No more than three of these can be found per character, and they can be added to a character's equipment at no cost. Check off as used. [ ] [ ] [ ] [ ]

**Aquamarine Clasp:** As a reward for saving the village of Marringstone, Jadilstip has presented you with a beautiful gold clasp, with a large aquamarine inset. The item is not magical, but it is wearable as a cloak pin, hair clasp, or badge. Only one character may possess the clasp. Note the location worn below.

Clasp Location \_\_\_\_\_



**Vision of Elysium:** You have seen a vision of a time long past, in a place far away, and a spiritual presence has touched your soul. If you are a good-aligned caster capable of casting *summon monster IV*, you can add celestial pegasus (alignment CG) to your list of summonable creatures. If you are a paladin, you can choose a celestial pegasus as your special mount at 8<sup>th</sup> level (see the *Dungeon Master's Guide*, pages 204-205).

## Items for the Adventure Record

### Item Access

APLs 6-8:

*Stoneheart arrow* (Adventure, see above)

*Mirrorshield* (Adventure, see above)

*Rope of climbing* (Adventure, DMG)

*Stone salve* (Adventure, DMG)

APL 10: (All of APLs 6-8 plus the following)

+1 *scimitar, bane vs. magical beasts* (Adventure, DMG)

+1 *light fortification heavy wooden shield* (Adventure, DMG)

+1 *short sword, bane vs. humans* (Adventure, DMG)

APL 12: (All of APLs 2-4 plus the following)

+1 *blood seeking composite shortbow* (+2 Str) (Adventure, Complete Warrior)

+1 *flaming short sword, bane vs. humans* (Adventure, DMG)

*Cloak of Charisma* +4 (Adventure, DMG)

# Appendix I: Monsters and NPCs

## Encounter 2

### APL 6

**Slennah the Sneak:** Male ophidian; CR 2; Medium-size Monstrous Humanoid (Reptilian); HD 3d8; hp 13; Init +2; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +2 leather armor, +3 natural]; BA/G +3/+4; Atk +4 melee (1d6+1/18-20, scimitar) or +4 melee (1d4+1, bite); Full Atk +4 melee (1d6+1/18-20, scimitar) and -1 melee (1d4, bite), or +4 melee (1d4+1, bite) and -1 melee (1d6/18-20, scimitar); SA Serpentine curse; SQ Darkvision 60 ft.; AL CN; SV Fort +1, Ref +5, Will +3; Str 12, Dex 15, Con 11, Int 8, Wis 11, Cha 10.

*Skills and Feats:* Climb +9, Hide +5 (+15 in forest or underground settings), Listen +2, Move Silently +5, Spot +2, Swim +8; Alertness, Dodge.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* Scimitar, leather armor.

### APL 8

**Slennah the Sneak:** Male ophidian Rog4; CR 4; Medium-size Monstrous Humanoid (Reptilian); HD 3d8+3 + 4d6+3; hp 38; Init +5; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 20 (touch 15, flat-footed 15) [+5 Dex, +2 leather armor, +3 natural]; BA/G +6/+9; Atk +9 melee (1d6+3/18-20, scimitar) or +9 melee (1d4+3, bite); Full Atk +9/+4 melee (1d6+3/18-20, scimitar) and +4 melee (1d4+1, bite), or +9 melee (1d4+3, bite) and +4/-1 melee (1d6+1/18-20, scimitar); SA Serpentine curse, sneak attack +2d6; SQ Darkvision 60 ft., evasion, trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +12, Will +5; Str 16, Dex 20, Con 13, Int 8, Wis 12, Cha 10.

*Skills and Feats:* Climb +21, Hide +15 (+25 in forest or underground settings), Listen +3, Move Silently +15, Search +3, Spot +3, Swim +10; Alertness, Dodge, Run.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* Scimitar, leather armor.

### APL 10

**Slennah the Sneak:** Male ophidian Rog6; CR 6; Medium-size Monstrous Humanoid (Reptilian); HD 3d8+3 + 6d6+6; hp 48; Init +5; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 20 (touch 15, flat-footed 15) [+5 Dex, +2 leather armor, +3 natural]; BA/G +7/+10; Atk +10 melee (1d6+3/18-20, scimitar) or +10 melee (1d4+3, bite); Full Atk +10/+5 melee (1d6+3/18-20, scimitar) and +5 melee (1d4+1, bite), or +10 melee (1d4+3, bite) and +5/+0 melee (1d6+1/18-20, scimitar); SA Serpentine curse, sneak attack +3d6; SQ Darkvision 60 ft., evasion, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +4, Ref +13, Will +6; Str 16, Dex 20, Con 13, Int 8, Wis 12, Cha 10.

*Skills and Feats:* Climb +23, Hide +17 (+27 in forest or underground settings), Listen +3, Move Silently +17, Search +11, Spot +3, Swim +10; Alertness, Dodge, Mobility, Run.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is

required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* Scimitar, leather armor.

#### APL 12

**Slennah the Sneak:** Male ophidian Rog8; CR 8; Medium-size Monstrous Humanoid (Reptilian); HD 3d8+6 + 8d6+16; hp 69; Init +5; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 20 (touch 15, flat-footed 15) [+5 Dex, +2 leather armor, +3 natural]; BA/G +9/+12; Atk +12 melee (1d6+3/18-20, scimitar) or +12 melee (1d4+3, bite); Full Atk +12/+7 melee (1d6+3/18-20, scimitar) and +7 melee (1d4+1, bite), or +12 melee (1d4+3, bite) and +7/+2 melee (1d6+1/18-20, scimitar); SA Serpentine curse, sneak attack +4d6; SQ Darkvision 60 ft., evasion, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +5, Ref +14, Will +6; Str 16, Dex 20, Con 14, Int 8, Wis 12, Cha 10.

*Skills and Feats:* Climb +25, Hide +19 (+29 in forest or underground settings), Listen +6, Move Silently +19, Search +13, Spot +6, Swim +10; Alertness, Dodge, Mobility, Run.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* Scimitar, leather armor.

### Encounter 3

#### APL 6

**Ophidians (4):** CR 2; Medium-size Monstrous Humanoid (Reptilian); HD 3d8; hp 12, 13, 13, 14; Init +2; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +2 heavy wooden shield, +3 natural]; BA/G +3/+4; Atk +4 melee (1d6+1/18-20, scimitar) or +4 melee (1d4+1, bite); Full Atk +4 melee (1d6+1/18-20, scimitar) and -1 melee (1d4, bite), or +4 melee (1d4+1, bite) and -1 melee (1d6/18-20, scimitar); SA Serpentine

curse; SQ Darkvision 60 ft.; AL CN; SV Fort +1, Ref +5, Will +3; Str 12, Dex 15, Con 11, Int 8, Wis 11, Cha 10.

*Skills and Feats:* Climb +9, Hide +3 (+13 in forest or underground settings), Listen +3, Move Silently +3, Spot +3, Swim +10; Alertness, Dodge.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* Scimitar, heavy wooden shield.

#### APL 8

**Ophidians (4):** CR 2; Medium-size Monstrous Humanoid (Reptilian); HD 3d8; hp 12, 13, 13, 14; Init +2; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +2 heavy wooden shield, +3 natural]; BA/G +3/+4; Atk +4 melee (1d6+1/18-20, scimitar) or +4 melee (1d4+1, bite); Full Atk +4 melee (1d6+1/18-20, scimitar) and -1 melee (1d4, bite), or +4 melee (1d4+1, bite) and -1 melee (1d6/18-20, scimitar); SA Serpentine curse; SQ Darkvision 60 ft.; AL CN; SV Fort +1, Ref +5, Will +3; Str 12, Dex 15, Con 11, Int 8, Wis 11, Cha 10.

*Skills and Feats:* Climb +9, Hide +3 (+13 in forest or underground settings), Listen +3, Move Silently +3, Spot +3, Swim +10; Alertness, Dodge.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or

*miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* Scimitar, heavy wooden shield.

**Lissesek, Cult Leader:** Male ophidian Ftr4; CR 6; Medium-size Monstrous Humanoid (Reptilian); HD 3d8+3 + 4d10+4; hp 50; Init +9; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 21 (touch 15, flat-footed 16) [+5 Dex, +3 +1 *heavy wooden shield*, +3 natural]; BA/G +7/+10; Atk +11 melee (1d6+4/18-20, +1 *scimitar*) or +10 melee (1d6+3, bite); Full Atk +11/+6 melee (1d6+4/18-20, +1 *scimitar*) and +5 melee (1d6+1, bite); SA Serpentine curse; SQ Darkvision 60 ft.; AL CN; SV Fort +6, Ref +9, Will +4; Str 16, Dex 20, Con 13, Int 8, Wis 10, Cha 12.

*Skills and Feats:* Climb +13, Hide +6 (+15 in forest or underground settings), Listen +1, Move Silently +6, Spot +1, Swim +14; Combat Reflexes, Dodge, Mobility, Improved Initiative, Improved Natural Attack (bite), Spring Attack.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 12) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* +1 *scimitar*, +1 *light fortification heavy wooden shield*, *potion of cure moderate wounds*.

## APL 10

**Ophidians (8):** CR 2; Medium-size Monstrous Humanoid (Reptilian); HD 3d8; hp 11, 12, 12, 13, 13, 13, 14, 14; Init +2; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +2 *heavy wooden shield*, +3 natural]; BA/G +3/+4; Atk +4 melee (1d6+1/18-20, *scimitar*) or +4 melee (1d4+1, bite); Full Atk +4 melee (1d6+1/18-20, *scimitar*) and -1 melee (1d4, bite), or +4 melee (1d4+1, bite) and -1 melee (1d6/18-20, *scimitar*); SA Serpentine curse; SQ Darkvision 60 ft.; AL CN; SV Fort +1, Ref +5, Will +3; Str 12, Dex 15, Con 11, Int 8, Wis 11, Cha 10.

*Skills and Feats:* Climb +9, Hide +3 (+13 in forest or underground settings), Listen +3, Move Silently +3, Spot +3, Swim +10; Alertness, Dodge.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* Scimitar, heavy wooden shield.

**Lissesek, Cult Leader:** Male ophidian Ftr6; CR 8; Medium-size Monstrous Humanoid (Reptilian); HD 3d8+6 + 6d10+12; hp 73; Init +9; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 21 (touch 15, flat-footed 16) [+5 Dex, +3 +1 *heavy wooden shield*, +3 natural]; BA/G +9/+12; Atk +13 melee (1d6+4/15-20, +1 *bane vs. magical beasts scimitar*) or +12 melee (1d6+3, bite); Full Atk +13/+8 melee (1d6+4/15-20, +1 *bane vs. magical beasts scimitar*) and +7 melee (1d6+1, bite); SA Serpentine curse; SQ Darkvision 60 ft.; AL CN; SV Fort +8, Ref +10, Will +5; Str 16, Dex 20, Con 14, Int 8, Wis 10, Cha 12.

*Skills and Feats:* Climb +14, Hide +6 (+15 in forest or underground settings), Listen +1, Move Silently +6, Spot +1, Swim +15; Blind-fight, Combat Reflexes, Dodge, Mobility, Improved Critical (*scimitar*), Improved Initiative, Improved Natural Attack (bite), Spring Attack.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 13) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or

*miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* +1 *bane vs. magical beasts scimitar*, +1 *light fortification heavy wooden shield*, *potion of cure moderate wounds*.

## APL 12

**Ophidians (8):** CR 2; Medium-size Monstrous Humanoid (Reptilian); HD 3d8; hp 11, 12, 12, 13, 13, 13, 14, 14; Init +2; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +2 heavy wooden shield, +3 natural]; BA/G +3/+4; Atk +4 melee (1d6+1/18-20, scimitar) or +4 melee (1d4+1, bite); Full Atk +4 melee (1d6+1/18-20, scimitar) and -1 melee (1d4, bite), or +4 melee (1d4+1, bite) and -1 melee (1d6/18-20, scimitar); SA Serpentine curse; SQ Darkvision 60 ft.; AL CN; SV Fort +1, Ref +5, Will +3; Str 12, Dex 15, Con 11, Int 8, Wis 11, Cha 10.

*Skills and Feats:* Climb +9, Hide +3 (+13 in forest or underground settings), Listen +3, Move Silently +3, Spot +3, Swim +10; Alertness, Dodge.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* Scimitar, heavy wooden shield.

**Lissesek, Cult Leader:** Male ophidian Ftr8; CR 10; Medium-size Monstrous Humanoid (Reptilian); HD 3d8+6 + 8d10+16; hp 89; Init +9; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 22 (touch 16, flat-footed 17) [+5 Dex, +3 +1 *heavy wooden shield*, +3 natural, +1 deflection]; BA/G +11/+14; Atk +15 melee (1d6+4/15-20, +1 *bane vs. magical beasts scimitar*) or +14 melee (1d6+3, bite); Full Atk +15/+10/+5 melee (1d6+4/15-20, +1 *bane vs. magical beasts scimitar*) and +9 melee (1d6+1, bite); SA Serpentine curse; SQ Darkvision 60 ft.; AL CN; SV Fort +9, Ref +10, Will +5; Str 16, Dex 20, Con 14, Int 8, Wis 10, Cha 12.

*Skills and Feats:* Climb +15, Hide +6 (+15 in forest or underground settings), Listen +1, Move Silently +6, Spot +1, Swim +16; Ability Focus (serpentine curse), Blind-fight, Combat Reflexes, Dodge, Mobility, Improved Critical (scimitar), Improved Initiative, Improved Natural Attack (bite), Spring Attack.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 15) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

*Possessions:* +1 *bane vs. magical beasts scimitar*, +1 *light fortification heavy wooden shield*, *ring of protection* +1, *potion of cure moderate wounds* x2.

**Shaless of the Black Scale, Ritemaster:** Male ophidian Adp8; CR 8; Medium-size Monstrous Humanoid (Reptilian); HD 3d8+6 + 8d6+16; hp 71; Init +2; Spd 20 ft., climb 15 ft., swim 50 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +3 +1 *heavy wooden shield*, +3 natural]; BA/G +7/+9; Atk +10 melee (1d6+3/18-20, +1 *scimitar*) or +9 melee (1d4+2, bite); Full Atk +10/+5 melee (1d6+3/18-20, +1 *scimitar*) and +4 melee (1d4+1, bite); SA Serpentine curse; SQ Darkvision 60 ft., rite of the black scale; AL CN; SV Fort +5, Ref +7, Will +12; Str 14, Dex 14, Con 14, Int 8, Wis 16, Cha 10.

*Skills and Feats:* Climb +10, Concentration +10, Hide +3 (+13 in forest or underground settings), Knowledge (arcana) +7, Listen +6, Move Silently +3, Spot +6, Swim +11; Alertness (with familiar), Combat Casting, Dodge, Energy Affinity (acid)\*, Scribe Scroll.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 13) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells

do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

**Rite of the Black Scale (Ex):** Shaless has performed a special rite that allowed him to take the Energy Affinity (acid) feat without meeting the spell prerequisites.

**Possessions:** *Periapt of Wisdom* +2, +1 *heavy wooden shield*, *scroll of bull's strength*, *scroll of bear's endurance*, *scroll of invisibility*, *scroll of lightning bolt*.

**Spells Prepared** (3/4/3/1; base DC = 13 + spell level): 0—*detect magic*, *touch of fatigue* x3; 1st—*bless*, energy affinity (acid) *burning hands* x2, *cure light wounds*; 2nd—energy affinity (acid) *scorching ray* x2, *web*; 3rd—energy affinity (acid) *lightning bolt*.

**Shaless' Viper Familiar:** Tiny Magical Beast; HD 8d8; hp 35; Init +7; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21 (touch 15, flat-footed 18) [+2 size, +3 Dex, +6 natural]; BA/G +7/-4; Atk +12 melee (1 + poison, bite); Full Atk +12 melee (1 + poison, bite); SA Deliver touch spells, poison; SQ Empathic link, improved evasion, scent, share spells, speak with animals of its kind, speak with master; AL N; SV Fort +3, Ref +8, Will +10; Str 4, Dex 17, Con 11, Int 9, Wis 12, Cha 2.

**Skills and Feats:** Balance +11, Climb +11, Concentration +10, Hide +15, Knowledge (arcana) +7, Listen +6, Move Silently +3, Spot +6, Swim +5; Improved Initiative, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 14; initial damage 1d6 Con, secondary damage 1d6 Con. The save DC is Constitution-based.

\*See Appendix 2 for information.

## Encounter 5

### APL 6

**Stone Serpent, CR 8;** Large Construct; HD 8d10; hp 74; Init +3; Spd 30 ft., climb 30 ft.; AC 20 (touch 12, flat-footed 17) [-1 size, +3 Dex, +8 natural]; BA/G +6/+15; Atk +10 melee (1d8+7, bite); Full Atk +10 melee (1d8+7, bite); SA Constrict 2d8+7, improved grab, petrifying bite; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision; AL N; SV Fort +2, Ref +5, Will +3; Str 20, Dex 17, Con -, Int -, Wis 12, Cha 1.

**Constrict (Ex):** On a successful grapple check, a stone serpent deals 2d8+7 points of damage.

**Improved Grab (Ex):** To use this ability, a stone serpent must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Petrifying Bite (Su):** Creatures hit by a stone serpent's bite attack must succeed on a DC 14 Fortitude save or instantly turn to stone. The save DC is Constitution-based.

### APL 8

**Stone Serpent, advanced: CR 10;** Large Construct; HD 15d10; hp 112; Init +3; Spd 30 ft., climb 30 ft.; AC 20 (touch 12, flat-footed 17) [-1 size, +3 Dex, +8 natural]; BA/G +11/+20; Atk +15 melee (1d8+7, bite); Full Atk +15 melee (1d8+7, bite); SA Constrict 2d8+7, improved grab, petrifying bite; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision; AL N; SV Fort +5, Ref +8, Will +6; Str 20, Dex 17, Con -, Int -, Wis 12, Cha 1.

**Constrict (Ex):** On a successful grapple check, a stone serpent deals 2d8+7 points of damage.

**Improved Grab (Ex):** To use this ability, a stone serpent must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Petrifying Bite (Su):** Creatures hit by a stone serpent's bite attack must succeed on a DC 17 Fortitude save or instantly turn to stone. The save DC is Constitution-based.

### APL 10

**Stone Serpent, advanced: CR 12;** Huge Construct; HD 20d10; hp 140; Init +2; Spd 30 ft., climb 30 ft.; AC 21 (touch 10, flat-footed 19) [-2 size, +2 Dex, +11 natural]; BA/G +15/+24; Atk +22 melee (2d6+13, bite); Full Atk +22 melee (2d6+13, bite); SA Constrict 3d8+13, improved grab, petrifying bite; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision; AL N; SV Fort +6, Ref +8, Will +7; Str 28, Dex 15, Con -, Int -, Wis 12, Cha 1.

**Constrict (Ex):** On a successful grapple check, a stone serpent deals 3d8+13 points of damage.

**Improved Grab (Ex):** To use this ability, a stone serpent must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Petrifying Bite (Su):** Creatures hit by a stone serpent's bite attack must succeed on a DC 20 Fortitude save or instantly turn to stone. The save DC is Constitution-based.

### APL 12

**Stone Serpent, advanced: CR 14;** Huge Construct; HD 28d10; hp 184; Init +2; Spd 30 ft., climb 30 ft.; AC 21 (touch 10, flat-footed 19) [-2 size, +2 Dex, +11 natural];

BA/G +21/+30; Atk +28 melee (2d6+13, bite); Full Atk +28 melee (2d6+13, bite); SA Constrict 3d8+13, improved grab, petrifying bite; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +10, Will +9; Str 28, Dex 15, Con -, Int -, Wis 12, Cha 1.

**Constrict (Ex):** On a successful grapple check, a stone serpent deals 3d8+13 points of damage.

**Improved Grab (Ex):** To use this ability, a stone serpent must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Petrifying Bite (Su):** Creatures hit by a stone serpent's bite attack must succeed on a DC 24 Fortitude save or instantly turn to stone. The save DC is Constitution-based.

## Encounter 6

### APL 6

**Hilestia, Archer:** Female lesser medusa\*\* War1; CR 5; Medium-size Monstrous Humanoid; HD 6d8+6; hp 33; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17) [+3 Dex, +4 masterwork chain shirt, +3 natural]; BA/G +5/+4; Atk +9 melee (1d6+1/19-20, masterwork short sword) or +7 melee (1d4+1 plus poison, snakes) or +10 ranged (1d6+2/x3, +1 composite shortbow [Str 12]); Full Atk +8/+3 melee (1d6+1/19-20, masterwork short sword) and +2 melee (1d4+1 plus poison, snakes) or +10/+5 ranged (1d6+2/x3, +1 composite shortbow [Str 12]); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +7, Will +4; Str 12, Dex 17, Con 13, Int 11, Wis 10, Cha 12.

*Skills and Feats:* Disguise +4, Move Silently +7, Spot +5; Point Blank Shot, Precise Shot, Rapid Shot.

**Petrifying Gaze (Su):** 3/day, turn to stone permanently, active only (must target a creature to use it), 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 13 initial damage 1d4 Str, secondary damage 2d4 Str. The save DC is Constitution-based.

*Possessions:* Masterwork chain shirt, +1 composite shortbow (Str 12), masterwork short sword, quiver with 40 arrows, 2 stoneheart arrows\*, *potion of cure moderate wounds*.

**Clavistra, Warrior:** Female lesser medusa\*\* War1; CR 5; Medium-size Monstrous Humanoid; HD 6d8+12; hp 39; Init +2; Spd 30 ft.; AC 22 (touch 12, flat-footed 19) [+2 Dex, +5 +1 chain shirt, +2 mirrorshield, +3 natural]; BA/G +6/+7; Atk +8 melee (1d6+2/19-20, +1 short sword) or +7 melee (1d4+1 plus poison, snakes); Full Atk +8/+3 melee

(1d6+2/19-20, +1 short sword) and +2 melee (1d4+1 plus poison, snakes); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +6, Will +4; Str 13, Dex 15, Con 14, Int 11, Wis 10, Cha 12.

*Skills and Feats:* Disguise +4, Move Silently +7, Spot +5; Dodge, Elusive Target\*, Mobility.

**Petrifying Gaze (Su):** 3/day, turn to stone permanently, active only (must target a creature to use it), 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 14, initial damage 1d4 Str, secondary damage 2d4 Str. The save DC is Constitution-based.

*Possessions:* +1 short sword, +1 chain shirt, mirrorshield\*, *potion of cure moderate wounds*.

**Delphnae, Sorceress:** Female lesser medusa\*\* Sor1; CR 5; Medium-size Monstrous Humanoid; HD 5d8+5 + 1d4+1; hp 33; Init +8; Spd 30 ft.; AC 18 (touch 15, flat-footed 14) [+4 Dex, +3 natural, +1 deflection]; BA/G +5/+4; Atk +9 melee (1d4-1/19-20, masterwork dagger) or +8 melee (1d4-1 plus poison, snakes); Full Atk +9 melee (1d4-1/19-20, masterwork dagger) and +3 melee (1d4-1 plus poison, snakes); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +8, Will +8; Str 8, Dex 18, Con 12, Int 15, Wis 14, Cha 17. *Skills and Feats:* Diplomacy +11, Disguise +7 (+9 acting), Concentration +9, Spellcraft +6; Ability Focus (petrifying gaze), Improved Initiative, Weapon Finesse.

**Petrifying Gaze (Su):** 3/day, turn to stone permanently, active only (must target a creature to use it), 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 13 initial damage 1d4 Str, secondary damage 2d4 Str. The save DC is Constitution-based.

*Possessions:* Masterwork dagger, *ring of protection* +1, *potion of cure moderate wounds*, *scroll of scorching ray*, *scroll of web*.

*Spells Known* (5/4; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*, *read magic*; 1st—*mage armor*, *ray of enfeeblement*.

\*See Appendix 2 for information.

\*\*Created using *Savage Species*.

### APL 8

**Hilestia, Archer:** Female medusa War1; CR 7; Medium-size Monstrous Humanoid; HD 7d8+7; hp 38; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18) [+3 Dex, +5 +1 chain shirt, +3 natural]; BA/G +7/+8; Atk +9 melee (1d6+1/19-20, masterwork short sword) or +8 melee (1d4+1 plus poison, snakes) or +11 ranged (1d6+2/x3, +1

*composite shortbow* [Str 12]); Full Atk +9/+4 melee (1d6+1/19-20, masterwork short sword) and +3 melee (1d4+1 plus poison, snakes) or +11/+6 ranged (1d6+2/x3, +1 *composite shortbow* [Str 12]); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +8, Will +5; Str 12, Dex 17, Con 13, Int 11, Wis 10, Cha 14.

*Skills and Feats:* Disguise +5, Move Silently +8, Spot +6; Point Blank Shot, Precise Shot, Rapid Shot.

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 14 initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Possessions:* +1 *chain shirt*, +1 *composite shortbow* (Str 12), masterwork short sword, quiver with 40 arrows, 4 *stoneheart arrows*\*\*, *potion of cure moderate wounds*.

**Clavistra, Warrior:** Female medusa War1; CR 7; Medium-size Monstrous Humanoid; HD 7d8+14; hp 45; Init +2; Spd 30 ft.; AC 22 (touch 12, flat-footed 19) [+2 Dex, +5 +1 *chain shirt*, +2 *mirrorshield*, +3 natural]; BA/G +7/+8; Atk +9 melee (1d6+2/19-20, +1 *short sword*) or +8 melee (1d4+1 plus poison, snakes); Full Atk +9/+4 melee (1d6+2/19-20, +1 *short sword*) and +3 melee (1d4+1 plus poison, snakes); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +7, Will +5; Str 13, Dex 15, Con 14, Int 11, Wis 10, Cha 14.

*Skills and Feats:* Disguise +5, Move Silently +7, Spot +5; Dodge, Elusive Target\*, Mobility.

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 15, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Possessions:* +1 *short sword*, +1 *chain shirt*, *mirrorshield*\*, *potion of cure moderate wounds*.

**Delphnae, Sorceress:** Female medusa Sor1; CR 7; Medium-size Monstrous Humanoid; HD 6d8+6 + 1d4+1; hp 38; Init +8; Spd 30 ft.; AC 18 (touch 15, flat-footed 14) [+4 Dex, +3 natural, +1 deflection]; BA/G +6/+5; Atk +10/+5 melee (1d4-1/19-20, masterwork dagger) or +9 melee (1d4-1 plus poison, snakes); Full Atk +10/+5 melee (1d4-1/19-20, masterwork dagger) and +4 melee (1d4-1 plus poison, snakes); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +9, Will +9; Str 8, Dex 18, Con 12, Int 15, Wis 14, Cha 19.

*Skills and Feats:* Diplomacy +12, Disguise +8 (+10 acting), Concentration +10, Spellcraft +6; Ability Focus (petrifying gaze), Improved Initiative, Weapon Finesse.

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 14 initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Possessions:* Masterwork dagger, *ring of protection* +1, *potion of cure moderate wounds*, *scroll of scorching ray*, *scroll of Tasha's hideous laughter*, *scroll of web*.

*Spells Known* (5/4; base DC = 14 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*, *read magic*; 1st—*mage armor*, *ray of enfeeblement*.

\*See Appendix 2 for information.

## APL 10

**Hilestia, Archer:** Female medusa Ftr2; CR 9; Medium-size Monstrous Humanoid; HD 6d8+12 + 2d10+4; hp 57; Init +4; Spd 30 ft.; AC 22 (touch 14, flat-footed 18) [+4 Dex, +5 +1 *chain shirt*, +3 natural]; BA/G +8/+10; Atk +11 melee (1d6+3/19-20, +1 *short sword*) or +10 melee (1d4+2 plus poison, snakes) or +13 ranged (1d6+3/x3, +1 *composite shortbow* [Str 14]); Full Atk +11/+6 melee (1d6+3/19-20, +1 *short sword*) and +5 melee (1d4+2 plus poison, snakes) or +13/+8 ranged (1d6+3/x3, +1 *composite shortbow* [Str 14]); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +9, Will +5; Str 14, Dex 19, Con 15, Int 12, Wis 10, Cha 16.

*Skills and Feats:* Disguise +6, Move Silently +12, Spot +11; Point Blank Shot, Far Shot, Manyshot, Precise Shot, Rapid Shot.

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 15 initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Possessions:* +1 *chain shirt*, +1 *composite shortbow* (Str 14), +1 *short sword*, quiver with 40 arrows, 6 *stoneheart arrows*\*\*, *potion of cure moderate wounds*, *potion of cat's grace*.

**Clavistra, Warrior:** Female medusa Ftr2; CR 9; Medium-size Monstrous Humanoid; HD 6d8+18 + 2d10+6; hp 67; Init +3; Spd 30 ft.; AC 24 (touch 13, flat-footed 21) [+3 Dex, +5 +1 *chain shirt*, +2 *mirrorshield*, +3 natural, +1 deflection]; BA/G +8/+10; Atk +11 melee (1d6+3/17-20, +1 *short sword*, *bane vs. humans*) or +10 melee (1d4+2 plus poison, snakes); Full Atk +11/+6 melee (1d6+3/17-20, +1 *short sword*, *bane vs. humans*) and +5 melee (1d4+2 plus poison, snakes); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +8, Will +5; Str 15, Dex 17, Con 16, Int 12, Wis 10, Cha 16.



*Skills and Feats:* Disguise +6, Move Silently +12, Spot +11; Dodge, Elusive Target\*, Improved Critical (short sword), Mobility, Spring Attack.

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 16, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Possessions:* +1 short sword, bane vs. humans, +1 chain shirt, mirrorshield\*, ring of protection +1, potion of cure moderate wounds, potion of haste.

**Delphnae, Sorceress:** Female medusa Sor4; CR 9; Medium-size Monstrous Humanoid; HD 6d8+6 + 4d4+4; hp 50; Init +8; Spd 30 ft.; AC 18 (touch 15, flat-footed 14) [+4 Dex, +3 natural, +1 deflection]; BA/G +8/+7; Atk +12/+7 melee (1d4/19-20, +1 dagger) or +11 melee (1d4-1 plus poison, snakes); Full Atk +12/+7 melee (1d4/19-20, +1 dagger) and +6 melee (1d4-1 plus poison, snakes); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +10, Will +10; Str 8, Dex 18, Con 12, Int 15, Wis 14, Cha 22.

*Skills and Feats:* Diplomacy +16, Disguise +12 (+14 acting), Concentration +14, Spellcraft +10; Ability Focus (petrifying gaze), Improved Initiative, Weapon Finesse, Weapon Focus (ray).

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 21 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 14 initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Possessions:* +1 dagger, ring of protection +1, cloak of Charisma +2, potion of cure moderate wounds, scroll of dispel magic, scroll of Tasha's hideous laughter, scroll of web.

*Spells Known* (6/8/5; base DC = 16 + spell level): 0—acid splash, detect magic, mending, ray of frost, read magic, touch of fatigue, 1st—grease, mage armor, ray of enfeeblement, 2nd—blur.

\*See Appendix 2 for information.

## APL 12

**Hilestia, Archer:** Female medusa Ftr4; CR 11; Medium-size Monstrous Humanoid; HD 6d8+12 + 4d10+8; hp 73; Init +5; Spd 30 ft.; AC 23 (touch 15, flat-footed 18) [+5 Dex, +5 +1 chain shirt, +3 natural]; BA/G +10/+12; Atk +13 melee (1d6+3/19-20, +1 short sword) or +12 melee (1d4+2 plus poison, snakes) or +17 ranged (1d6+3/19-20/x3, +1 composite shortbow [Str 14]); Full Atk +13/+8 melee (1d6+3/19-20, +1 short sword) and +7 melee (1d4+2

plus poison, snakes) or +17/+12 ranged (1d6+3/19-20/x3, +1 composite shortbow [Str 14]); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +11, Will +6; Str 14, Dex 20, Con 15, Int 12, Wis 10, Cha 16.

*Skills and Feats:* Disguise +6, Move Silently +13, Spot +12; Point Blank Shot, Far Shot, Improved Critical (shortbow), Manyshot, Precise Shot, Rapid Shot, Weapon Focus (shortbow).

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 15 initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Possessions:* +1 chain shirt, +1 blood seeking composite shortbow (Str 14)\*, +1 short sword, quiver with 40 arrows, 8 stoneheart arrows\*\*, potion of cure moderate wounds, potion of cat's grace.

**Clavistra, Warrior:** Female medusa Ftr4; CR 11; Medium-size Monstrous Humanoid; HD 6d8+18 + 4d10+12; hp 85; Init +3; Spd 30 ft.; AC 25 (touch 13, flat-footed 22) [+3 Dex, +6 +2 chain shirt, +2 mirrorshield, +3 natural, +1 deflection]; BA/G +10/+13; Atk +15 melee (1d6+6/17-20 + 1d6 fire, +1 flaming short sword, bane vs. humans) or +13 melee (1d4+3 plus poison, snakes); Full Atk +15/+10 melee (1d6+6/17-20 + 1d6 fire, +1 flaming short sword, bane vs. humans) and +8 melee (1d4+3 plus poison, snakes); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +9, Will +6; Str 16, Dex 17, Con 16, Int 12, Wis 10, Cha 16.

*Skills and Feats:* Disguise +6, Move Silently +13, Spot +12; Dodge, Elusive Target\*, Improved Critical (short sword), Mobility, Spring Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 16, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Possessions:* +1 flaming short sword, bane vs. humans, +2 chain shirt, mirrorshield\*, ring of protection +1, potion of cure moderate wounds, potion of haste.

**Delphnae, Sorceress:** Female medusa Sor7; CR 11; Medium-size Monstrous Humanoid; HD 6d8+6 + 7d4+7; hp 62; Init +8; Spd 30 ft.; AC 18 (touch 15, flat-footed 14) [+4 Dex, +3 natural, +1 deflection]; BA/G +9/+8; Atk +13/+8 melee (1d4/19-20, +1 dagger) or +12 melee (1d4-1 plus poison, snakes); Full Atk +13/+8 melee (1d4/19-20, +1 dagger) and +7 melee (1d4-1 plus poison, snakes); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV

Fort +5, Ref +11, Will +11; Str 8, Dex 18, Con 12, Int 15, Wis 14, Cha 24.

*Skills and Feats:* Diplomacy +23, Disguise +13 (+14 acting), Concentration +17, Spellcraft +10; Ability Focus (petrifying gaze), Empower Spell, Improved Initiative, Weapon Finesse, Weapon Focus (ray).

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 22 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 14 initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Possessions:* +1 dagger, ring of protection +1, cloak of Charisma +4, potion of cure moderate wounds, scroll of dispel magic, scroll of web.

*Spells Known* (6/8/8/6; base DC = 17 + spell level):  
0—acid splash, detect magic, mending, message, ray of frost, read magic, touch of fatigue, 1st—grease, mage armor, magic missile, ray of enfeeblement, 2nd—blur, levitate, Tasha's hideous laughter; 3rd—ray of exhaustion, slow.

\*See Appendix 2 for information.

## Appendix 2: New Rules

### Ophidian

#### Medium-Size Monstrous Humanoid (Reptilian)

**Hit Dice:** 3d8 (13 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), climb 15 ft., swim 50 ft.

**Armor Class:** 17 (+2 Dex, +2 heavy wooden shield, +3 natural), touch 12, flat-footed 15

**Base Attack/Grapple:** +3/+4

**Attack:** Scimitar +4 melee (1d6+1), or bite +4 melee (1d4+1)

**Full Attack:** Scimitar +4 melee (1d6+1), or bite +4 melee (1d4+1) and scimitar -1 melee (1d6), or scimitar +4 melee (1d6+1) and bite -1 melee (1d4)

**Face/Reach:** 5 ft./5 ft.

**Special Attacks:** Serpentine curse

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +1, Ref +5, Will +3

**Abilities:** Str 12, Dex 15, Con 11, Int 8, Wis 11, Cha 10

**Skills:** Climb +9, Hide +3\*, Listen +3, Move Silently +3, Spot +3, Swim +10

**Feats:** Alertness, Dodge

**Climate/Terrain:** Warm forest and underground

**Organization:** Solitary or clan (3-12)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** 4-5 HD (Medium-size); 6-9 HD (Large)

Malicious but servile, ophidians are a reptilian race most commonly found as slaves of the yuan-ti. They look like large snakes with humanoid arms and hands, and they have tails that are short and stunted in proportion to their bodies. Their scales are typically mottled green and yellow, with brown, black, and red sometimes appearing in certain individuals. Their scales naturally change color to help the creatures blend into wooded or subterranean surroundings.

Ophidians speak Common and Yuan-Ti, and some learn Draconic as well.

### COMBAT

Ophidians are not bright, but they often fight under the leadership of more intelligent creatures (such as nagas or yuan-ti). They make good use of their natural camouflage to attack with surprise, though their distaste for ranged weapons makes that advantage less effective than it might otherwise be. They can wield weapons comfortably in their humanoid hands, but nevertheless ophidians love to bite their victims, and they particularly delight in infecting opponents with their serpentine curse. If it desires, an ophidian can make its bite attack its primary attack and use a weapon for its secondary attack.

**Serpentine Curse (Su):** Any humanoid hit by an ophidian's bite attack must succeed on a Fortitude save (DC 11) or contract a curse that will turn the victim into an ophidian. Starting 1d4+1 days after infection, the victim slowly becomes more snakelike: Its skin grows scaly, its legs begin to shrink and fuse together, and its tongue becomes forked. After two weeks, the victim is fully transformed into an ophidian, with no memory of its previous existence. To stop the transformation, the victim must receive a *remove disease* or *remove curse* spell before the process is complete, although these spells do not undo any transformation that has already begun. A *heal*, *regeneration*, *limited wish*, *wish* or *miracle* spell is required to reverse the transformation. Once the transformation is complete, nothing short of a *wish* or *miracle* can return the victim to its previous state. The save DC is Constitution-based.

**Skills:** Ophidians have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Ophidians have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or endangered. \*Ophidians also have a +10 bonus on Hide checks in forests or underground areas due to their chameleonlike ability to alter their skin tones.

### OPHIDIAN CHARACTERS

An ophidian's favored class is fighter, and most high-level ophidians are fighters. Ophidian clerics are almost unknown, since ophidians rarely revere true deities. Some ophidians worship nagas, dragons, or giant snakes, and gain the powers of the adept class from the strength of their own faith in these powerful reptiles.

The ophidian entry is found in the *Fiend Folio*, pages 133-134 (adapted to v3.5 rules).

### Stone Serpent

#### Large Construct

**Hit Dice:** 8d10 (74 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), climb 30 ft.

**Armor Class:** 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17

**Base Attack/Grapple:** +6/+15

**Attack:** Bite +10 melee (1d8+7)

**Full Attack:** Bite +10 melee (1d8+7)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Constrict 2d8+7, improved grab, petrifying bite

**Special Qualities:** Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision

**Saves:** Fort +2, Ref +5, Will +3

**Abilities:** Str 20, Dex 17, Con -, Int -, Wis 12, Cha 1

**Environment:** Any land and underground

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 9-15 HD (Large); 16-32 HD (Huge)

*This creature looks like a massive snake carved of stone. Its eyes glow with a pale green light, and inside its fanged mouth, the same glow can be seen.*

The stone serpent is a construct creation, and while it certainly fills a guardian role well, the exact purpose of the creature has been lost to antiquity. Some say it was originally crafted by yuan-ti or nagas to help guard their temples, but no one knows for sure, and the secrets of their creation are unknown among the civilized races.

## COMBAT

Being a construct, the stone serpent uses simple tactics to defend its assigned area. Usually, the creature will attempt to grapple one foe, constricting it, while biting to turn the creature to stone. It then moves on to another target.

**Constrict (Ex):** On a successful grapple check, a stone serpent deals 2d8+7 points of damage.

**Improved Grab (Ex):** To use this ability, a stone serpent must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Petrifying Bite (Su):** Creatures hit by a stone serpent's bite attack must succeed on a DC 14 Fortitude save or instantly turn to stone. The save DC is Constitution-based.

## Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

**Prerequisites:** Dodge, Mobility, base attack bonus +2.

**Benefit:** The elusive target feat enables the use of three tactical maneuvers.

**Negate Power Attack:** To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses Power Attack against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

**Diverting Defense:** To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker

automatically misses you and may strike the other flanking foe instead; the attacking creature makes its attack roll normally and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

**Cause Overreach:** To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

*Complete Warrior*, page 110.

## Energy Affinity [Metamagic]

You can modify a spell that uses one type of energy to use another type (acid, cold, electricity, or fire) instead.

**Prerequisites:** Knowledge (arcana) 5 ranks, able to cast at least one spell of each of these energy types: acid, cold, electricity, and fire.

**Benefit:** Choose acid, cold, electricity, or fire. You can modify any spell with an energy descriptor to use the chosen type of energy instead. A spell so modified works normally in all respects except the type of damage dealt.

A modified spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

**Special:** You can gain this feat multiple times. Each time you take the feat, it applies to a different type of energy.

*Miniatures Handbook*, page 25.

## Blood Seeking

Weapons with the blood seeking ability often have strange-looking sights on them. Ammunition fired from blood seeking weapons flies around cover if necessary to strike a living creature, negating any bonus to Armor Class the target might have due to intervening cover. The shooter can even fire at a target with full cover, but she must know the target is there, there must be an unobstructed path for the ammunition to reach the target, and the target still has total concealment (and thus a 50% miss chance). The blood seeking ability doesn't function against plants, oozes, undead, and constructs.

Moderate divination; CL 9<sup>th</sup>; Craft Magic Arms and Armor, *arcane eye*; Price +1 bonus.

## Mirrorshield

This +1 *mithral light shield* has been alchemically treated so as to be reflective as a mirror. A character wielding this shield and averting their eyes from a gaze attack has a 75% chance to avoid a saving throw, instead of 50%. In addition, as an immediate action, the shield may be used to redirect any one gaze attack targeted at the wielder to another target within 30 feet. This second effect causes

the shield to shatter into small fragments, and become forever useless.

*Caster Level:* 13<sup>th</sup>; *Prerequisites:* 10 ranks in Craft (alchemy), Craft Magic Arms and Armor, *limited wish*, mithral small shield; *Market Price:* 7,560 gp; *Weight:* 3 lb.

### **Stoneheart Arrow**

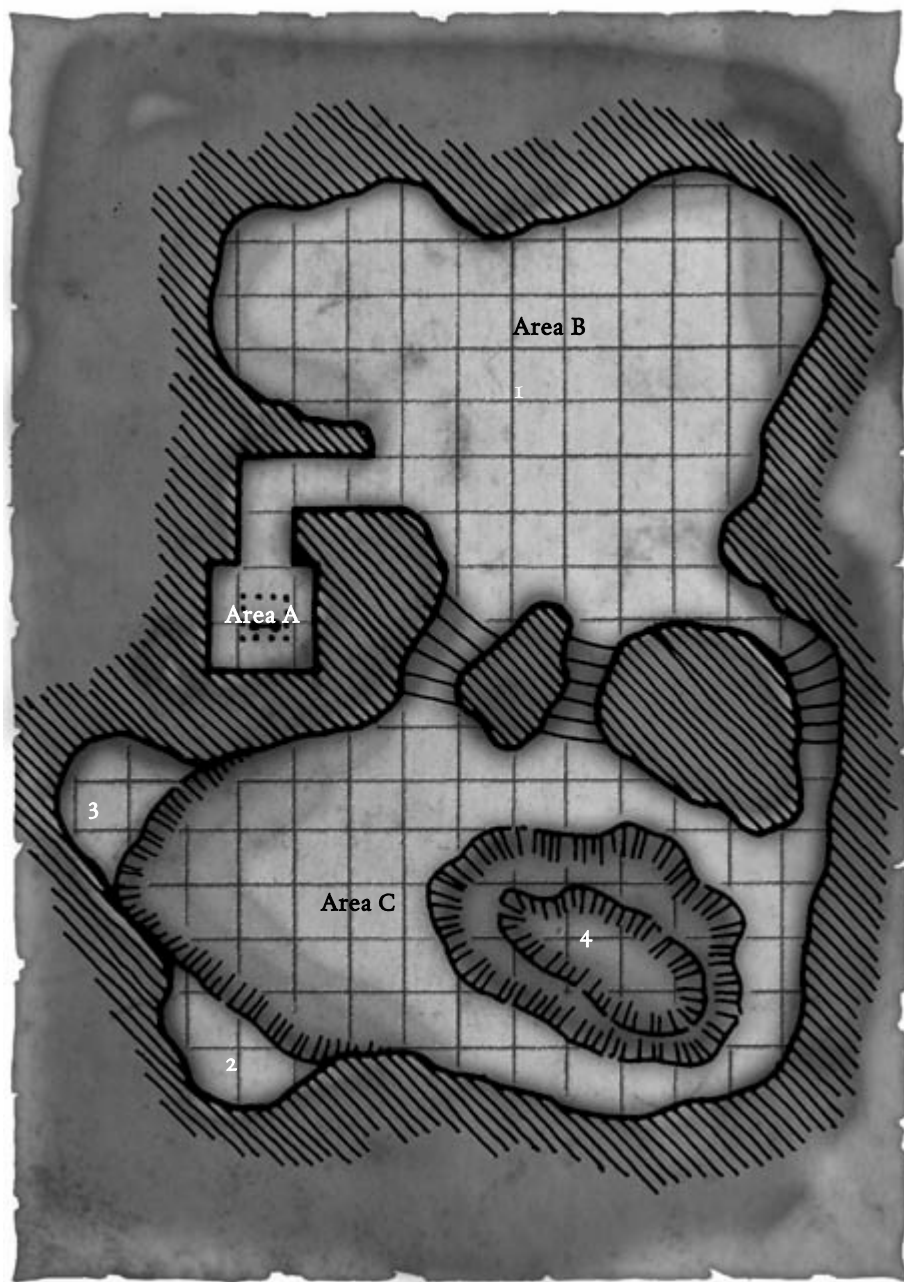
This +1 arrow has an arrowhead crafted from the stone of victims of petrification attacks. When the firer confirms a critical hit, the target must make a Fortitude saving throw (DC 19) or be permanently turned to stone, as a *flesh to stone* spell.

*Caster Level:* 11<sup>th</sup>; *Prerequisites:* 5 ranks in Craft (weaponsmithing), Craft Magic Arms and Armor, *flesh to stone*, chippings from a petrified creature; *Market Price:* 640 gp; *Weight:* -.

### **Left Eye of a Medusa**

When a spellcaster casts *flesh to stone* with this component applied, there is a 50% chance that the saving throw DC of the spell is increased by +2. Alternatively, if a spellcaster uses this component when casting a *stone to flesh* spell, there is a 50% chance the target of the spell receives a +2 bonus to the Fortitude saving throw.

## Map 1: Blackskull Tribe Lair



Map 2: Lair of the Medusae

