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THE COILS OF SET

by Ryan Henry

A series of three d20 adventures for 4 or more characters
1st level through 13th level

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The Coils of Set



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The Coils of Set

A black and white illustration of a warrior in a crouched position, holding a sword and a shield, facing a large, coiled serpent. The serpent's head is raised, and its body is thick and scaly. The warrior is wearing a tunic and a helmet. The background is dark and textured.

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Introduction

This volume contains three adventures that can be run independently or linked together to form a campaign against the forces of Set, the Serpentine God of Evil and the Night. Notes are provided in each adventure to give the DM advice on how to link – or separate – the quests. Whichever method the DM chooses, the adventures herein will prove challenging and rewarding for the players.

In *The Coils of Set* as an extended campaign, the characters face a plot to unleash the Avatar of Set, who has designs to raise an army to destroy the world of good. Originating from the mad schemes of a lesser cult leader, the story may evolve into a world-spanning quest to stop an evil god.

Adventure Summaries

“The Shadow of Set” (Character levels 1–5) pits the heroes against the alliance of the Ophidian Hand (a wicked thieves’ guild) and the cult of Set. A terrible disease infests Majoor, a coastal trading center; the most practical means of curing this plague involves a holy relic, the Chalice of Aldren. Unfortunately, the thieves have stolen the Chalice from the temple priests, and the cult of Set has its own diabolical use for the relic: to open a portal to the Plane of Shadow in an attempt to free the imprisoned Avatar of Set.

The party’s investigations lead them to a ruined quarter of town, where the entrance to the Ophidian Hands’ underground headquarters can be found. Built on the threshold of an evil, the subterranean settlement now serves as a temple of Set.

Characters completing “The Shadow of Set” have a chance to save the town’s population from a disease, disrupt the workings of a powerful thieves’ guild, and scatter the cultists of an evil god.

“Slippery When Dead” (Character levels 5–10) thrusts the characters into the middle of a conflict between a port city and lizardfolk raiders, who blame the human civilization for the deadly flooding of their lands. Characters may choose a side in this battle or seek to find the true culprit: the frog-like tsathar, who have been destroying dams systematically in the region.

However, the port city of Merchant’s Bluff has more problems than the misguided lizardfolk: their temple to Poseidon has sunk into the harbor and is overrun with sahuagin, who threaten to cripple the city’s profitable shipping industry, and their sole religious center is a secret foothold of the cult of Dagon.

Characters looking deeper into the region’s troubles may discover their true origin: an aboleth who goes by the name “The Baron,” and wishes to flood the region so he may escape to the open waters of the sea.

Exerting control over the tsathar and the cult of Dagon, the Baron may witness his plans’ coming to their completion if the party does not stop him.

“Set’s Unholy Vengeance” (Character levels 10–13) brings the trilogy to a climax. Set’s Avatar has escaped his prison on the Shadow Plane and has retreated to a far corner of the world to regain his strength and to summon an army to wage war against the forces of light.

Strange temporal effects, an oppressive evil taint, and beasts from ancient epochs greet the heroes arriving in this forgotten world, a valley rumored to have been created by Set when he slithered among mortals.

To succeed, the party must vanquish Set’s Avatar before his unstoppable army is raised. By entering the ruins of a serpentine race’s civilization, the party may be able to defeat the unholy champion of Set and destroy the serpent cult.

Notes on Format

The Coils of Set utilizes content from the core rules and from *The Tome of Horrors* and *The Tome of Horrors II*, available from Necromancer Games. Information used from the core rules references the appropriate book. Material from non-core sources is reprinted for the DM’s convenience in the accompanying appendix at the end of this book.



The Shadow of Set

An Adventure for 4 characters, levels 1-4

Introduction

This module can be used independently or as a part of the rest of *The Coils of Set* series contained within this volume. In either case, this adventure should be challenging and satisfying for your players. The town of Majoor is ripe with role-playing opportunities and can be used as a base of operations for your player characters for many sessions to come, or you can easily insert this adventure into any similar town in your campaign world.

"The Shadow of Set" contains elements of mystery and intrigue, as well as two dungeons (The Old City and The Shadow Temple) in addition to numerous areas of danger and excitement. Because urban adventures tend to be less linear than dungeon adventures, the DM should prepare in advance by thoroughly reading this module. There are no corridors dictating the order of encounters within Majoor. The characters can (and probably will) go anywhere.

Adventure Background

The party finds itself in the large town of Majoor, where a guild of thieves and assassins known as the Ophidian Hand has allied with the Cult of the evil serpent god Set. Leading this union is Khaibet – the High Priest of Set – and the jackalwere Imin, the leader of the Ophidian Hand. Khaibet has schemed to intercept a prized holy relic, the *Chalice of Aldren*, which had been en route to the good Temple of the Eternal Sun.

The chalice, an item of legendary healing powers, has a different importance to the Cult of Set. Khaibet plans to use the energy contained within to force open a closed portal to the Shadow Plane. All he needs to complete this plan is entrance into a sealed section within the Temple of the Eternal Sun: the hidden Shadow Temple, an unhallowed place once used as a temple to Set.

The clerics at the Temple of the Eternal Sun need the chalice returned. Even as Khaibet's machinations are set into motion, a devastating plague ensnares Majoor. The clerics do not have the means to heal all of the diseased without the chalice.

The party likely attempts to recover the chalice, whether to help out the good citizenry of Majoor and the Temple or to save their own hides from the fatal disease.

Recent History of the Chalice

This module focuses on mystery and intrigue, so it is important that the DM understand the connections various groups have with the chalice. Here is a short chronicle of recent events, the dates given in brackets:

- *One month ago*: Vellin, a cleric of the Temple of the Eternal Sun, departs for a distant land and purchases the reputed Chalice of Aldren.
- *One week ago*: Vellin returns to Majoor; members of the Ophidian Hand steal the chalice from Vellin.
- *Six days ago*: The thieves deliver the chalice to Sasha in the Smiling Sultan.

The Crimson Curse

Though the affliction is known colloquially as The Crimson Curse, it is a disease, not a curse. The locals do not have adequate medical knowledge and view the disease with superstition. It is spread to humanoids by fleas, having originated in the squalid conditions of the Morass.

The symptoms of the disease include painful boils and sores. As the disease progresses, the boils erupt, oozing blood, pus, and other fluids. Eventually, the diseased individual dies, normally in a macabre display that leaves the corpse little more than a bloodied pulp. Individuals killed by the disease may be raised normally.

(Note: This disease is not intended to completely debilitate the party or outright slay adventurers — you have evil cultists and assassins to accomplish that. The Crimson Curse should function as a motivational tool to goad the party into action, whether out of pity for the diseased or out of a need to save their own necks. The DM is encouraged to use discretion. Before allowing the disease to kill a party member — or weaken her to the point of incapacity — consider if the Temple could heal her, especially if she contracted it while trying to recover the chalice; however, if the party drags its feet, it may be wise to remind them of the disease in the most unsubtle way.)

Disease	Infection	DC	Incubation	Damage
The Crimson Curse (Blood Boils)	Contact	12	1d3 days	1d3 Con

Set

The evil serpent god Set figures prominently in *The Shadow of Set* and the rest of this module, so there is no better time than now to introduce this wicked entity and his minions.

Set, God of Evil and the Night

Alignment: Lawful evil

Domains: Death, Destruction, Evil, Knowledge, Law, Serpent (as taken from Tome of Horrors II)

Symbol: Coiled Cobra

Typical Worshipers: Evil power-seeking humanoids, evil monks, assassins

Favored Weapons: Cobra staff, Spear of Darkness, poisoned weapons

Set is a greater god, worshiped on many planes in many forms. He most often appears as a scaled humanoid with the head of a jackal. He is utterly dedicated to the orderly spread of evil and oppression. His symbol is the coiled cobra, though any snake can be used to represent his power. His temples are filled with enormous serpents, always poisonous. His skin is poisonous to the touch. Organized groups of assassins are known to be dedicated to his worship. His priests carry staves worked on one end into the head of a cobra.

The cobra head is normally tipped with steel fangs coated with poison. His clerics often carry a stylized black spear, representing the *Spear of Darkness* he carries. Many of his worshipers tattoo themselves with serpents or cobras.

- *Three days ago:* Sasha finds an interested buyer (Harles Hamweather in the Morass).
- *Two days ago:* The rogue Black Leaf delivers the chalice to Harles Hamweather.

Harles compensates the Ophidian Hand for the chalice, working on behalf of Khaibet, High Priest of Set.

Harles hires Imin, the head of the Ophidian Hand, to deliver the chalice to Khaibet.

- *One day ago:* Imin enters the Old City, attempting to gain access to the Shadow Temple.
- *Today:* Imin's guards take the chalice into the Shadow Temple.

Khaibet kills the guards, who demand an additional 1000 gp for the chalice.

- *Two days from today:* Khaibet enters the Inner Sanctum with the chalice.
- *One week from today:* Khaibet begins the ritual to open the portal to the Shadow Plane.

The City of Majoor

Majoor (large town): Conventional; AL N; 3000 gp limit; Assets 675,000; Population 4500; Mixed (human 79%, halfling 9%, elf 5%, dwarf 3%, gnome 2%, half-elf 1%, half-orc 1%).

Authority Figure: Ali Ashar (Lord Mayor of Majoor), male human Ari5

Important Characters: Ludo (Captain of the Guard), male human War8; Karranis (Priest of the Eternal Sun), male human Clr4; Ka-Hatem (High Priest of the Eternal Sun), male human Clr8.

Majoor, a fairly respectable trading hub, serves as a port to the Cerulean Sea to the south. Best characterized by its diversity, Majoor represents the culmination of hard work among different cultures and races. From its tent-filled bazaar to the exotic ziggurat Temple of the Eternal Sun to its splendid stone towers and spires, Majoor stands apart from most other towns. Founded by merchants and sailors, this town is a hodge-podge of different cultures and values. However, competition is valued more than anything else.

Most of the citizens of Majoor are descended from merchants and craftsmen, and the old blood still flows through the veins of many. Always looking to craft something better or buy something cheaper, Majoor is a brutal place for the meek.

The spirit of Majoor is no better represented by any of its citizenry than Ali Ashar, the Lord Mayor. He purchased the title from the previous Lord Mayor, who had been elected by the citizens. Though no word of discontent reaches his palatial estate, Ali Ashar keeps a close watch on any potential usurpers, all in the interest of "protecting his investment." (See more in the Palatial Estate section detailed below.)

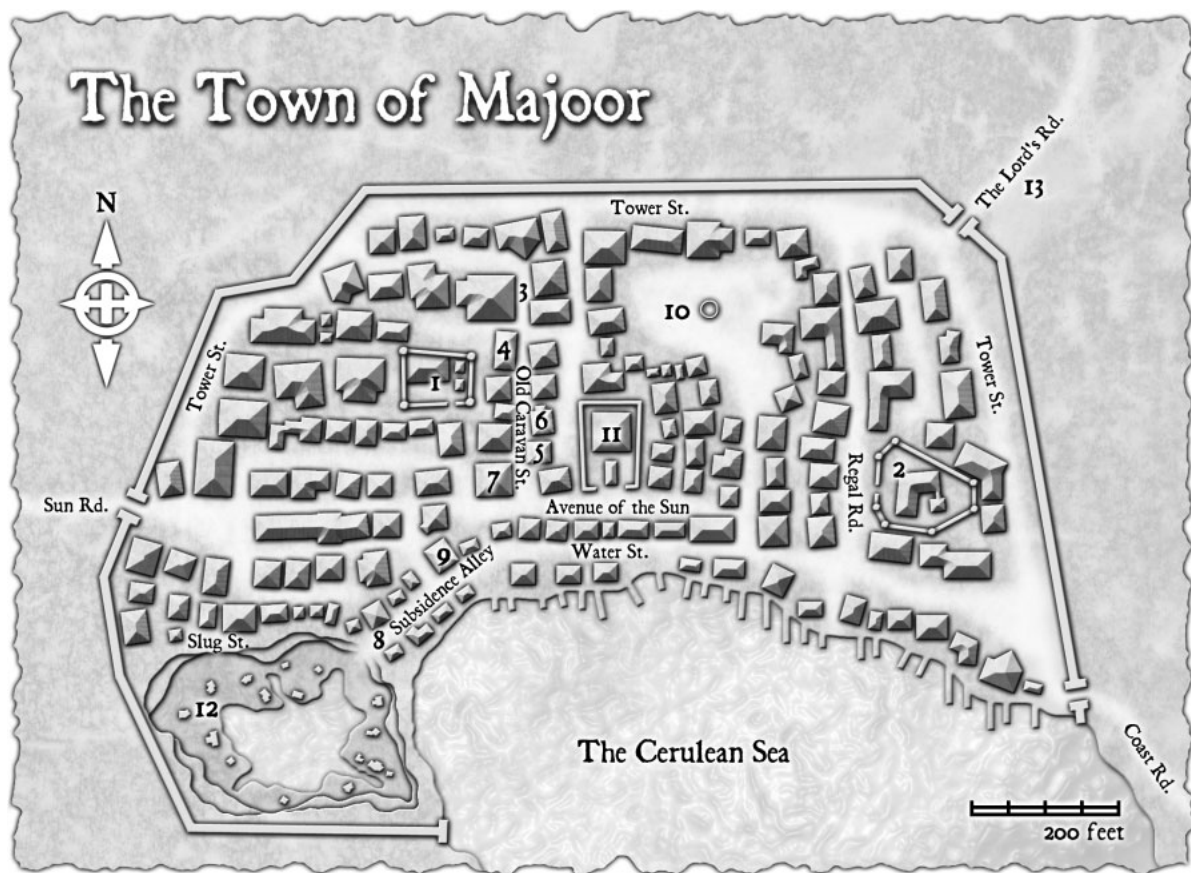
Areas of Importance

1. The Guardhouse

The Captain of the Guard, **Ludo** (male human War8, AL N) maintains order here. His notorious appetite for meat pies at the Frothy Mug has not subsided since he hurt his leg and took an office job, so he has grown quite portly in the past couple of years. His lieutenant, Kallie (female human War4, AL LN), an intelligent and calculating overachiever, oversees much of the regular patrols. She seeks to replace Ludo, whom she considers lazy and well past his prime.

A total of 50 1st-level warriors serve as the regular guard in Majoor. An additional 75 are registered in the local militia to be called up if the need arises.

See Appendix for standard town guard statistics.



2. The Palatial Estate of Lord Ali Ashar

The ornate estate of the Lord Mayor is not visible from the road. A tall, elaborate fence divides the rest of the city from the courtyard, which resembles a jungle. Some witnesses claim to have seen large, striped felines moving within. Hushed rumors say that Ali Ashar is either a rakshasa or a weretiger, though neither claim has been substantiated. Some also declare that a large ruby is kept in the lower levels of the estate in a shrine devoted to a wicked demon with a snake-like tail and eight arms. Again, this is all hearsay...

Ali Ashar's elite guards form a group known as the Fang and Claw. They rarely become involved in local disputes unless it involves a serious threat to Lord Ashar. Eight 1st-level fighters do much of the legwork, while a strike team consisting of two 2nd-level monks and four 1st-level monks undertake special missions. All answer directly to Ali Ashar's chief of security, a 5th-level monk named Athanasius.

3. Old Caravan Street

Old Caravan Street, a cobblestone road, is flanked by some of the more reputable and established businesses of Majoor. The street got its name from a legendary wagon caravan that entered town and did so well that they removed the wheels from their wagons to become permanent shops. The shops on Old

Caravan do not raise their prices beyond standard costs. Found along Old Caravan Street are Hecate's Emporium, That Added Bit, Durthan's Sure Hammer, and the Frothy Mug.

4. Hecate's Emporium

Hecate's Emporium offers magical rings, scrolls, arcane-related potions, and some minor wondrous items. The proprietor, an attractive middle-aged woman named Marianas, claims to be a sorceress with the power to create magic items. The truth is, however, that she merely collects the items and sells them in town. The true maker of the items is a powerful hermit wizard who lives in the hills north of town. Marianas is playing the wizard, who gives her most of these items—which he considers trinkets—as signs of his affection.

Marianas, female human Com2, 5 hp, AL NG

5. That Added Bit

An elven enchanter named Lathias runs That Added Bit. He will enchant masterwork weapons and armor, to give his patrons "that added bit" of protection or sharpness of blade. Per enchantment, he charges the standard fee: 1,000 gp for armor or shield and 2,000 gp for a single-headed weapon. He does not enchant beyond a +1. Cloaks and rings can be enchanted as well for standard prices.

Lathias remembers his friends, particularly the dwarven smith Durthan. Durthan once saved Lathias's skin in a barroom brawl at the Brown Beak Inn. Since that time, Lathias has found a way to help out Durthan's metalworking business: he will only enchant weapons and armor bearing Durthan's unmistakable brand. He says that Durthan's are the best, and that he will not put his work on anything less.

Lathias, male human Wiz9, 33 hp, AL LG

6. Durthan's Sure Hammer

The dwarf Durthan maintains a sizable selection of common weapons and armor, all available at fair prices. He also specially crafts masterwork items on demand.

He and the elf Lathias have a special business relationship. (See That Added Bit for more details.)

Durthan, male dwarf Exp2 (Metalworker), 8 hp, AL LG

7. The Frothy Mug

The Frothy Mug is an inn and tavern offering some of the better food and accommodations in Majoor. The joint owners are Sebastian, a male halfling, and Paddy, a female gnome. The common room is cozy, with an open fire roaring, always cooking one of the house specialties over a kettle. The ceiling is only six feet high, but to Seb and Paddy, the place feels enormous. The two serve up bowls of satisfying stews and bake cakes and meat pies.

Sebastian, male halfling Exp1 (Brewmeister), 4 hp, AL NG

Paddy, female gnome Exp3 (Entrepreneur), 10 hp, AL CG

8. Subsidence Alley

This street was once a primary hub of commerce within Majoor, but when the Old City collapsed 50 years ago, few had reasons to come this way, save beggars and the Ophidian Hand. Subsidence Alley still provides the most direct access to the Morass (see that section below for more details), gradually declining into the filthy sinkhole.

As its name suggests, Subsidence Alley is slowly sinking, its decaying structures collapsing into the rotten maw of the Morass. A few buildings are still mostly functional, having been patched up with rotten planks and stitched together with tarps and ropes.

9. The Brown Beak Inn

The proprietor of this seedy ten-room inn, **Brandt Deeperdown**, was once a proud dwarven fighter, once severing the head of an owlbear with his urgrosh. Luck, however, wouldn't stay with Brandt, and soon he found himself dead. A kind-hearted druid decided

to give the valiant warrior a second chance, and Brandt found himself reincarnated as a halfling.

Though he still displays his urgrosh and other dwarven heirlooms (and the owlbear's brown beak), Brandt realizes that his adventuring days are past.

10. The Bazaar

See "Chapter One: Loose Ends" for more details.

11. The Temple of the Eternal Sun

See "Chapter One: The Temple of the Eternal Sun" for more details.

12. The Morass

See "Chapter Two: The Morass" for more details.

13. The Smiling Sultan

Located northeast of the city. See "Chapter One: The Smiling Sultan" for more details.

Chapter One: Saints and Serpents

The true focal point of Majoor, the Bazaar, stands in an open area near the center of town. Some vendors have tents; others sell from the backs of wagons or carts, while others still yet offer less reputable wares off their persons. Almost anything within the gp limit of the town — illegal or not — can be acquired at the Bazaar, with but a few exceptions: divine scrolls, wands, and potions are sold only at the Temple of the Eternal Sun; arcane scrolls, wands, and potions and all miscellaneous magic items are sold at Hecate's Emporium; and enchanted weapons and armor are sold at That Added Bit.

On any given day, as many as 3d6 different vendors are present, each haggling over the prices of their wares. The Bazaar features no truly established shops (those are all located on Old Caravan Street). These represent visiting merchants; eager, beginning entrepreneurs; and disreputable sellers. Within the course of a given week, more than half of the vendors will have moved on to another town, gone out of business, retired from boredom at the profession, or been removed by the Ophidian Hand.

Beggars and thieves frequent the Bazaar and are almost as common as legitimate customers. If individuals take no precautions to safeguard valuables, coin purses and other possessions are likely lifted within a few hours.

In the center of the Bazaar is a pool with a stone representation of merchant's scales rising from the water. This symbolizes the spirit of commerce to the Majoorians. Some merchants and customers leave offerings of foodstuffs or coin in the scales' pans to

Optional Rule: Haggling

In the Bazaar, vendors almost always ask for about 120% of the PHB value of an item. When haggling, characters may attempt to bring down the cost of an item. A successful Diplomacy check (DC 10) lowers the cost to 110%, while a higher check (DC 15) results in getting the item at regular cost. A tremendous success (DC 20 or higher) allows the character to get the item at a reduced cost, 90% of the PHB value. Five or more ranks in Appraise gives the character a +2 synergy bonus to Diplomacy checks when haggling.

bring good luck to the day's business. Beggars usually take these offerings quickly.

Despite the general "buyer beware" attitude of the Bazaar and most Majoorians, a small peacekeeping force of four town guards regularly patrol the Bazaar, making certain things do not get too out-of-hand. While they tolerate a little thievery, they intervene if violence occurs.

Loose Ends (EL 2)

The adventure begins with the characters' introduction to Vellin, a cleric of the Temple of the Eternal Sun, recently fallen on hard times, and their first scuffle with a major player of the adventure, the Ophidian Hand.

The characters enter the Bazaar just as a small force of Ophidian Hand ruffians plan to attack and kill Vellin. Though he appears to be a beggar, Vellin is actually a former cleric of the Temple of the Eternal Sun. The temple had sent Vellin to acquire the legendary *Chalice of Aldren*, but shortly after his return to Majoor, the Ophidian Hand stole the relic.

Imin, the leader of the Ophidian Hand, has dispatched these ruffians to kill Vellin out of fear that the cleric may report the theft.

If the characters succeed in killing or driving off the ruffians, Vellin offers his most sincere thanks. Unfortunately, he has carried the Crimson Curse for about a week and a half, and he is not likely to survive much longer. He asks the party to escort him to the Temple of the Eternal Sun.

If Vellin is killed, the party may notice the golden sun disc worn on a cord around the man's neck. Most anyone can recognize it as a symbol of the clergy of the Eternal Sun Order (Knowledge Religion DC 5). This knowledge may lead the party to the temple to inquire about the man.

On the other hand, if the party does not come to the aid of Vellin or if they do not report his death to the temple, Karranis – a lesser priest at the temple – seeks them out to undertake an investigation into the

Ophidian Hand. (See the "Temple of the Eternal Sun" for more information.)

Note that the ruffians wear signet rings depicting a hand with snakes for fingers. They wear menacing tattoos of coiled serpents. Some of the more devoted members have patterns of snake scales tattooed on their chests, arms, and/or faces. Some have even undergone mutilation, forking their tongues to resemble a snake's.

Ophidian Hand Ruffians (3): CR 1/2; 6 hp each; see Appendix.

The Temple of the Eternal Sun

The Temple of the Eternal Sun stands in the near center of the town and is the center of the religious life of most Majoorians. During the noonday worship, the faithful gather outdoors in the large courtyard, where a pool of clear water reflects shimmers of sunlight. **Karranis** (male human Clr4, LG) or another lesser acolyte presides over these common day celebrations. Only on high holy days such as the summer solstice does the High Priest **Ka-Hatem** (male human Clr 8, NG) conduct services.

Many of the temple's critics dismiss it as too generic, as the temple does not represent a single god but rather all good gods of sun and light across all pantheons. The temple priests contest that the diversity of the Majoorians prevents the support of a fully functional temple of a single deity.

The temple gets its moniker from the claim that the interior of the ziggurat is lit at all times by natural sunlight, gathered during the day and perpetually reflected by a series of mirrors. This is not the case. Years ago, several *continual flame* spells had been cast on the mirrors.

The interior of the temple contains the bedchambers and common rooms of the lesser priests and acolytes, a sizable library of religious texts, and the chambers for embalming and blessing of the dead. The summit of the ziggurat houses Ka-Hatem's private quarters and his lavish audience chamber, though no common people have ever seen this area.

Karranis – a young priest with a shaved head, prematurely stooped shoulders, a gaunt frame, and a hawk-like nose – greets the party as they enter the courtyard. After he administers a blessing upon them, Karranis' tone becomes more business-like.

As the party may or may not know, a trio of bullies attacked a cleric of their order named Vellin in the Bazaar. Three months ago, the temple had sent Vellin on an errand to a distant port to purchase the *Chalice of Aldren*, a long-lost relic sacred to their order with the legendary power to cure diseases. A week ago, Vellin returned to Majoor with the chalice in his possession; however, the Ophidian Hand stole the chalice. Vellin, attempted to recover the chalice on his

own but found that he had contracted the Crimson Curse, which prevented him from succeeding.

Karranis asks the party to investigate the Ophidian Hand and attempt to recover the lost chalice before it is sold on the black market or is used for a nefarious purpose. Also, the plague is taking its toll on the powers of the clerics, and the Temple priests could use the chalice's healing powers to save the townsfolk.

Though he doesn't offer from the start, Karranis will pay the party a total of 500 gp upon successful completion of the mission. He cannot go higher than this amount, as the temple has already spent a great sum to purchase the chalice in the first place.

The Ophidian Hand Strikes Again (EL 1)

Shortly after the characters' discussion at the temple, Imin sends a pair of Ophidian Hand ruffians to remove this complication. (Khaibet has a very effective means of spying on the Temple of the Eternal Sun. See The Shadow Temple, Area C8: The Listening Hall on page 21 for more details.)

These ruffians are already diseased with the Crimson Curse, just as the ones in the previous encounter.

Ophidian Hand Ruffians (2): CR 1/2; 6 hp each; see Appendix.

Development: In addition to the standard equipment, one of the ruffians also carries a note from Black Leaf, an assassin-in-training, who also serves as the assistant to the official fence of the Ophidian Hand, Sasha. (For more details about Sasha, see The Smiling Sultan.) The ruffian, as it is, cannot read and plans to take the note to a friend who can read it to him.

The note reads:

In the future, you would be wise to have all your loot cataloged so we may take our share. The Snake-Mother grows impatient with your carelessness. Remember to visit us at the Sultan before you squander our money.

*In your best interests,
Black Leaf*

This clue points to Ophidian Hand activities at the Smiling Sultan, a rough-and-tumble bar located on the outskirts of town.

The Smiling Sultan

Located about one and a half miles northeast of Majoor, the Smiling Sultan provides a haven for less-than-savory elements of society. Cutthroats, gamblers, thieves, and worse frequent the tavern. Built within the halls of an abandoned abbey, the Sultan mocks its

"religious foundation." The stone statue of a smiling monk, now painted over in bright colors, gives the Sultan its name.

Dungeon Features. Interior and exterior walls are 1 ft. thick masonry (Hardness 8, hp 90, Break DC 35, Climb DC 15). All doors are strong wooden (Hardness 5, hp 20, Break DC Stuck 23/Locked 20). All rooms are illuminated unless otherwise stated.

Combat notes. If the characters arrive during peak business hours (from dusk till dawn), they find around 20 patrons inside (considered Com1) and about five Ophidian Hand ruffians mingling with the crowd. During the day hours, the DM should assume that about 2d6 Com1 and 1d3 Ophidian Hand ruffians are present.

If the adventurers burst into the bar looking for a fight, they shall find one. About one half of the common bar-goers do not wish to fight, but the others join the Ophidian Hand members, wielding clubs, daggers, and other simple melee weapons. Clearly, this is not the best way to approach this situation.

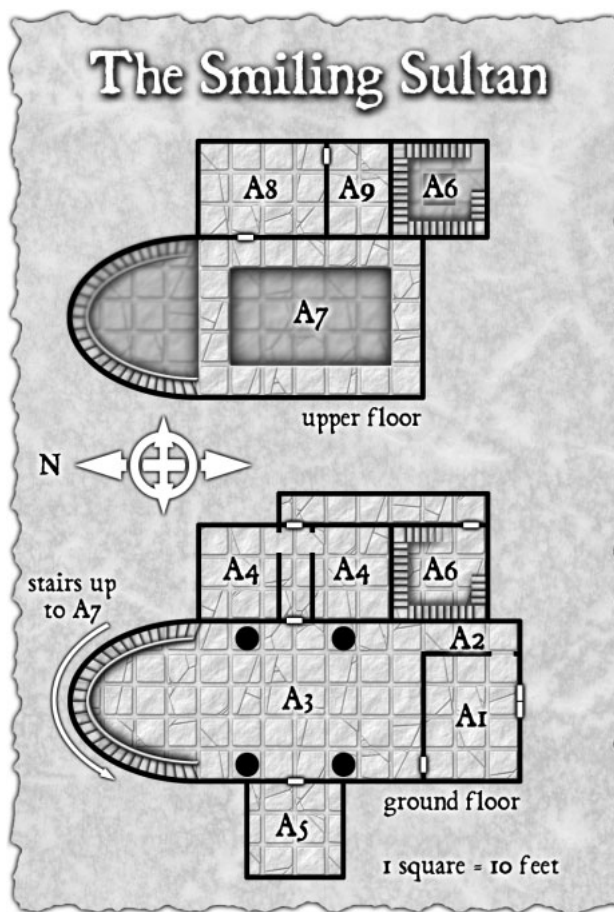
Stealth and undercover investigation are key to infiltrating the Smiling Sultan successfully. Whether the characters use the signet rings to pose as new guild recruits or enter hidden in empty kegs, the DM is encouraged to reward creative solutions with experience awards just as if the characters had defeated the guards in combat.

A1: Foyer

Kneelers, pews, and candelabra still stand, remnants of the tavern's previous incarnation in this entry room. A two square foot window is cut on the eastern wall, so that Ives the Greeter (Com1) may look out and question new visitors. He permits only guests with special invitations (marked in his book) or members of the Ophidian Hand, who may prove their membership with their signet rings. Characters who question this policy are told that the Smiling Sultan is a private club, open to members and invited guests only. (He is, however, willing to negotiate if the price is right: at least 10 gp a head, or more if the characters insist on carrying weapons into the bar.)

Persons looking to join the Ophidian Hand may schedule an appointment with Sasha, the Snake-Mother. Individuals who mention Black Leaf as a reference get a note to take to Sasha and are personally escorted to her chamber by Gregor (see Area A3.)

Ives carries only a dagger and is not much of a fighter. If anyone causes trouble, he calls for Gregor.



The door on the north wall leads into the common room. It is barred from the other side with a wooden beam (Break DC 25).

The wall dividing Ives' office from the rest of the foyer is a new addition. It is made of wood, only 6 inches thick. (Hardness 5, hp 60, Break DC 20).

A2: Ives' Office

Aside from the greeter's desk and chair, not much occupies this room. A curtain on the north wall leads into the common room.

Normally found on Ives' desk is the roster of members. While one may think such a record would be valuable to the authorities, it is not. Visitors do not use their real names at the Sultan. However, a search of Ives' desk (DC 15) reveals a bag of 23 gp, hidden in the false bottom of a drawer.

A3: The Common Room

The common room measures 50 ft. by 70 ft. The northern end of the room curves into a rounded shape measuring about 40 feet in diameter. Stairs wind up along the northern wall, leading to the balcony level.

Two ornate pillars on each the east and west walls support the vaulted ceiling, some 75 feet overhead. Once the sanctuary of the abbey, this area now hosts a large bar on the north end (just in front of the wind-

ing staircase), a dozen tables, and the profane chatter of the dregs of society.

Midway along both the eastern and western walls stand doors, always locked (Open Lock DC 20).

On the other side of the barred door (leading back to Area A1), the bouncer Gregor stands guard. A barrel-chested man with a shaved head and a handlebar mustache, he wears colorful, baggy pantaloons and carries a falchion at his side. He is a nonnative to the area and speaks with a thick accent.

If a serious fight seems likely — that is, one with trained fighters and magic — Gregor drinks the *potion of barkskin* and wades into battle, waving his falchion like a true swordsman.

Gregor, Male Human War2: CR 2; hp 16; see Appendix.

A4: Monks' Cells (EL 1/2)

Areas marked with this designation are the former cells of the abbey's monks, presently used for sensuous business exchanges. An Ophidian Hand ruffian serves as a guard and is always present to ensure things don't get out of hand. Occasionally he peaks behind the curtains to just to make certain. Assume that any business professionals and clientele in these chambers are non-combatants (Com 1).

The door at the end of this hall is kept unlocked. It leads to the bell-tower (Area A6).

Ophidian Hand Ruffian: CR 1/2; 6 hp; see Appendix.

A5: Slithering Storage (EL 1)

This room, also once the former cell of a monk, now holds some of the less valuable loot of the Ophidian Hand, stored until the fence (Sasha) can find a suitable buyer.

Items found here include trade commodities, fabrics, and mundane equipment. Even though these items are bulky and not very valuable, Sasha still guards them fiercely.

She has placed a few of her trusted "pets" in this area. They hide in the shadows among the items nearest the door, prepared to strike at anyone who dares touch an item, except Sasha, whom they trust.

If the characters plunder all the loot and find suitable buyers (which are quite arduous tasks), the contents of the storage are worth 200 gp.

Snakes, Tiny Viper (3): CR 1/3; 1 hp each; see MM.

A6: The Bell-Tower (EL 2)

Decades have passed since rats have chewed through the rope holding the heavy brass bell, which now rests on the dirt floor of the bell-tower. The damaged bell requires extensive work to be used again,

and so is worth only 75 gp, if a buyer can be found and if the bell can be moved.

Stairs wind up the bell-tower to a height of 90 feet. This steeple makes an excellent vantage point over the surrounding countryside. The topmost room is not without its residents, however.

Dire Rats (5): CR 1/3; 5 hp each; see MM.

A7: The Balcony (EL 2)

The stairs wind up from Area A3 onto a ten-foot wide balcony overlooking the common room below. A three-foot tall wooden railing keeps even the most inebriated bar patrons from falling over the edge (though a few have tried to jump it over the years.) The balcony continues above the whole perimeter of the common room.

This area is strictly off limits to casual visitors, as it provides access to Sasha's office and her private quarters. Doora, an occasional entertainer at the Sultan, and her trained leopard patrol the balcony. Doora sends the leopard to attack unless the characters can prove they have official business with Sasha (such as a letter from Ives or are accompanied by Gregor). Provoking the leopard to attack requires a Handle Animal check (DC 20).

Doora, Female Human Exp1: CR 1/2; hp 4; see Creature Appendix.

Leopard: CR 2; 19 hp; see MM.



A8: The Fence's Office (EL 0, EL 2 if Sasha is present)

Sasha, the fence of the Ophidian Hand, keeps this door locked (Open Lock DC 25) and trapped at all times. Sasha and her trusted assistant Black Leaf alone know the bypass for the trap and have the only keys.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus poison); Search DC 22; Disable Device DC 20. **Poison:** 1 / 1d2 temporary Con; Fort save (DC 13).

The office measures 40 ft. by 30 ft. Not only does Sasha conduct her business here, but she also receives guests, from shady clients and members of the Ophidian Hand and the Cult of Set. In fact, she considers herself the key member in forging the partnership between these two nefarious organizations.

The office contains a comfortable sofa with an armchair on either side, facing her desk in the room's center. A black curtain on the eastern wall covers a large stained-glass window that depicts members of the original monastic order engaged in prayer and practicing acts of piety such as tending to the sick and feeding the poor.

An unlocked door on the southern wall leads to Sasha's bedchamber.

The top of Sasha's desk contains paperwork and a ledger, all detailing mundane information such as the purchasing of barrels of ale, the payment of workers' wages, and notes on the general maintenance of the building. A locked (Open Lock DC 25) strongbox kept in one of the desk drawers contains 173 gp.

The bottom of the desk conceals a secret compartment (Search DC 15), which contains a dagger with a bumpy, dark blade. This is cold iron – a known weakness of Imin, the jackalwere. Sasha keeps the blade nearby because she doesn't fully trust the Ophidian Hand.

Sasha herself is an unusual creature. While she has a human (though somewhat scaly) torso, arms, and head, below her waist she has a long tail in the place of legs. She is from a species called snake folk, said by some to be relatives of the medusae (for more information on the snakefolk race, see Appendix C).

Sasha the Snake-Mother, Snakefolk Ftr1: CR 2; hp 23; see Appendix.

Tactics: If someone barges into her office, Sasha does not stop to talk. She wastes no time wading into combat with her scimitar.

Development: If Sasha is killed, conditions at the Sultan quickly deteriorate. Within a few days, the Sultan closes its doors. However, if any witnesses survived the party's foray, Sasha's assistant – Black Leaf – likely finds out who was responsible and seeks to assassinate the party members (See "Black-Leaf and Her Poison" on the following page).

A9: The Snake-Mother's Bedchamber

Sasha's private quarters measures 20 ft. by 30 ft. Her bed sits against the wall in the southwestern corner. On the eastern wall stands her wardrobe cabinet. On a shelf in the wardrobe is a cure light wounds potion. A false bottom in the wardrobe (Search DC 15) contains a bag holding a red garnet (worth 100 gp) and 50 platinum pieces.

The ledger, detailing the illegal transactions of the Ophidian Hand, is wrapped up in rags and hidden under the bed (Search DC 5).

Development: If the party locates and studies the ledger, they read an entry of a silver goblet being delivered to an "H. H." in the Morass. The entry is dated two days before the start of the adventure.

Chapter Two: A Sinking Suspicion

This chapter focuses on the characters' investigation of the Morass and trek into the Old City, which provides the largest dungeon of this adventure. Also, the party likely confronts Imin, the guild-master of the Ophidian Hand.

Black Leaf and Her Poison (EL 3)

A gradually declining street named Subsidence Alley provides primary entrance into the Morass. Cluttered with decaying buildings, Subsidence Alley



offers many places to hide. As such, it is the perfect location for Black-Leaf's assassination attempt.

Two ruffians, disguised as beggars, approach the party. Hoping for an opportunity to kill a party member or two, Black Leaf waits for the perfect moment to sneak attack (with a poisoned bolt) from her perch on a low roof on the opposite side of the street. After this attack, she attempts a Jump check from the roof to take no damage from the fall and attempts to hide in an alley. If the combat between the party and the ruffians is still going on, Black Leaf attempts one final sneak attack on a party member before fleeing into the night.

Black Leaf is an attractive young lady from a good family. The unfortunate lass has apparently fallen into the wrong crowd (it all began with dice games), and is now Sasha's devoted follower. She seeks to avenge her fallen friends by assassinating the party.

If the party allows Black Leaf to escape, she attempts to assassinate them again some other night. (Note that she does have a chance of accidentally poisoning herself, as per the rules in the DMG Chapter 8: Glossary: Poison, Perils of Using Poison.)

Black Leaf, Female Human Rog1: CR 1; hp 7; see Appendix.

Ophidian Hand Ruffians (2): CR 1/3; 6 hp each; see Appendix.

The Morass

The Morass is an area of Majoor that covers about 200 sq. yards in the southwest portion of town. It is a large sinkhole, having dropped about 30 ft. from the surface two years ago, from unknown circumstances. Rainwater and waste collects at the base and rats scurry on piles of rubble. Beggars have constructed a shantytown in the Morass, their housing made of debris. The town guard has no presence in the Morass.

When the Morass was formed, an entrance into the Old City also took shape. Not much is known about the history of the Old City, save that it was already abandoned before Majoor was built. Presently, a portion of the Old City serves as the base of the Ophidian Hand.

Characters should take care not to attract the attention of the beggars by displaying wealth (such as wearing armor). Remember that selling a suit of stolen chainmail could net a group of beggars more money than they could make in years otherwise, perhaps even allow them to move out of the Morass. Some, though not all, of the beggars here will attack obviously wealthy characters. If the characters retaliate, expect more of the beggars to join in to protect their brothers. Some estimate that as many as 100 beggars live in the Morass.

Beggar, Human Com1: CR 1/2; hp 2; see Appendix.

Ad hoc experience: Characters should not be given full experience for killing the beggars, who have little means to defend themselves or harm the characters. On the other hand, feel free in awarding characters full experience for getting past the beggars without bloodshed by using Disguise, Bluff, and Diplomacy checks or other skills.

Finding “H. H.”

If the characters recovered the ledger from the Smiling Sultan (see “The Smiling Sultan, The Snake-Mother’s Bedchamber” for more information), they likely are interested in finding the person denoted as “H. H.” – the alleged recipient of the chalice.

Beggars can be asked for information (provided they haven’t been attacked by the characters) or the adventurers can search the area on their own. Likely, one structure stands out above all others, the Town Engineer’s Building. The characters find their quarry here.

The Town Engineer’s Building (EL 2)

After the Morass sank, Majoor could find no answers, except a few suggestions that whatever caused it likely originated in the Old City. Therefore, the Town Engineer sent a team to the Morass to set up a temporary facility to use during excavations into the Old City.

The head of this team, **Harles Hamweather**, stumbled into Khaibet – the leader of the Cult of Set – during this mission. Khaibet spared his life so Harles could serve as a contact to the government.

Recently, the rogue Black Leaf has delivered the chalice to Harles. Harles has hired Imin and a few other Ophidian Hand members to deliver the chalice to Khaibet in the Shadow Temple.

Harles does not willingly share this information with anyone, because he so greatly fears Khaibet, and he happens to enjoy his position.

Harles keeps the door to the Town Engineer’s Building locked at all times (Open Lock DC 25).

Harles’ office is a quaint affair consisting of a single wooden chair and a simple desk. His files contain very vague references to the architectural style of the Old City and possible structural damage beneath Majoor (Imin and the Ophidian Hand confiscated all maps and specific information).

His desk drawer contains a letter, which he has failed to dispose of properly.

It reads:

Hamweather,

You shall acquire for me a silver goblet from the young thief known as Black Leaf. When you receive it, send word for Imin – he can deliver it to me.

Do not fail me in this. My success depends on this item.

The Temple priests would shudder if they knew what dark power dwells beneath their feet. Soon, I will show them.

– Khaibet

Harles Hamweather, Male Gnome Exp3: CR 2; hp 13; see Appendix.

Development: If the characters procure Khaibet’s letter or gather similar information from Harles, they may wish to notify the authorities or alert the Temple of the Eternal Sun. The authorities respond by arresting Harles (if still alive) for treason and hiring the adventurers (100 gp each) to investigate the Old City and capture Khaibet. Most of the temple priests (including Karranis) dismiss this note as an attempt to make the Majoorians lose their faith in the temple, though Ka-Hateem has other suspicions. Ka-Hateem will not say anything, but he fears that Khaibet may have found an entrance into the Shadow Temple.

The Old City

The entrance to these subterranean ruins stands on the Morass’s northeastern cliff-face. The entry is now concealed by a tarp and requires a Spot check DC 15 to see.

Here the party will face the unified forces of the Ophidian Hand and their mysterious guild-master, Imin. Most adventurers should be at the cusp of 2nd level by this time.

Dungeon Features. Interior walls are 3 ft. thick hewn stone (Hardness 8, hp 540, Break DC 50, Climb DC 22), while exterior walls are natural earth. All doors are strong wooden (Hardness 5, hp 20, Break DC Stuck 23 / Locked 25) unless otherwise noted. There is no illumination unless otherwise stated.

Br: Guard Stations (EL 1 each)

Each room serves as a guard station for two ruffians, who take turns listening for disturbances. Inside are the ruffians’ cots and various devices to help pass time: playing cards, dice, etc.

The doors are usually kept partially ajar to allow the guards to hear intruders. These guards normally drive away beggars, so they are not used to fighting opponents as skilled as the adventurers.

Ophidian Hand Ruffians (2): CR 1/2; 6 hp each; see Appendix.

B2: Lounge (EL varies)

This chamber is outfitted with stools and benches. Torches placed in sconces illuminate the area. The rogues and bandits sometimes wait here between missions. There is a 50% chance that 1d6 ruffians are present. If any are present, they do not come to the aid of the guards, because they assume that the guards can handle beggars. If, however, the guards begin to drop, a few of these ruffians may step forward to investigate.

Ophidian Hand Ruffians: CR 1/2; 6 hp each; see Appendix.

B3: The Meat Locker (EL 3)

This door is fastened with a rudimentary lock (Open Lock DC 10) with a warning engraved on its face: 'Stay out, lest we hook you next.'

Suspended on meat hooks are the bodies of beggars and careless Ophidian Hand members. These are being kept by the wishes of Khaibet for use in the rituals of the Cult of Set.

Unfortunately, the two corpses brought in most recently died of Ghoul Fever and have risen as ghouls. Inside the locker, they feast on the other dead.

Ghouls (2): CR 1; 13 hp each; see MM.

B4: Items Received (EL 3)

This elongated chamber is illuminated by torches, which are placed in sconces every 15 feet.

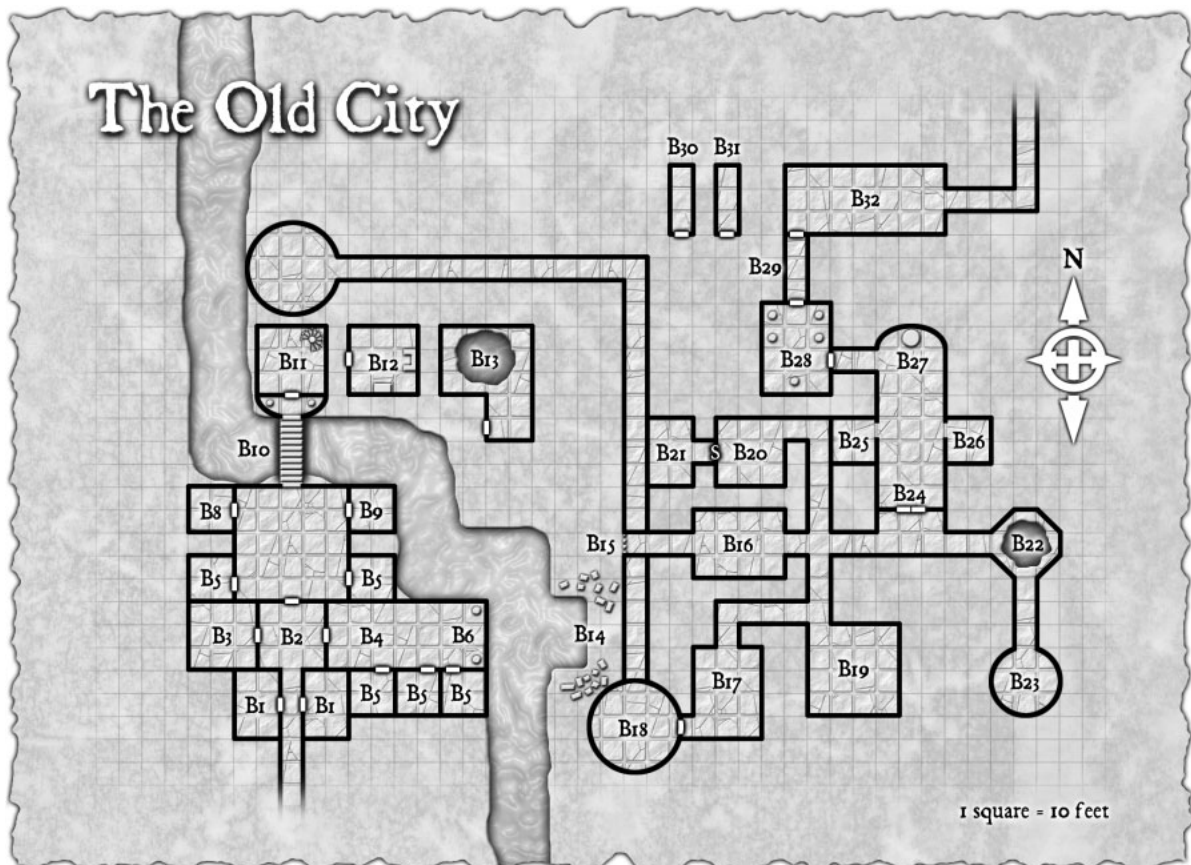
Upon tables in these rooms, the goods acquired from Sasha (See the Smiling Sultan section for more details) are sorted and appraised. After this is done, a final list is prepared and taken to Imin for final approval before the goods are put in crates and shipped to distant lands (see Area B19.) Items that Imin wants to keep are brought to him and not sold.

In recent weeks, a cultist of Set has accompanied the regular appraiser on the behalf of Khaibet, to make sure the cult leader gets his share of the take. Also, the cultist makes use of his *detect magic* spells to ensure nothing magical slips past them.

Cultist of Set (Lesser), Human Adp2: CR 2; hp 13; see Appendix.

Ophidian Hand Ruffians (2): CR 1/2; 6 hp each; see Appendix.

Tactics: On the first round of combat, the cultist attempts to soften the party with a *sleep* spell. On the second round, she casts *cause fear* on the strongest party member still awake. On subsequent rounds, she uses her *wand of burning hands* to blast the party with *burning hands*. If she's ever badly injured, she attempts to use her *oil of invisibility* before downing a *potion of cure light wounds*. She has no interest in fighting to the death.



B5: Rogues' Chambers (EL varies)

These rooms provide living areas for Ophidian Hand members. Usually the ruffians may be found here asleep during morning and early afternoon hours.

Simple cots line the walls. Each ruffian has a footlocker, which is kept locked (Open Lock DC 15). The footlockers contain mundane items such as clothing, foodstuffs, and some coins (1d4 gp and 1d10 sp.)

These rooms are illuminated only when the members are inside and awake. Each room has a slow-burning lantern hooked onto a chain, suspended from the ceiling.

B6: Loading Dock

On the edge of dock are two large spools of rope, which can be raised or lowered by using the attached wench. Hooks are attached at the ends of the ropes.

The Ophidian Hand has used this dock to bring supplies from the river into the compound and to lower crates of stolen wares to the lower docks. However, this has not been used in weeks due to a new resident moving into the river near the lower docks (see Area B14 for more details).

B7: Main Hall

This large chamber contains several tables and is the main dining area for the guild. Dartboards hang from the walls, and wooden mannequins stand to the sides – used for practicing lethal strikes and sneak attacks.

Imin delivers all official proclamations to the group in this area, though these exchanges are not common.

B8: Kitchen

The food for the Ophidian Hand is prepared here. The cook can normally be found here. The cook (Com1) is neutrally aligned and doesn't care about the Hand's activities so long as she is paid.

B9: Water Closet

The floor of this room contains a half dozen one-foot diameter holes, which drain into the underground river.

Bro: Rope Bridge (EL 2)

A simple rope bridge stretches across a 30-foot section of the underground river. On the opposite ledge, two ruffians stand guard, armed with light crossbows. A lantern placed either ledge provides adequate illumination.

Due to the dangerous design of the bridge, anyone crossing must make a balance check (DC 10) to take a regular move action. Failure by less than 4 means the individual makes no progress across. Failure by 4

or more means that the person has managed to fall off the bridge, falling down 20 feet to the river below. (The slow-moving current flows south, but it may carry the individual into the waters of the denizen of Area B14.) Characters in no hurry and under no duress may take 10 on crossing the bridge.

Rocky pillars on the opposite end provide cover for the ruffians.

Ophidian Hand Ruffians (2): CR 1/2; 6 hp each; see Appendix.

Tactics: The ruffians concentrate fire on any non-guild-members who attempt to cross the rope bridge. They are reluctant to cause any real damage to the bridge by cutting or burning it, as they remember how long it took to make the current one.

B11: The Jackals' Den (EL 1)

Imin placed three jackals in this room. They do not attack Imin or the two ruffians in Area B10. A winding iron staircase in the northeastern corner provides access to the lower level 20 feet below. At the bottom of the stairs, a rope is tied around the banister, stretching across the path. A piece of cloth is tied around it, on which is painted in black letters:

"You have no business here. Go back up.

– Imin."

Jackals (3): CR 1/3; 6 hp each; see MM (use stats from the "Dog" entry).

B12: The Old Smithy (EL 2)

This area once served as the blacksmith's shop in the Old City. The blacksmith had tried to craft a magical blade, but he botched the process. The arcane forces took over the shop, killing the smith. They still possess several items in the building and attempt to kill any living creatures entering the area.

Animated Objects, Tiny (2): CR 1/3; 2 hp each; see MM.

Animated Object, Medium: CR 2; 31 hp; see MM.

Tactics: The medium object (a rug) attempts to grapple the first person stepping onto it in the center of the room. While the character is grappled, two tiny objects (daggers) attack the grappled individual. Note that the daggers have Hardness 10 and the rug has Hardness 0. The hardness ratings must be overcome before damaging the animated object with conventional weapons.

Treasure: After the animated objects are destroyed, no more magic exists in the building. The smithy, however, did keep 50 gp behind a loose stone on the northern wall (Search DC 15). A masterwork longsword that he had been trying to enchant can also be found there.

B13: Temple of the Water Fiend (EL 2)

The door to this temple is swollen shut and must be forced open (Break DC 20). The exterior is constructed of a strange marble, with swirls of green and blue, giving the stone the appearance of water trapped inside. A frieze depicting strange tentacled merfolk stands over the door.

The words are engraved on the walls of the main chamber, repeated in three languages: Aquan, Undercommon, and Abyssal.

Dark lord, baron of the unholy tide, we implore you to fill our gills with your retched slime so we may do your accursed bidding until the black waters cover all dry ground and you return to your people.

(This unholy prayer beseeches a powerful aboleth, an ancestor of the Baron listed in “Slippery When Dead,” Part 2 of *The Coils of Set*.)

A pool in the center of the chamber is filled with a black ichor that may have been water many centuries ago. The occupant arises if characters enter the main chamber.

Skum Zombie: CR 2; hp 29; see Appendix.

B14: The Lower Dock (EL 2)

This area was used to load flatboats with goods from the Old City. This activity stopped a couple of weeks ago, when a feisty squid made its home in this section of the river, having gotten lost from the Cerulean Sea.

The squid patrols the subterranean river between the docks and the Temple of the Water Fiend (Area B13). Imin suspects a link between the squid’s arrival and the Temple of the Water Fiend, though he has been too busy lately to investigate.

Squid (Advanced): CR 2; hp 26; see Appendix.

Tactics: The squid primarily attempts to grab unwary travelers from the banks of the river (or while on it, if the individual is on a boat). It attempts to drag its prey to the bottom, squeezing it until it dies from injuries or drowning. (The DM may wish to review the DMG, Chapter 3: Adventures; “Underwater Combat” for this encounter.)

The river is cold but slow moving (Swim DC 10). The water is murky and limits visibility to 4d8 x 10 feet. The river is 25 feet deep in most places, though it reaches a depth of 40 feet in some locations.

Treasure: At the base of the ramp are the remains of a flatboat, which was demolished by the squid. Its cargo was spilled on the floor of the river. This includes a 100 gp pearl, a chest containing 200 gp, and various tapestries and rugs, now ruined and worthless.

B15: Gate

This heavy iron portcullis has rusted open, three feet from the ground. Most characters can crawl under the gate. However, forcing the gate open farther requires a Strength check DC 20.

B16: Guards (EL 3)

Imin has brought three of his most loyal and skilled members along to protect him (mostly against other members of the Ophidian Hand who would seek to capitalize off his exchange with Khaibet). The fighters warn intruders to leave. If this command is not heeded, the fighters attack.

Ophidian Hand Guards (3): CR 1; 12 hp each; see Appendix.

B17: Torture Room (EL 2)

This room was once used by the inhabitants of the Old City to torture prisoners, whether for information or just the sheer fun of it. Included are a rack, various iron-made pokers and pliers, and an iron maiden.

The wooden door leading to Area B18 is stuck (Break DC 20).

Hanging on a hook on the wall appears to be the black hood of an executioner, but it is in fact, a well disguised aberration, which attempts to land on the head of the first person passing.

Executioner’s Hood: CR 2; hp 11; see Appendix.

B18: South Tower (EL 4)

Individuals breaking through the stuck door from Area B17 discover this long abandoned guard tower. The wooden stairs and the wooden second floor collapsed long ago into a pile of decay. Characters rummaging through the waste expose themselves to rot grubs.

Rot Grub: CR 4; Hazard; see Appendix.

B19: Barracks (EL 1)

The rusted metal frames of cots still stand in this chamber. A small rat hole is carved in the middle of the southern wall. Two medium monstrous centipedes feast on a rat they’ve killed.

Monstrous Centipedes, Medium (2): CR 1/2; 4 hp each; see MM.

B20: Dark Shrine (EL 2)

Though the nefarious original occupants of the Old City constructed this shrine centuries ago, a feeling of dread still lingers in this accursed place. A large iron altar occupies much of the western wall. In perfect symmetry, sharp points jut out like tusks. Raised 10 ft. from the ground, above the altar on the western wall, is the cast of a humanoid skeleton, also made of iron.

Its hand reaches out, a bony index finger pointed toward the door.

Five skeletons linger along the northern and southern walls. They attack anyone who enters the Dark Shrine.

The following is carved on the altar top in Common:

"The gates of fire have opened, and the creature stepped forth. We found we couldn't control it, and the devil seemed poised to kill us all. Therefore, we sealed it behind the door of death. Only the beloved of the Scarlet Woman may open it."

The cryptic message above refers to the ring found in Area B23, upon the finger of one of the corpses (actually, the one interred next to the lady in the red dress). The ring, when slid onto the skeleton's extended finger, opens a secret door behind the skeleton leading to Area B21. Likewise, a dispel magic cast upon the door may remove the enchantment if the caster succeeds a check against DC 18.

Skeletons, Human Warrior (5): CR 1/3; 6 hp each; see MM.

B21: Devil's Advocate (EL 5)

This encounter is beyond the capacity of the characters, but they have been warned if they read the message on the altar. Let this encounter serve as an example to foolhardy characters, should they survive.

Ignarvax, a Bearded Devil (Barbaz), had been summoned by the original occupants of the Old City, but had been sealed behind the wall in the Dark Shrine (Area B20). If released, he personally thanks the characters with attacks from his glaive.

(Ignarvax) Bearded Devil: CR 5; 45 hp; see MM.

Tactics: Ignarvax first attempts to summon 2d10 lemures. On the second round he begins his battle frenzy, then steps forward with his glaive.

Treasure: The evil clerics had first attempted to control Ignarvax by bribery. This, like all other attempts, failed; however, Ignarvax still keeps this treasure in his chamber: 400 gp, black pearl (500 gp value), gold statuette of a devil (700 gp value).

B22: Pool of Mud (EL 1)

A pool of mud occupies the entirety of this octagonal chamber except for a small rim (about a foot wide) around the perimeter. Individuals wishing to cross in this manner must make a Balance Check result (DC 12) or slip into the mud, which is actually quicksand – the result of some irresponsible spellcasting of ages past, which was supposed to form a rocky barrier in front of Area B23. (See DMG, Chapter 3: Adventures, "Marsh Terrain: Quicksand.")

The tunnel to the south, coated with a fine layer of mud, descends at a 30 degree angle, requiring Balance Check results (DC 12).

B23: The Vault of the Scarlet Woman

Two stone sarcophagi rest on a single dais in this circular chamber, the floor of which is covered in two inches of mud. A Strength Check (DC 20) is required to lift the heavy lid off a sarcophagus. The easternmost contains the remains of an unidentifiable humanoid male, while the one on the west contains a female body, clad in the tattered remains of a red dress.

Once a powerful sorceress in life, not much else is known about the Scarlet Woman, as she is known.

If anyone is detecting magic, a ring on the man's hand radiates a faint transmutation aura (this ring opens the secret door in Area B20).

B24: The Iron Sentinels (EL 2)

Imin has placed iron cobras on either side of this doorway as an added precaution to keep rival thieves from following his trail. They attack anyone except Imin or those with whom he travels.

Imin has filled the iron cobras' poison sacs with three applications each of black adder venom (Fort save DC 11, initial and secondary damage 1d6 Con).

Iron Cobras (2): CR 1; hp 5; see Appendix.

B25: Counting Room

This area consists of a near-crumbling desk and a rickety wooden chair. A few copper pieces rest on the top. Characters who succeed in a Listen check (DC 10) hear the clink of coins being stacked as well as an unintelligible muttering.

There is nothing else of interest in this room.

B26: Pull the Rug out from under Him! (EL 2, at EL 3)

This chamber was perhaps once a library, but the shelves and books have long since crumbled into a barely distinguishable mass along the walls.

An animated object, disguised as a rug hides over a 10' deep pit in the center of this chamber. (This was once a secret area for storing erotic volumes in the library, but they were removed many years ago.) The "rug" waits for a character to step on it, then makes a grapple attack as a readied action.

Characters so grappled take falling damage normally. A character who is not grappled is allowed a Ref Save (DC 20) to avoid falling in. The animated object has Hardness 0.

Animated Object, Medium: CR 2; 31 hp; see MM.

B27: Treego the Troll-Slayer (EL 3)

This life-sized statue depicts an elven archer, his bow poised toward the south as if to strike a target. However, if a character steps within 20 feet of the statue, a green energy manifests around the bow, sending an acid arrow out toward the offending character.

Acid Arrow Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.

Treasure: Stowed away in the statue's stone quiver are 10 +1 arrows (light-generating).

B28: Shadow Statues (EL varies)

Five iron statues depicting menacing warriors stand in this area. Every time a character touches one of the statues, a lesser shadow emerges.

Shadows, Lesser (5): CR 1; hp 11; see Appendix.

B29: The Door Swings Both Ways (at EL 3)

This unique door features a knob on both the left and right hand sides but displays no visible hinges. An engraving above it reads:

"The solitary wanderer may take for himself all the treasure, but the traveler who brings a friend reaches a different end altogether."

This door is a puzzle. A character opening the door by twisting the left knob – after crossing the threshold – steps through a dimension door to Area B30. A character twisting the right knob enters Area B31. If a character each twists the left and right knobs and push upon the door simultaneously, the door falls off its hinges and allows access to Area B32.

A character's passing through the threshold into Area B30 or B31 functions like stepping through a *dimension door*. Characters must take the step willingly, so a save is not allowed. A character in Area B30 or B31 may open the door at the southern end of the hallway to arrive back in Area B29.

Dimension Door Trap: CR 5; magic device; touch trigger (turning the left or right knob only); automatic reset; Atk spell effect (*dimension door*, 7th level wizard, teleports to specified location); Search DC 29; Disable Device DC 29.

B30: Statue Holding a Gem (EL 7, at EL 3)

This hallway – which is accessed if the knob on the door in Area B29 is turned to the left – stretches for 40 feet before ending in a dead end. At the dead end stands a statue of a thin, hooded man with a rapier by his side. In his outstretched hand, he holds a blue gem, apparently worth 300 gp.

At the base of the statue is inscribed:

"You have earned your reward. Take the treasure and be blest for the rest of your days with the graceful movement of the cat."

If a character attempts to take the gem, she is subject to a *baleful polymorph* spell that turns her into a cat (see MM for description). The effect is permanent unless dispelled (DC 20).

Baleful Polymorph Trap: CR 7; magic device; touch trigger (removal of the gem); automatic reset; Atk spell effect (*baleful polymorph*, 9th level wizard, DC 20 Fort Save negates); Search DC 30; Disable Device DC 30.

B31: Statue Holding a Sword (EL 7, at EL 3)

This hallway – which is accessed if the knob on the door in Area B29 is turned to the right – stretches for 40 feet before ending in a dead end. At the dead end stands a statue of a muscular, bare-chested man with a greatsword in his clutches. The greatsword is made of steel (masterwork) and appears to be able to be removed from the statue.

At the base of the statue is inscribed:

"You have earned your reward. Take the treasure and be blest for the rest of your days with the rage of the badger."

If a character attempts to take the sword, she is subject to a *baleful polymorph* spell that turns her into a badger (see MM for description). The effect is permanent unless dispelled (DC 20).

Baleful Polymorph Trap: CR 7; magic device; touch trigger (removal of the gem); automatic reset; Atk spell effect (*baleful polymorph*, 9th level wizard, DC 20 Fort Save negates); Search DC 30; Disable Device DC 30.

B32: The Vaulted Hall (EL 2, EL 4 if Imin is present)

This large chamber once served as the entrance into the Shadow Temple from the Old City. It is decorated with relieves of intertwining serpents and scaled jackals. It is here that Imin, the jackalwere leader of the Ophidian Hand, normally waits to meet with Khaibet, the high priest of the Cult of Set.

Presently, he has sent two of his guards to the Shadow Temple with the Chalice of Aldren to be delivered to Khaibet (Imin will not return to the Shadow Temple himself after his narrow escape from the trap in Area C12). He waits for his guards to return.

Little does he know that Khaibet has killed the guards, who had attempted to double-cross the priest for more gold.

The passage on the western wall extends about 300 yards northwest to meet up to the doors at Area C12 (see Chapter Three: "The Shadow Temple of Set" for more information).



(Imin) Jackalwere: CR 2; hp 19; see Appendix.

Ophidian Hand Guards (2): 12 hp each; see Appendix.

Tactics: Imin makes extensive use of his sleep gaze, and his bodyguards know better than to meet him in the eye during combat. He normally stays in his hybrid form during combat, preferring to strike with his longsword instead of his bite (at least recently, since The Crimson Curse started going around). Using his fast movement rate, he tries to get into flanking position.

Treasure: Imin carries his personal wealth, not trusting any but his bodyguards to know its whereabouts. It consists of 4 gems worth 200 gp each, 7 pp, and 30 gp.

Development: If Imin is killed, the remnants of the Ophidian Hand scatter in a few days. Some leave Majoor, others renounce their lives of thievery, but most become freelance criminals. The organized attacks on the characters end – unless Black Leaf remains alive.

The characters now turn their attention to the machinations of Khaibet and the Cult of Set, focusing on the recovery of the *Chalice of Aldren*.

The History of the Shadow Temple

The Majoorians consider the Temple of the Eternal Sun a vital symbol of the town, and rightly so, as the temple predates the rest of Majoor by centuries. Unknown to all except the most learned scholars and High Priest Ka-Hatem himself, the temple was originally constructed around another temple, one that served the evil serpent god Set. The Temple of the Eternal Sun can be viewed as a prison, containing the evil temple and its blasphemous members still to this day. The entrance into the Shadow Temple is sealed and hidden from normal view. For years Ka-Hatem alone has known the way to enter (though he himself will not do this under any circumstances.)

This has changed in the past month. The leader of the Cult of Set, Khaibet, has found a means to access the Shadow Temple and is using it as a base for his evil ministry. Only now is he poised to breach the inner sanctum, which holds the Shadow Temple's most vile secret: a portal into the Plane of Shadow, in which the most dreaded avatar of Set was imprisoned centuries ago. Khaibet, using the power of the *Chalice of Aldren*, seeks to control the portal so that the avatar can re-enter the world.

Chapter Three: The Shadow Temple of Set

If all goes well, the party members should average 3rd level before entering the struggle with the Cult of Set. Otherwise, the DM should stage a few encounters to prepare them, perhaps involving the remnants of the Ophidian Hand or a few Set cultists. The climax of this chapter pits the characters against forces that beginners seldom see. It may also set in motion a deeper and more far-reaching conspiracy at the DM's discretion, depending on whether or not the DM plans to run more of The Coils of Set module.

This point in the module marks a good breathing point to allow the characters to recruit new members to fill their thinning ranks and to purchase better equipment.

Return to the Temple of the Eternal Sun

Characters likely return to the Temple after their encounter with Imin, either seeking healing or to purchase wands or scrolls. If they mention Khaibet's entry into the Shadow Temple, Ka-Hatem discusses the history of the Shadow Temple of Set with the party. He allows the party to enter via the sealed passage in the Temple of the Eternal Sun, though they can enter through the entrance in the Old City as well.

The Shadow Temple

C1: The Well of the Snake (EL 3)

This 30-foot diameter chamber was once an open-air pit into which the ancient cultists cast sacrifices to feed to the Snake of Set. The chamber is 60 feet deep. Coiled around the wall is a sculpture of a serpent, which descends from top to bottom. Characters may walk on the snake, which measures three feet in diameter, if they succeed in a Balance check (DC 5).

At the bottom of the pit lies a heap of bones, in which the Snake of Set rests in lethargy until someone enters the area.

The Snake of Set, Huge Viper: 33 hp; see MM.

C2: The Stone Doors (EL 1/4)

A pair of double doors made of stone stand here menacingly. A relief of a humanoid skeleton is carved on each door. Closer inspection, however, reveals that the bones are actually petrified snakes, twisted and contorted to look like men. No handles or hinges are apparent.

The means of opening this door is a lever on the northern wall, which is set into a small circular recess, six inches in diameter and a foot deep. Nesting inside this recess are two tiny monstrous centipedes, which bite anyone sticking his hand inside.

Monstrous Centipedes, Tiny (2): CR 1/8; 1 hp each; see MM.

C3: "Curse the Bringers of the Light!" (EL 3)

A half dozen stone slabs stand two feet off the floor. A partially mummified form rests on each. The creatures stand and attack anyone entering the chamber.

Zombies, Human Commoner (6): CR 1/2; 16 hp each; see MM.

C4: Don't Open Till... (EL 4)

The sarcophagus in the center of this chamber has never been opened, and for good reason: it contains a vampire spawn. Characters may open the lid with a Strength check (DC 20).

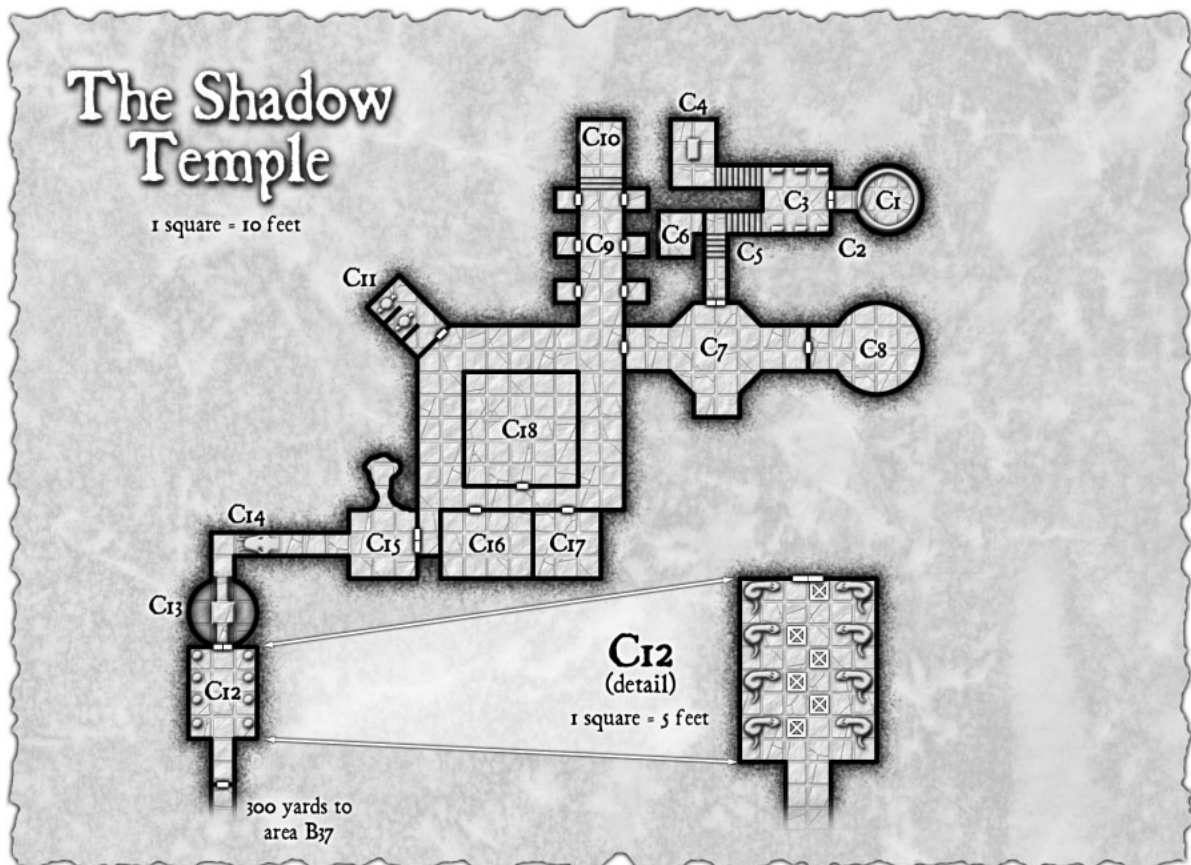
Vampire Spawn: CR 4; 29 hp; see MM.

C5: Barbeque Pit (EL 3)

A camouflaged pit trap occupies the middle landing of these stairs. A ladder of iron rungs bolted to the eastern wall provides entry back up. However, one of the rungs actually triggers a *burning hands* spell.

At the bottom of the pit on the western wall is a secret door (Search DC 15) leading to Area C6.

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.



Burning Hands Trap: CR 2; magic device; location trigger (third rung); automatic reset; spell effect (*burning hands*, 1st level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

C6: The Hidden Dead (EL 4)

Sealed into this chamber to keep them from stinking up the place and from eating the cultists' defenses, these ghouls are eager to feed.

Ghouls (4): CR 1; 13 hp each; see MM.

C7: Parlor of Poison (EL varies)

The northern door leading to this area is stuck (Strength check DC 15). Inside are overstuffed cushions and great bronze braziers containing adders with splotches of many colors on their scales.

At any given time, as many as a dozen Set cultists are here, reclining on the cushions and lifting the adders to their bodies, inviting the serpents to bite. The poison gives the cultists a euphoric, hallucinogenic effect, which incapacitates them for 1d4+1 hours. The Fort save to resist this effect is DC 12; the adders are otherwise identical to tiny viper snakes as found in the MM.

Characters should not be awarded experience for killing the cultists who are defenseless in this condition. Award experience, however, if the characters manage to make use of the situation, such as interrogating a cultist with lowered inhibitions.

The cultists, if able to speak coherently, can tell the characters a couple pieces of information. 1.) Their master is Khaibet, who is always seen in the company of two large pet snakes (these are actually attached to his body, but none of the lesser cultists know this); 2.) Khaibet has recently acquired a silver goblet, which he says is the key to an important ritual (none of the lesser cultists know exactly what this ritual is).

C8: The Listening Room (EL 5)

A set of pipes stretch out of the ceiling of this chamber and into various parts of the Temple of the Eternal Sun. The acolyte relays any important news to Khaibet. In this way, Khaibet and the Cult appear to have great foresight over the happenings of the Temple, allowing some to assume that he has loyalists placed in the good-aligned clergy.

Acolyte of Set, Human Clr3: CR 3; hp 26; see Appendix.

Set Fanatic, Human Ftr1: CR 1; hp 12; see Appendix.

C9: The Cultists' Bedchambers

These rooms provide personal quarters for the cultists. They are simple affairs including a bucket of

water, a cot, and a set of hooks on which to hang robes. Candles are used for illumination.

C10: The Extraction Chamber

This chamber houses equipment used to extract poison from snakes. The primary means is by having the snake sink its fangs into a piece of leather stretched over a receptacle. The snake thinks it is injecting venom into prey. The caretaker then puts the snakes back into their cages to the left and right.

This venom is used in ritual magic and is traded to the Ophidian Hand assassins. As many as six vials can be found here at any given time, each containing 1d4 applications of large viper venom (as per the MM).

C11: Tomes of the Blasphemers (EL 2)

An ancient superstition forbade the burning of evil texts as many thought the fumes would allow the accursed words to spread into all who breathed the smoke. Therefore, the clerics of the Temple of the Eternal Sun declared the books should remain in the Shadow Temple, away from inquisitive eyes.

When the Cult of Set returned under the direction of Khaibet, these books were carefully cataloged and filed. Khaibet considers this place very important, as it was here that he learned how to manipulate the portal.

The library also contains a necromancer's spellbook containing: *command undead*, *ghoul touch*, *spectral hand*, and *vampiric touch* (spells that did not involve necromancy were removed years ago.)

An imp named Sealwort maintains the facilities. He is normally found at the desk in the back of the room, taking copious notes from books about the Nine Hells and summoning, using a quill the same size he is.

Sealwort considers himself a scholar, not a combatant. If the characters' actions seem hostile, he will use his *invisibility* to hide in among the books. Sealwort can also *polymorph* into a small monstrous spider and a raven. He is not above conversation about interesting topics, especially with the evil-minded.

Sealwort (Imp): CR 2; 13 hp; see MM.

C12: The Snake Pillars (EL 5)

Lining each wall of this 40 foot long chamber are four menacing statues of large snakes, their bodies contorted so that their faces extended toward the middle of the room, allowing only a 10 foot wide walkway between the two rows.

In the center of this room are two bodies: the guards of the Ophidian Hand, whom Imin sent to deliver the *Chalice of Aldren* to Khaibet. The cult leader removed the relic from the guards, who died as a result of the poisonous vapors.

The trap consists of a pressure plate, that when stepped on, causes the nearest statue to vomit forth a 10 foot cone of poisonous gas. The pressure plates are not placed directly in front of each snake, which makes traversing this chamber difficult (see the detail map for direct placement of each trapped tile).

The double doors to the south lead to a passageway leading southeast for about 300 yards back to the Old City, Area B32.

Poisonous Vapor Trap: CR 1; mechanical; location trigger; repair reset; gas; multiple targets (10 ft. cone); never miss; onset immediate; poison (Adder Breath Vapor, DC 13 Fortitude save resists, Con 1d6/1d6 Con); Search DC 15; Disable Device DC 15.

C13: The Bridge of Snakes

A pit of writhing tiny vipers occupies the center of this room. A five-foot wide walkway bridges the 30 foot gulf. The bridge appears constructed of interwoven petrified snakes.

In the center of the bridge is a dais, on which stands a six-foot tall statue depicting a jackal-headed humanoid holding a black spear (this is Set).

The bridge is safe enough to walk across, and the statue is harmless. The pit, however, is dangerous. It measures 10 feet deep and contains many tiny vipers. Assume that any character falling in is subject to ten attacks each round she is submerged in the pit.

Snakes, Tiny Viper: CR 1/3; 1 hp each; see MM.

C14: The Dripping Fangs (EL 4)

The stone sculpture of a viper's head stretches over the entrance to this hallway. A strange green goo drips from the fangs. This is green slime (See DMG: Chapter 3, Adventures: Dungeon Ecology, Green Slime.) Khaibet has placed the green slime to discourage the Ophidian Hand from using this entrance.

Unless the characters take logical precaution, assume that anyone passing under the slime has a 20% chance to be dripped on.

The rest of the hallway is unremarkable, aside from the interior walls being carved to resemble scales.

C15: "Damn Your Eyes!" (EL 3)

This room is littered with the half-devoured remains of dire rats. Some bodies are just turned over on their backs, paws curled toward their chests, showing no visible signs of cause of death. Perceptive characters may realize this (Spot check DC 15).

A gaping hole measuring seven feet tall and five feet wide appears on the northern wall, obviously not a part of the original masonry.

The Cult of Set has goaded an eye killer to guard this entrance into the Shadow Temple. The eye killer looks like a deformed bat with vestigial wings with its

lower half resembling the tail of a snake. It attempts to use its death gaze attack on the first character to pass by the hole in which it lairs.

Eye Killer: CR 3; hp 30; see Appendix.

C16: The Acolytes' Chambers (EL varies)

The lesser acolytes of Set sleep and study in this communal chamber. They normally segregate from the common cultists, whom they view as inferior due to the common cultists' lack of training and discipline. The door to this room is always kept locked (Open Lock DC 20).

C17: The High Priest's Chamber (EL 2)

The door to this room is locked and trapped.

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 (1 plus poison, needle); poison (black adder venom, DC 11 Fortitude save resists (poison only), 1d6 Con/ 1d6 Con); Search DC 22; Disable Device DC 17.

The interior of this room is appointed with fine furniture including a large, four-post bed and a wardrobe made of rare wood.

C18: The Inner Sanctum (EL 5)

Two large doors of a strange metal – a smoky gray material that seems to have shadows coiling beneath the surface – seal the entrance to this chamber. A frieze above the doorway depicts a group of five men, each wearing a snake-like band across his brow, standing before a circular shape. A jackal-headed being, more than twice the height of the men and wrapped in flames, is in the process of stepping out of the circle.

The door is locked (Open Lock DC 25) and trapped.

Viper-Wood Trap: CR 4; magic device; touch trigger; automatic reset; spell effect (*viper-wood*, 5th level cleric, DC 15 Fortitude save negates); Search DC 30; Disable Device DC 30. (For the effects of *viper-wood* see Appendix.)

This large chamber was the heart of the unholy temple of Set. Now single-mindedly pursuing his goal of unleashing the avatar of Set, Khaibet is reopening the rift into the Shadow Plane – which is now a swirling vortex of darkness on the ceiling of this chamber.

Upon an altar rests the *Chalice of Aldren*. Khaibet, by chanting from a tome he had discovered in the library (Area B29), is allowing the rift to feed off the magic power of the lesser relic. If the characters enter the room, he immediately ceases the ritual to punish the infidels.

Khaibet looks like a normal man, with the exception of two large snakes growing from his back. They writhe on either side of him, gazing about the room like the heads of a hydra. Two puddles of human flesh with vague, ambiguous features, slosh about the room.

Khaibet, Human Clr3: CR 4; hp 26; see Appendix.

Lemures (2): CR 1; 9 hp each; see MM.

Tactics: Khaibet commands the lemures to attack the party members; he then spends the next two rounds casting *shield of faith* and *bull's strength*. Utilizing his constrictor arms, he keeps attackers at bay while he casts. He attempts to grapple and constrict opponents before attacking them with his spear. He uses his curative potions as necessary, but he is so fanatical that he fights to the death.

Ending the Adventure

If the DM wishes to end the adventure and not continue the Coils of Set adventure path, have the portal to the Shadow Plane close after the chalice is removed from the altar or give the clerics of the Temple of the Eternal Sun a means to close it.

Many adventures remain in Majoor if the party wishes to remain and investigate. There are rumors that the monks that once inhabited the monastery fell

The Chalice of Aldren

In ancient history the pious cleric Aldren healed diseases in a faraway land. At first the people considered him a god, but Aldren protested that it was indeed the gods that saved the people, but not he himself. The gods, seeing this act of great humility, decided that Aldren's good deeds would outlive the holy man. Therefore, they imbued a silver goblet with the ability to remove diseases.

To use the item, a good-aligned cleric or paladin must cast *bless water* on the liquid in the chalice. The blessed water then functions as a potion of *remove disease* cast by a 5th level cleric. The water must be imbibed from the chalice to have this effect. If it is removed to be stored for later use, the water loses its remove disease properties.

The chalice may be used up to five times a day in this capacity.

Medium transmutation; CL 15th.

under the spell of an evil abbot, who has since become a huecuva; supposedly there is a secret door leading to a crypt beneath the Smiling Sultan where the Mad Abbot may be confronted.

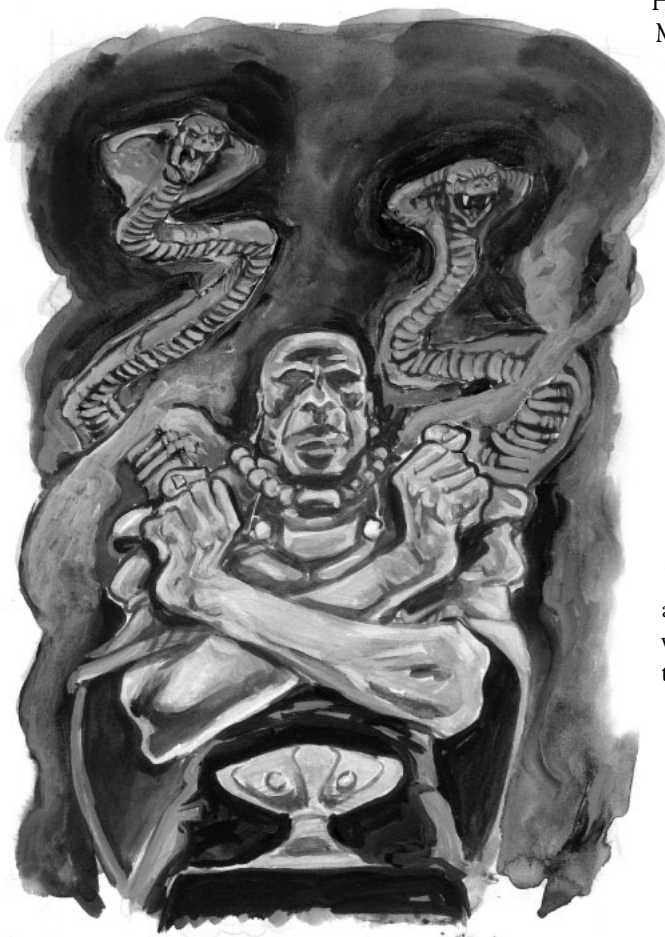
Hushed rumors suggest that Ali Ashar, the lord of Majoor, is actually a weretiger or a rakshasa and that he maintains a temple to an evil six-armed demon beneath his palatial estate, with an enormous ruby imbedded in the idol.

Additionally, characters may be ready to face Ignarvax, the Bearded Devil, who is sealed within the Dark Shrine of the Old City.

Continuing the Adventure

Set is not yet finished. Now that his avatar has been awakened, he seeks to farther open the portal and enter the world. The dark god beckons to his scattered followers to unite and prepare the world for his unholy reign.

The adventurers are again recruited by the Temple of the Eternal Sun – this time to recover a sacred text known as the *Papyrus of Creation*, which is the only hope of closing the portal (and thus imprisoning Set's Avatar once and for all). This mission is detailed further in the following adventure chapter "Slippery When Dead".



Slippery When Dead

An Adventure for 4 characters, levels 5-10

Introduction

This module may be used independently or as a continuation of the adventure “The Shadow of Set.”

In “Slippery When Dead” the adventurers face the unspeakable horrors of a blood-thirsty cult devoted to the profane worship of a water demon, a war provoked between the manipulations of a third party, numerous acts of ecological terrorism that threaten to destroy an entire region, and the ancient evil that is behind it all.

Adventure Background

The party has been seeking the land of Prima Terra. Supposedly the first place created by the god Ptah, Prima Terra contains his holiest shrine, which is thought to house the *Papyrus of Creation* – a sacred relic that can be used to close the Shadow Portal in Majoor and thus prevent Set’s Avatar from bringing more minions into the world.

However, there is trouble in the lowlands. The town of Merchant’s Bluff is embroiled in a violent conflict with the lizardfolk of the swamplands beyond, and the town’s ruling merchant houses are powerless to aid.

The war has presented the perfect opportunity for a cult in Merchant’s Bluff to make a bid for power. These brutal and manipulative cultists worship the ancient water demon Dagon and practice sacrifice of intelligent beings.

Meanwhile, unexpected flash floods tear through the lowlands, caused by the intentional destruction of dams. A vile race of amphibian men, the tsathar, are bringing the waters down on the men of the lowlands and are upsetting the balance that is so important to the lizardfolk – though both sides continue to blame the other. In a ruined town lies the answer that points to the tsathars’ great tower of mud.

Still, questions remain: why are the tsathar doing this, and who is directing them to the best levees and dams to destroy? The answer leads to the main temple of Dagon, where a creature, known simply as “The Baron,” seeks to escape his subterranean prison by flooding the nearby lands so he can swim out and escape to open sea.

Playing the Adventure as a Stand-Alone

The characters need not be searching for the Temple of Ptah to become involved in the political, martial, and diabolical plots boiling in the area. A party member may be investigating the disappearance of a family

member in the region, who is presumed lost in the floods. A member of one of the wealthy merchant houses may approach the party with promises of a great reward if they locate his missing caravan.

Any member of the party could be receiving nightmarish visions of the Baron that will not subside until he is destroyed – though the Baron prefers to use his nightmare ability on arcane casters, leaving them fatigued and without spells.

The Baron’s Special Abilities

Even though the party likely does not encounter the Baron until much later in the adventure, that does not mean the Baron sits by idly waiting for the characters to disrupt his schemes.

As an aboleth, the Baron has assimilated many memories and skills into his ancient mind. Two of these abilities may affect the party even as far away as the town of Merchant’s Bluff.

Scrying (as the 4th level druid spell): The Baron uses his filthy subterranean lake as the focus for this divination spell. He can do this three times per day. The Baron must first be told about the party, either by the Dagon clerics in Merchant’s Bluff (see below) or by some of his henchmen wandering in the swamps. At this point, it is considered that the Baron has secondhand knowledge about the party, setting the Will Save DC 12. However, once he has had one success in scrying, the DC goes up to 17; and if he ever gains a possession of one of the party members, the DC increases to 21.

Nightmare (as the 5th level sorcerer spell): After establishing a scrying contact, he awaits for the party to go to sleep before sending haunting visions to the adventurers, beginning with arcane casters (if known). The Will Save DC is 18, though it increases to DC 22 if the Baron ever gains a possession.

Chapter One: Harboring Evil

Merchant’s Bluff (small city): Nonstandard; AL NE; 15,000 gp limit; Assets 6,750,000; Population 9000; Integrated (human 37%, halfling 20%, elf 18%, dwarf 10%, gnome 7%, half-elf 5%, half-orc 3%).

Authority Figures: The Mercantile Council (see below)

The Mercantile Council

Merchant's Bluff differs from most other cities in that neither elected officials nor nobility govern it, instead relying on a body composed of the heads of the five major guilds. The guildmasters try criminals, draft laws, levy taxes, and make other governmental decisions, usually with the best interests of their businesses in mind.

1. Architects' Guild

The design for the Architects' Guildhall is appropriately intricate with a clock tower (which features gnome-like automatons that come out every hour to ring the bell) and a glorious artificial waterfall that cascades down the building's side. All city construction projects are commissioned to the Guild, as are most private buildings.

The unscrupulous Guildmaster **Zaser Bragg** (male gnome Rog5/Exp1, AL NE) has been known to take bribes to design flawed structures, rigging building collapses (and deaths) to the highest bidder.

2. The Merchants' Militia

To the outsider, this seems an average guardhouse with barred windows and two crenellated sentry towers. However, this is the home of the Merchant's Militia, the enforcers of the Council's decrees. The guards rarely involve themselves in the daily lives of commoners, though they do sell their protection services to those who can pay.

Captain Kraggel Morstan (male half-orc Ftr7, AL LN) ensures that the guards waste no resources unless the actions suit their mercenary interests.

3. Metalworkers' Guild

Metal bands hold together blocks of gray masonry, forming a rather unattractive – but functional – Metalworkers' Guildhall. Here everything from weapons and armor to horseshoes are fashioned at the multiple anvils. The metalworkers have been busy minting new coins for the city ever since the Mercantile Council awarded them the contract.

The Guildmaster is **Dracht Hammerthrone** (male dwarf Ftr 2/Exp 4, AL LN).

4. Wayfarers' Guild

Murals of fantastic beasts and magnificent locales evoke the urge to travel in most who gaze at this otherwise simple wooden building. Whether a customer wishes to book travel on a respectable vessel or relay his message across town (or the sea), the Wayfarers' Guild meets her needs. Utilizing trained pigeons and young pages, the Wayfarers' Guild is known for excellent work.

The Guildmaster, **Oswald Brummelbuck** (male halfling Brd7, AL NG), cares little for the Mercantile Council and is on the verge of succumbing to wanderlust, seeking to undertake a quest to help him fill the pages of his bestiary.

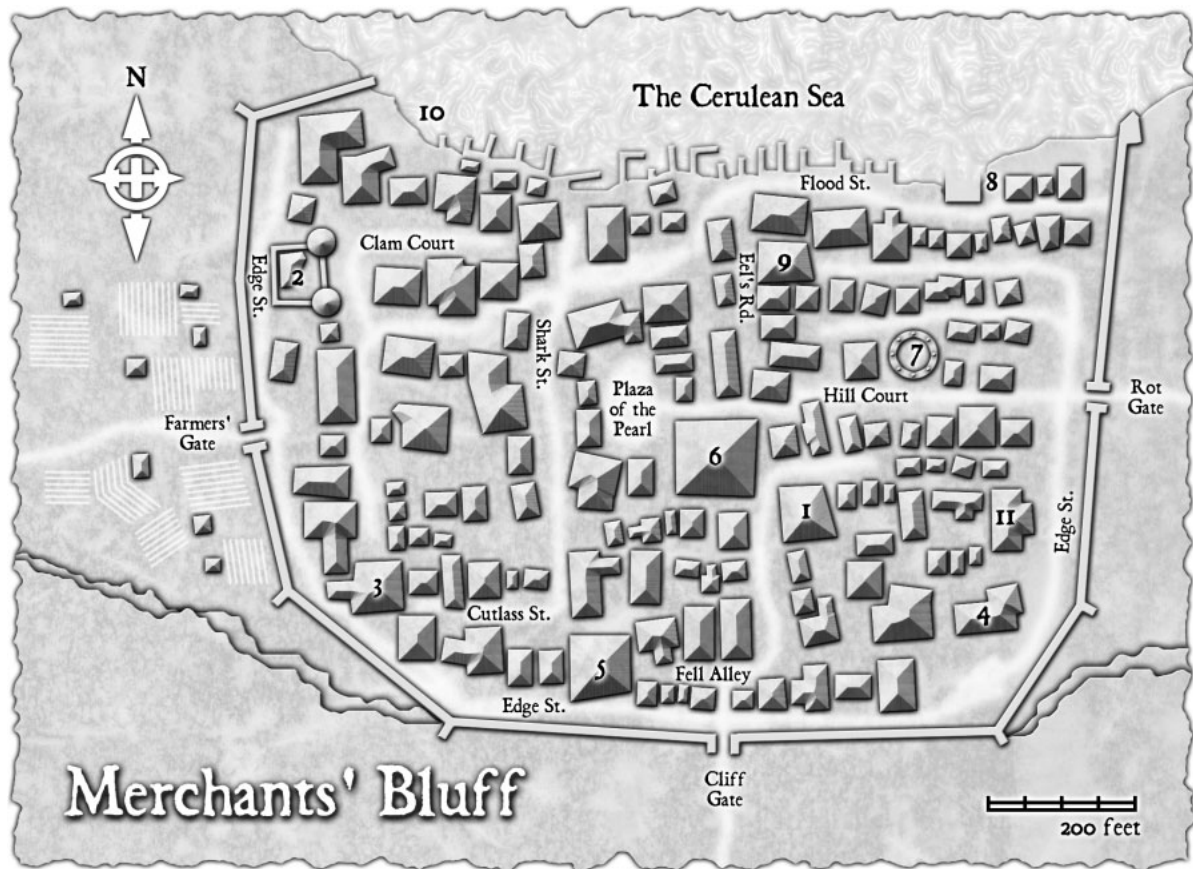
5. Woodsmen's Guild

This building is constructed of ornately carved exotic woods. Lumberjacks receive assignments here,

Rumors Table: There is a lot going on in Merchant's Bluff and the surrounding environs. If a character deliberately searches for news, have the player roll a Gather Information Check (DC 12). For each success, roll a 1d10 and consult the table below. For check results higher than DC 18, roll twice on the chart.

d10 Rumor

1. Fish-like devils have been seen at night in the bay. Many captains refuse to dock their ships there in recent days. (True.)
2. The members of the Mercantile Council are all blood-drinking vampires! (False. They are greedy and some of them are evil, but they are not undead.)
3. There's a war brewing between the city and the lizard-people of the lowlands. (True.)
4. The lizard-people have been causing flooding down in the lowlands, trying to drown our kinfolk. (False. The tsathar are truly to blame.)
5. No one has heard anything out of Drennsborough for more than a month. It's odd, being only two days' walk south of here and not having any shipments from them. (True.)
6. The Pantheon in the center of town provides us with all the spiritual direction we need; the Temple to Poseidon was an extravagant waste, anyway. (False. The Pantheon houses the Cult of Dagon -- hardly a good source of spirituality.)
7. People have been disappearing at night, being snatched right off the streets. Folks don't know who's doing it. Some blame the lizard-folk, but they've never made it up the cliff into town, so far as I know. (True.)
8. About a month ago, people started noticing livestock, debris, and bodies floating in the water at the base of the cliff. It seemed like the flooding happened all of a sudden. (True.)
9. When the elevator was destroyed, a lot of the wood was scorched and the ropes were burned. The guards who saw it happen said they saw a dragon down below, being goaded by the lizard-folk. (Partially true. It was a pyro-hydra.)
10. The lowlands were once covered in a lake, if what the scholars say is right. The farmers did have to drain a lot of the land to be able to use the land; that's why there are so many levees and dams. (True.)



and most of the city's wood products come through here. Craftspeople fashion barrels, chests, wagons, and more on a work-for-hire basis. It also deals in herbs collected in the woodlands.

The Guildmaster is **Fanin Woodstrider** (male elf Rgr4/Exp 3, AL N).

6. The Trade House

This interior of this building consists of little more than a common room, kitchen, and latrine. Its simplicity of design, however, betrays its importance to the city: here, the guildmasters meet (at least on a biweekly basis) to discuss important issues affecting the city – or, at least, their own businesses.

When meetings are in session, a retinue of no less than ten elite trade guards stands watch.

7. The Pantheon

The Pantheon stands on a hill overlooking the rest of the city. It is a modest stone structure, its domed roof supported by thick columns. Thick brass doors are kept locked most of the time, so the faithful leave gifts on the steps.

The official function of the Pantheon is to serve as a memorial to those lost at sea, though some sailors' wives visit it in hopes of their husbands' safe returns. The clerics of the Pantheon, however, have given the shrine a third function.

Unknown to most citizens, the clerics of the Pantheon are secretly worshipers of Dagon, Demon Prince of the Seas.

Dagon, Demon Prince of the Seas

Alignment: Chaotic evil

Domains: Chaos, Death, Destruction, Evil, War, Water

Symbol: Shark

Typical Worshipers: Sahuagin, evil locathah and merfolk, wicked pirates

Favored Weapons: Trident

Dagon presides over the deepest waters of the Abyss, maintaining an army of fiendish merfolk, sahuagin, and tritons; shroth demons; krakens; aboleths; and a host of other aquatic terrors. None who have gazed upon Dagon's terrible form have lived long enough to speak of it, though speculations range from a massive, bloated sahuagin to a handsome (though demonic) triton.

His followers outside the Abyss can be found in coastal cities, in underwater caverns, or on the bottom of oceans in cyclopean cities of coral and sea wreckage. The cultists tend to raid civilized areas for sacrifices and attack sea-going vessels, giving rise to many sailors' superstitions.

The cult moved into the Pantheon about a year ago, claiming to be holy men and women able to pacify the sea and guarantee good commerce. Prior to their arrival in Merchant's Bluff, they lived in the Temple of Dagon at the base of the dry lake (see that section below).

For the past several weeks, the cultists have been abducting townsfolk to sacrifice to Dagon in the Pantheon. Even though the citizens have been asking for help in catching those responsible, the Mercantile Guild acts unconcerned, fearful that the disappearances might prove to be connected to the lizardfolk. The Guild wishes to avoid a costly war with them.

The high priestess, Lana, is actually a succubus *polymorphed* into an elven maiden. A fellow cultist's daily casting *undetectable alignment* on her masks Lana's chaotic evil alignment. She plays up this charade by using her *tongues* ability to speak to any elves in their native language.

To maintain the façade of being good aligned, the priests use wands and scrolls to cast low level curative magic, though none of them can *raise dead*.

If the characters ever mention a planned attack on the Temple of Dagon (or if she senses it with her *detect thoughts* ability), Lana will try to keep up the act as a benefactor and even give them potions to aid in their mission. Though the potions are not of *healing* but are rather *potions of poison* (see DMG).

If her identity is ever discovered or if the temple is under attack, she uses her *greater teleport* ability to escape to the Temple of Dagon (see Area H18). The other cultists and their guards, having no such easy means of fleeing, likely fight to the death before facing the justice they deserve. Usually four guards are present with two priests.

Dagon Cultist Guard, Male Human Ftr3 (4): CR 3; hp 27; see Appendix.

Dagon Cultist Priest, Male Human Clr3 (2): CR 3; hp 20; see Appendix.

Succubus: CR 7; 33 hp; see MM.

Development: If the party manages to catch on to the priests' involvement in the kidnappings and succeeds in destroying or dispersing the wicked cultists, the disappearances end; however, the sahuagin raids and the lizardfolk attacks do not end.

8. Temple of Poseidon

See Poseidon's Temple (page 28) for details.

9. The Bar-Fish Tavern

A wooden sign hanging above the swinging door to this saloon depicts a starfish, clutching a mug of ale with each of its five legs. Inside, Old Peg fiddles along with a band consisting of an accordionist, harpsichordist, and percussionist. Well known for its reper-

toire of seafaring songs and legends, the house band almost makes up for the fact that The Bar-Fish serves watered down ale and bland hard tack for twice the cost of fine establishments.

Fifteen average rooms are available for the same cost as fine lodging elsewhere.

10. The Beached Triton

This dockside tavern was built inside an old brigantine, no longer fit for sea travel. The main deck is used as a common drinking area while the deckhouse is used as the bartender's station. Below deck, in the hold, hammocks are rented for 1 sp a night. The officers' quarters contain better and more private accommodations, with costs ranging from 5 gp for the Midshipman's Room to 25 gp for the Captain's Suite.

11. The Froth Giant

A 15-foot tall wooden statue of a giant stands in the center of this tavern's common room. The giant's beard resembles a trail of white beer foam. The four gnome brothers who run the establishment boast of their slaying a giant some decades ago. Whether this is fabrication or fact is irrelevant, as the Froth Giant serves drinks strong enough to quench any doubt. Other than the famous brew, the food and rooms are average.

Wharfs

The port of Merchant's Bluff was once one of the most alluring on the Cerulean Sea, but it has since fallen into decay. Rotten planks collapse under the weight of the dire rats that frequent the piers, hoping to dine on unattended cargo, fish, or half-conscious beggars.

The homeless have overrun the nearby warehouses, becoming permanent residents. Some of the more charming criminals pose as port authorities, collecting tariffs and duties from ignorant merchants.

The wharfs have not always been in this condition: about a year ago, Dhalgren, the Guildmaster of the Shipping Hall, disappeared under mysterious circumstances. Even the greedy members of the Mercantile Council did not dare to replace him, fearing the same fate.

More recently, the only beacon of hope remaining in the docks district – the temple of Poseidon – partially sank into the bay about a month ago. It is thought that all the priests were killed, though the Mercantile Guild did nothing to verify this theory.

Some beggars, in half-drunken rambles, have spoken about fish-devils emerging from the bay near the spot where Poseidon's Temple sank. The fish-devils, they claim, have been attacking boats in harbor in the dead of night, pulling off the sailors and cargo.

Poseidon's Temple

This stone structure has fallen into the bay at a roughly 30-degree angle, so that the entrance to the south juts above the water's surface while the bulk of the rest of the structure lies beneath the waves.

The tales of the fish-devils are true: a tribe of sahuagin has moved into the sunken temple and from it conducts raids on the ships in port. If the ships stop coming in to harbor, they will move their attacks into the city itself.

D1: The Great Bronze Doors (EL 1)

These heavy bronze doors are ornamented with depictions of the mighty sea god Poseidon. The door on the left shows Poseidon's benefaction – bringing gifts of horses and the bounty of the sea; the door on the right shows Poseidon's wrath – floods, earthquakes, and other devastations.

Saltwater drips from the gap between the two doors, collecting in a pool a couple of inches deep that covers the foyer (Areas D1 – D3).

Either door may be pulled open with a DC 20 Strength check. A Listen check (DC 15) allows a character to hear the splash of water on the other side as it crashes against the doors.

If the doors are opened and precautions are not taken, characters in the immediate path take 1d6

non-lethal damage and must make a Reflex save (DC 15) or be knocked down.

D2: The Sea Nymph's Alcove

Raised on a small dais here is the depiction of a lovely sea nymph. A Knowledge (Religion) check (DC 15) reveals that the figure is Amphitrite, a nereid.

Any creature evoking the name of the sea nymph within five feet of the statue is awarded a +1 luck bonus to saves for the next 24 hours.

D3: The Sea Nymph's Alcove

Raised on a small dais here is the depiction of a lovely sea nymph. A Knowledge (Religion) check (DC 15) reveals that the figure is Galatea, a nereid.

Any creature evoking the name of the sea nymph within five feet of the statue is awarded a +1 luck bonus to armor class for the next 24 hours.

D4: Poseidon's Heart (EL 6)

The water level in this chamber is normally ten feet deep, but if the door is opened, it drops five feet. In the center is a hexagon-shaped pool that drops down an additional five feet. In the middle of the pool stands a stone statue of a lovely sea nymph, though only her head is showing if the water level stands at five feet.

A Knowledge (Religion) DC 15 reveals this is Thetis, the Queen of the Nereids. Speaking her name within five feet of the statue grants the character a +1 bonus to attack rolls for 24 hours.

Lurking below the surface of the water are three sahuagin and one large shark. If combat begins, the sahuagin direct the shark to attack the intruders.

Sahuagin (3): CR 2; 11 hp each; see MM.

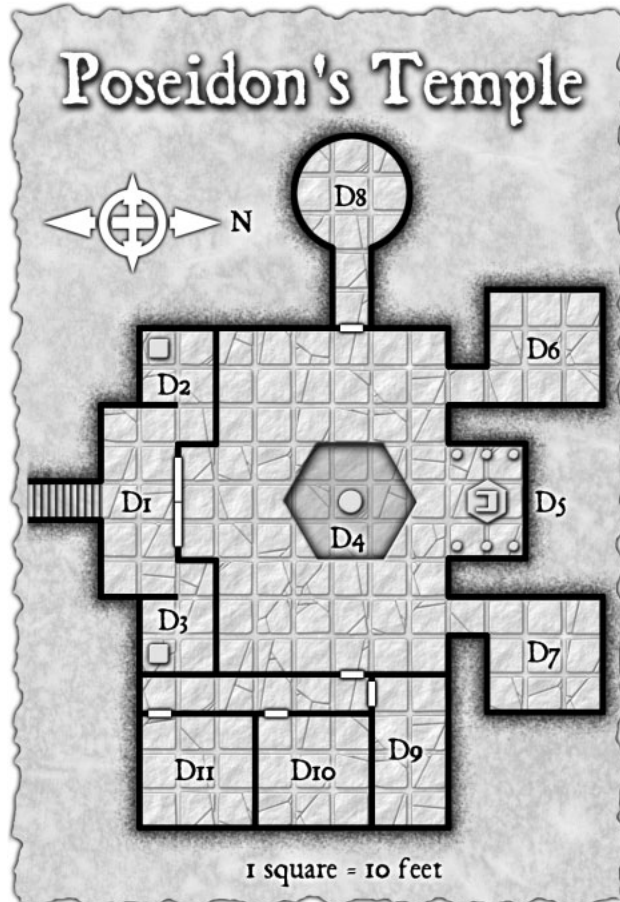
Large Shark: CR 2; 38 hp; see MM.

Treasure: Placed in the south end of the pool is the loot these sahuagin have removed from a recent shipwreck, for which they were responsible. It includes one 500 gp white pearl, 50 pp, 500 gp, and one potion of *cure moderate wounds*.

D5: The Sea-King (EL 7)

A statue of Poseidon sits on a throne of coral. Claiming this throne as his own is the sahuagin's leader, Shedolo, a mutant version with four arms.

If there is an attack in G4, he watches with great interest in attempt to gauge the party's strengths and weaknesses. If the party is able to best the room guards, he swims forward to attack, along with his personal bodyguards.



Shedolo, Male Sahuagin Ftr2: CR 4; hp 30; see Appendix.

Sahuagin (4): CR 2; 11 hp each; see MM.

Tactics: Shedolo orders his bodyguards to net the characters. Once a character is ensnared, Shedolo stabs at him with his two tridents. If he finds that his bodyguards aren't able to net the characters, Shedolo commands them to lay into the party with their bites and talons. If more than half of his bodyguards fall, or if he is seriously injured, Shedolo telepathically communicates the huge sharks in Area D8 to come to his aid.

D6: It's a Jelly (EL 4)

This room is blocked off from the main hall by large rocks that had fallen loose from the temple wall. These rocks rise about seven feet, allowing a passage of three feet at the top to enter the room.

Jellyfish, Monstrous [Advanced]: CR 4; hp 78; see Appendix.

D7: Spores! (EL 6)

Chained to the wall here is one of the priests of Poseidon, who has been dead for several weeks.

A colony of **yellow mold spores** have invaded his body. If the corpse is disturbed, a cloud of spores erupts, causing all creatures within ten feet to make a DC 15 Fortitude save or take 1d6 Con damage. A minute later a second save is required, or take 2d6 Con damage.

Treasure: A +1 *heavy mace* hangs from the cleric's belt. The sahuagin did not want this weapon, as it is not very functional underwater.

D8: Death Aquarium (EL 6)

This hallway ends in a large pool measuring 40 ft. in diameter and 15 ft. deep.

Contained inside the pit are the private hunting pets of the sahuagin lord, Shedolo.

Sharks, Huge (2): CR 4; 65 hp each; see MM.

D9: Holy Water (EL 5)

The door to this room is locked (Open Lock DC 20).

The clerics of Poseidon had summoned a water elemental to help in defense of the temple, but it did not arrive in time. However, it is here now, and if the door is opened, it attacks all creatures in the temple that are not worshippers of Poseidon

until it is destroyed (this includes the characters, unless they are worshippers of the sea deity.)

Water Elemental, Large: CR 5; 68 hp; see MM.

D10: Night of the Bloated Dead (EL 6)

This chamber was once a dining area for the temple priests. However, once the sahuagin attack began, a half dozen of the priests in this area cursed Poseidon for not defending them. The angry god retaliated by killing them and raising them as undead on the spot.

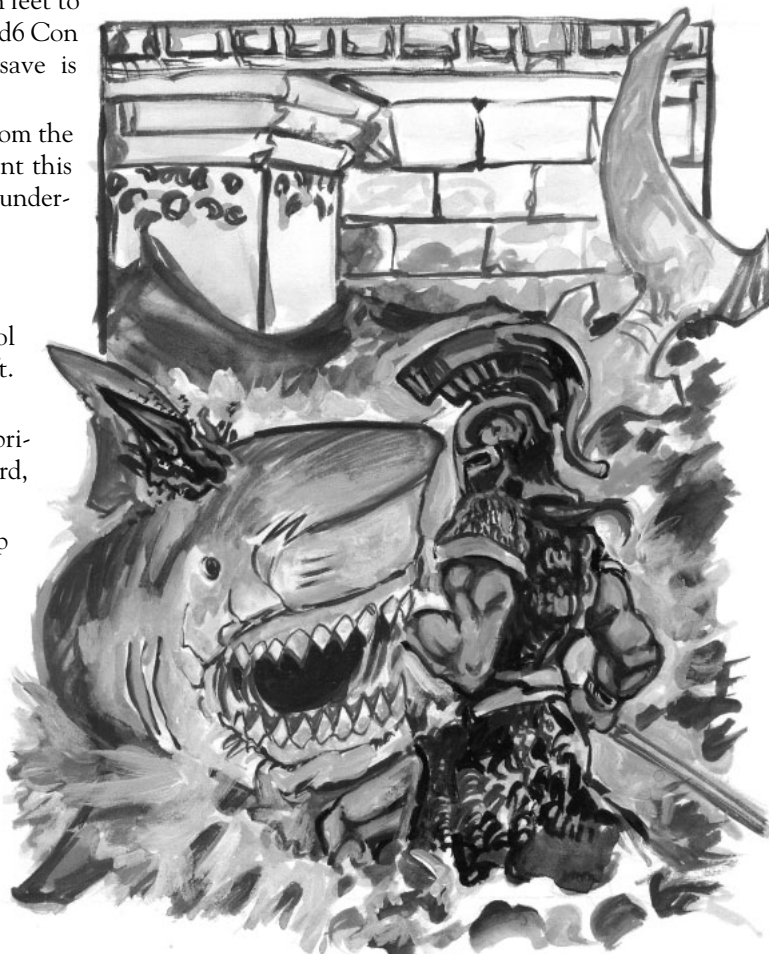
They are cursed to defend Area D10 until they are destroyed.

Zombies, Brine (6): CR 1; 26 hp each; see Appendix.

D11: The Empty Room

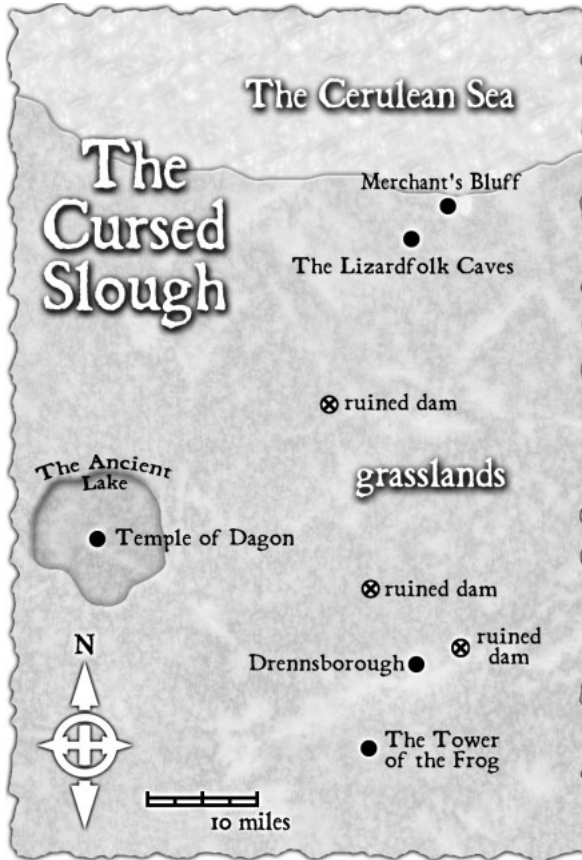
The water level in this room reaches about five feet. On the eastern wall, there is a recess that five feet deep and about 20 feet wide, which begins at the surface of the water level. Hence, this could be a good place for the characters to rest if they are in the temple.

Development: If the party defeats Shedolo and his sahuagin clan, the raids from the sea end, though trouble still enshrouds Merchant's Bluff in the lizard-folk raids to the south and the cult kidnappings originating from the Pantheon.



Chapter Two: Scales and Slime

Without a doubt, the party will need to adventure through the flooded lowlands known as the Cursed Slough. They may be seeking survivors, launching a raid against the tsathar Mud Nest, or questing for the *Papyrus of Creation*. Indeed, this is a hazardous wilderness. Following are presented some optional rules to help DM's make the trek all the more dangerous as well as a random encounter chart.



Random Encounters

Strange beasts have moved into the lowlands with the coming of the floods. As a standard, check on this table once every four hours but feel free to increase or decrease the frequency of these events as necessary.

d100	Encounter	EL
01-05	1 ahlinni (cackle bird)	EL 4
06-10	2 beetles, giant water	EL 5
11-15	4 blindheims	EL 6
16-20	1 bog mummy	EL 6
21-25	1 brown pudding	EL 7
26-30	2 crocodiles	EL 6
31-35	3 frogs, monstrous giant	EL 5
36-40	4 giant wasps	EL 6
41-45	Quicksand	EL 2
46-50	Leeches	EL 1
51-55	9 lizardfolk	EL 6

56-60	Lost caravan	EL Varies
61-65	Scene of destruction	EL 0
66-70	1 slug, giant	EL 6
71-75	2 stench kows	EL 6
76-80	2 strangle weeds	EL 5
81-85	5 trolls, swamp	EL 8
86-90	Tsathar hunting party	EL 8
91-95	1 will-o'-wisp	EL 6
96-00	DM's choice	EL Varies

Ahlinni (Cackle Bird): CR 4; hp 30; see Appendix.
Beetles, Giant Water (2): CR 3; hp 30 each; see Appendix.

Blindheims (4): CR 2; hp 18 each; see Appendix.

Bog Mummy: CR 6; hp 55; see Appendix.

Brown Pudding: CR 7; hp 124; see Appendix.

Crocodiles, Giant (2): CR 4; 59 hp each; see MM.

Frogs, Monstrous Giant (3): CR 2; 13 hp each; see Appendix.

Giant Wasps (4): CR 3; 32 hp each; see MM.

Quicksand: See DMG, Chapter 3: Adventures, Marsh Terrain, "Quicksand."

Leeches : The party crosses a small, stagnant pool of water or a patch of reeds. Give the characters a Spot check (DC 15) to notice a leech. Assume that unless other precautions have been made, leeches are attached to all party members.

Characters must completely get out of their armor and check for the vermin. If they are not removed in one minute, the character takes 1d3 temporary Strength damage.

Lizardfolk (9): CR 1; 11 hp each; see MM.

Lost Caravan: A group of merchants traveling from Merchant's Bluff have gotten their wagon caught in a quagmire. Fortunately, they have been able to survive on their provisions and the meat of the horse pulling the wagon; however, supplies are running low, and they have no idea how to return to their city, the old trade route submerged since the flood.

Scene of Destruction: The characters arrive on a farmhouse that has been flooded out, bodies of farmers and the remains of livestock floating in 4 ft. deep water in the ruined fields.

A bridge has been washed away from the flooding, and the party must determine how best to cross the 20 ft. wide gap that remains.

Or anything else that may suit the DM's fancy.

Slug, Giant: CR 6; hp 66; see Appendix.

Stench Kows (2): CR 4; hp 22 each; see Appendix.

Strangle Weeds (2): CR 3; hp 30 each; see Appendix.

Trolls, Swamp (5): CR 3; hp 28 each; see Appendix.

Tsathar Hunting Party: Tsathar (4): CR 2; 11 hp each; see Creature Appendix accompanied by **Frogs, Monstrous Giant (4):** CR 2; 13 hp each; see Appendix.

Will-o'-Wisp: CR 6; 40 hp; see MM.

Swamp Survival

The newly formed swamp presents natural dangers to the party: insects carry diseases; every step taken may land in a sinkhole or quicksand; leeches slip between plates of armor, and slowly weaken their hosts as they drain blood.

The DM is encouraged to use some of these suggestions to bring the setting to life for his players. The **red ache** and the **shakes** are spread from the bites of diminutive insects such as fleas and mosquitoes, from which contact is almost unavoidable. Check for these daily (see the DMG for more information on diseases).

Unless the characters have access to adequate food and water, they will have to hunt and forage for these commodities, requiring Survival Checks (see the PHB for more information). Drinking water found in the region (though not the quantities found by Survival Checks) puts the character in contact with **blinding sickness**.

The DM who does not play up such hazards deprives his players of challenge and realism.

Further information is available in the DMG, Chapter 3: Adventures, Marsh Terrain. Use statistics for "swamp."

the death, though it doesn't pursue if the characters flee.

Five-Headed Pyro-Hydra: CR 6; 55 hp; see MM.

E2: Guards (EL 7)

Nine lizardfolk stand watch here in this circular chamber. If they hear combat lasting more than a couple rounds with the Pyro-Hydra, they send two of their number to rouse the occupants in Areas E3 and E4, who prepare for battle (see those entries for more detail).

Lizardfolk (9): CR 1; 11 hp each.; see MM.

E3: The Advanced Guard (EL 8)

Six lizardfolk advanced guardians stand in this chamber, ready to rush the flank of anyone crossing the hall, assuming the guards from E2 readied them. Otherwise, they sit in here and play dice games.

Lizardfolk (6), Advanced Guards, War2: CR 3; hp 29; see Creature Appendix.

E4: The Den of the Fire-Lizard (EL 7)

The lizardfolk guards stand at the ready in this chamber, protecting their master, the unusually red-scaled lizardman Graagno, a sorcerer who has learned the art of fire magic.

Graagno focuses most of his magical attacks on humans, if they come to attack. Otherwise, the most

The Lizardfolk Caves

A tribe of lizardfolk has established a secret base in the caves in the side of the cliff wall dividing Merchant's Bluff from the Cursed Slough. Led by their chieftain Erinkdu, the lizardfolk have been mounting raids against caravans in the city's vicinity for the past month, culminating in the destruction of the cliff elevator a week ago.

Unexpected flooding has forced the lizardfolk from their native habitat in the lowlands. They blame this disaster on the humans who have cultivated the land, angering the nature gods. They view themselves as divine tools of retribution and are unlikely to stop the raids until they are killed or are made aware of the true reason for the flooding.

The party should be drawing very close to 6th level by the time they venture into the Lizardfolk Caves.

Er: The Gully (EL 6)

A 20 foot wide gully winds through some low hills until it reaches the cliff face. A 15 foot opening leads into the cliff caves, the home of the lizardfolk.

However, there is a guardian placed in the gully. Trained by the lizardfolk, it attacks anyone who isn't a lizardman. It has been trained to breathe fire out of all of its heads as a warning against intruders, but if they continue to advance, the hydra fights them to



fearsome combatant bears the brunt of the arcane assault.

Graagno, Lizardfolk Sor4: CR 5; hp 39; see Appendix.

Lizardfolk (5): CR 1; 11 hp each; see MM.

Tactics: Graagno's guards form a defensive perimeter around him, fighting on the defensive. The sorcerer casts *shield*, then begins softening up the party with *scorching rays* and *rays of enfeeblement*. If the party breaks through his defensive line, Graagno casts *invisibility* from his scroll, then attempts an *obscuring mist* to cover his retreat.

E5: Cells (EL 6)

The lizardfolk have placed ten foot tall sharpened wooden poles to form a holding cell. Prisoners are bound by the wrists and ankles with leather cords and tied to wooden stakes.



On the other side of the cells, four monitor lizards stand vigil, attacking any non-lizardfolk that passes through their area.

Lizards, Monitor (4): CR 2; 22 hp each; see MM.

E6: Storm Front (EL 7)

A 15-foot deep ledge rises on the northeastern wall about ten feet from the ground. Six of the prized javelin-throwers of the lizardfolk tribe stand guard up here when they are not out hunting.

These specialists possess 2 *javelins of lightning*.

Lizardfolk (6), Javelin-Throwers, Ftr1: CR 2; hp 25 each; see Creature Appendix.

Tactics: Two lizardfolk throw *javelins of lightning* on the first round while the rest of their number throw mundane javelins. The hail of javelins continues at the party until the lizardfolk run out or the party climbs upon the ledge; in either case, the lizardfolk draw their clubs to intercept them.

E7: Lizardfolk Lair

A short, winding passage leads from the shelf in Area E6 into a 20-foot diameter cavern, the floor of which is covered in flea-ridden pelts and charred bones.

The lizardfolk javelin-throwers reside here when not hunting or guarding the passage through E6.

E8: Huts of the Lizardfolk (EL Varies)

About 40 lizardfolk noncombatants – the spouses and children of the warriors – reside in this large cavern. Walls of loose cave rock form six-foot-tall dividers between the residences. A fire pit in the middle contains the bones and ashes of wetland creatures the lizardfolk have cooked recently.

The lizardfolk here are unarmed and usually run away from combat unless cornered, in which case they fight with bites and claws.

Lizardfolk (40), non-combatants, Com1: CR 1/2; 2-4 hp each.

E9: Subterranean Pool (EL Varies)

Lizardfolk noncombatants collect water for drinking, cooking, and cleaning from this cool, clean pool, which has a depth of ten feet in the center.

Unless an alarm is raised in the caves, assume several lizardfolk are gathering here.

Lizardfolk, non-combatants, Com1: CR 1/2; 2-4 hp each.

Ero: The Chieftain's Den

A leather curtain divides this chamber from the main corridor. Pelts are piled high on the rocky cavern floor.

If Erinkdu is not in the audience chamber, he is usually found here.

A loose stone in the middle of the western wall (Search DC 15) contains the bulk of the tribe's wealth, which had been stolen from caravans: 30,000 cp, 2000 sp, 700 gp, two freshwater pearls (10 gp ea.), a sliver of obsidian (10 gp), a hunk of zircon (50 gp), a hexagon-cut amethyst (100 gp), and potions of *jump*, *barkskin* (+2), and *fox's cunning*.

Err: The Audience Chamber (EL 9)

This is the lizardfolk's main meeting hall, where the Chief Erinkdu discusses ambush plans and tactics with his subordinates, and where all prisoners are brought before the leader for his judgment.



The chief sits upon a throne of gnarled driftwood, tied together with leather straps. The other lizardfolk, when present, sit on the cavern floor.

Two elite guards always accompany the chief.

Chief Erinkdu, Male Lizardfolk Bbn7: CR 8; hp 78; see Creature Appendix.

Lizardfolk (2), Elite Guards, War4: CR 4; hp 42; see Appendix.

Developments: Defeating Erinkdu brings an end to the lizardfolk raids against Merchants' Bluff. However, if the party attempts to speak to him, they may discover the misunderstanding. Erinkdu knows of the ruins of Drennsborough, and thinks its destruction was due to nature spirits taking revenge on the human settlement.

If he discovers that the tsathar are involved, Erinkdu becomes disgusted and immediately stops all attacks against humans. However, he is not willing to threaten the safety of his tribe to fight the tsathar, so he will relocate the tribe several dozen miles to the southeast.

Ruined Sites

The following sections detail areas that have been destroyed by the flood. Other locations are possible if the DM wishes to continue the characters' adventures in the Slough.

Drennsborough

The founders of Drennsborough originally established the settlement as a fort, but in the centuries since, it has become a thriving village and center of the lumber trade. The village's prosperity, however, ended when a force of tsathar broke the nearby dams, flooding Drennsborough and drowning the majority of its residents.

The few who did not die were taken to the tsathars' Nest Tower to be used as reproductive hosts. Only one man survived the attack and remained in Drennsborough, though he is now a host for a tsathar egg.

Drennsborough, as a result of the recent flooding, stands in the middle of a ten foot deep lake. The roofs of many buildings are visible, and about a dozen structures stand at least partially above the water level, leaving an entire second floor relatively dry.

Fifteen foot tall timber walls surround Drennsborough. A five foot wide battlement surrounds the perimeter, though the ladders that once led down to the streets have been washed away or destroyed in the flood.

Fr: Submerged Building (EL o)

All areas marked "F1" were completely submerged by the flood. There is a 50% chance that a chimney or roof still stands above the surface of the flood level.

If very much pressure is put on a damaged roof, it may collapse, spilling anyone on it into the water below. There is a 20% chance per 100 pounds that the roof collapses.

F2: The Slumber-Jack Inn (EL 8)

The second floor of this lodging establishment still stands. It consists of seven rooms and a central area still fitted with tables to accommodate the occasional spillover crowd of loggers returned from the woods. Stairs in the northeastern corner of the central area leads to a flooded common room, bar, and kitchen on the first floor.

Some of the Slumber-Jack's customers remain, though not of their will.

Four loggers had been staying in the Slumber-Jack when the flood came and found themselves trapped on the second floor. Later that evening they saw an attractive lady floating by one of the windows, clutching a loose board. They took the lady in, welcoming the company.

The lady, however, was a green hag, using her *disguise self* ability, having come to the recently flooded town hoping to find carrion on which to feed.

Still later that night, after the loggers had discussed plans that night about constructing rafts from furniture, the disguised hag crept into each man's room and drained their strength with her *weakness* ability. One by one, the loggers fell into unconsciousness, and the hag ripped out their throats with her vicious claws.

The loggers have since risen as **Juju zombies** and serve the green hag, who has chosen to make the Slumber-Jack her permanent residence.

Green Hag: CR 5; 49 hp; see MM.

Juju Zombies (4): CR 3; hp 21 each; see Creature Appendix.

F3: Church Steeple (EL 1)

The young caretaker of the village church, Tiabul, fled to the church steeple, the highest point in the village. The tsathar implanted him with an egg but accidentally left him behind amidst the chaos. He has been unconscious for the week since the implantation.

If he is healed of the implantation and roused to consciousness, Tiabul can tell the party what he knows: the frog-like attackers came within an hour after the flood and dragged most of the village's sur-

vivors away in nets; he last saw them heading southwest.

He does not know what the creatures are or where precisely they live. If healed, he thanks the party, but he does not willingly go into the flooded lands after the frog people.

If he is cajoled into joining the party, Tiabul fights like a 1st level warrior.

(See the "tsathar" entry in the Appendix for more details about removing the egg.)

F4: The Drowned Dead (EL 8)

The town used this building as temporary storage for the recent dead, where embalming and other funerary preparations would take place before moving the bodies to the church and then to the cemetery outside the town walls.

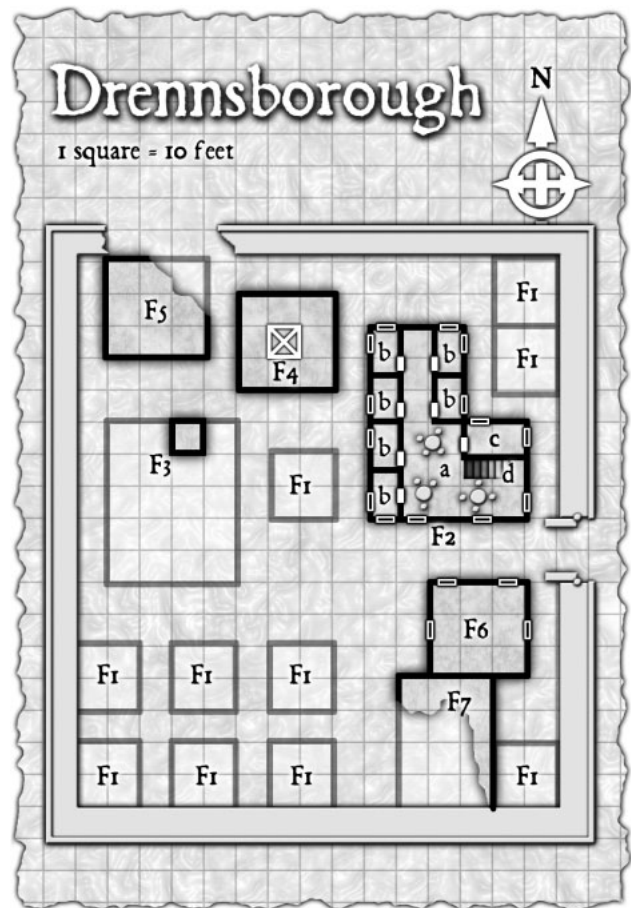
After the flood, a roving band of undead descended through the ten foot wide skylight to feast on the unattended corpses.

Ghasts (2): CR 3; 29 hp each; see MM.

Ghouls (9): CR 1; 13 hp each; see MM.

F5: You Can't Have Your Pudding (EL 5)

A section of the northwestern wall collapsed, sending debris into the northern face of this structure and



tearing open a fifteen foot wide gap on the second story wall and weakening the floor.

A strange swamp substance has entered this area and has been absorbing drowned rats beneath the torn planks of the second story's floor.

Each round that more than 50 pounds is placed on the damaged floor, there is a 20% chance that section of the floor caves in, attracting the attention of the blood pudding.

Blood Pudding: CR 5; hp 52; see Appendix.

F6: With All the Trimmings (EL 6)

Tree limbs, hedges, and other organic debris have washed into the hayloft of these former stables. A semi-intelligent plant now resides in this pile of rot.

Shambling Mound: CR 6; 60 hp; see MM.

F7: Froggy Went A-Killin' (EL 7)

Most of this structure has collapsed, save a 60 foot long strip of the outer wall. In the waste of debris and carnage, a pair of abyssal dire frogs makes its lair.

Monstrous Frogs, Abyssal Dire (2): CR 5; 54 hp each; see Appendix.

The Ruined Dam

The tsathar are flooding the valley by destroying dams. Typically, they move in and attempt to hold them to prevent the valley residents from rebuilding the dams.

Characters may wish to investigate the dams to try to find out what caused the destruction. A sample map is provided for such an investigation.

This sample dam once blocked off a 90-foot section of a river. The middle section has been washed away, leaving two ruined structures standing on either riverbank. The walls of these structures facing the river still bear scorch marks from the tsathar's attack.

Stairs zigzag 20 feet up the side of each wooden building to the flat roof.

F8: Sentry Tents

These tents, made from the treated skin of giant frogs, provide shade for the tsathar guards.

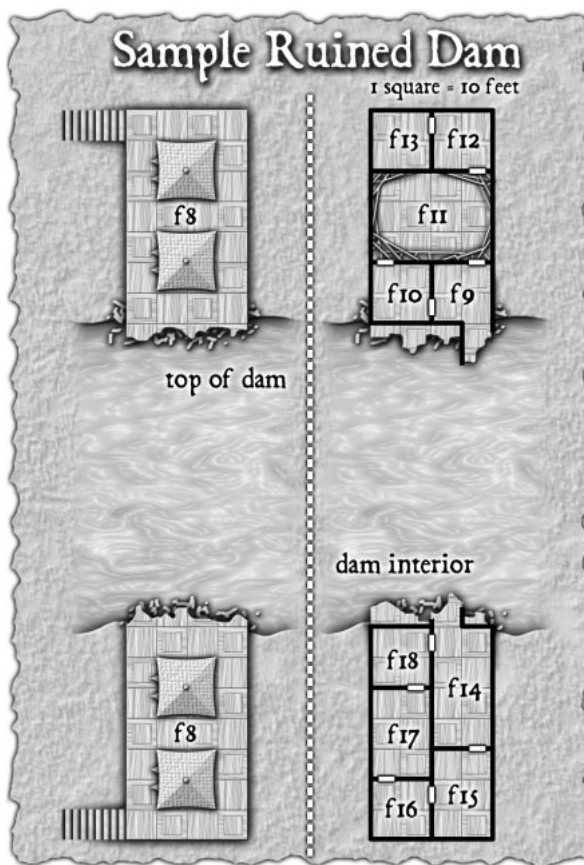
Unfortunately for the tsathar, they cannot see very well in daylight (see the "Tsathar" entry in the appendix), so party members should be able to approach during the daytime.

Each tent holds two tsathars.

Tsathar: CR 2; 11 hp each; see Appendix.

F9: River Entrance

The tsathar cleared out a ten foot wide passage through the debris wall in the river to allow entrance



into the interior of the dam. The floor of this chamber is about five feet above the surface of the river.

F10: Guard Frogs (EL 5)

The tsathar raiders have stationed here three giant monstrous frogs to keep riff-raff from the river from disturbing the spawning chamber in Area F11. The monstrous frogs attack any non-tsathar entering the area.

Frogs, Monstrous Giant (3): CR 2; hp 13; see Creature Appendix.

F11: Spawning Chamber

This 40 x 30 foot chamber is covered with thick, dark mud to help maintain a more constant temperature and to prevent light from coming in from cracks in the walls.

Six captured humanoids are attached to the walls with a translucent green mucus. They have been implanted with tsathar eggs and are unconscious (see "Tsathar" entry in the Creature Appendix for more information).

F12: They Are the Egg-Men! (EL 5, or EL 7 if the frogs from F13 join)

Three tsathar reside in this chamber. They attempt to keep watch on the hatchery in Area F11, though they have grown lax in the past several days since the

raid, figuring that no rescuers are coming for the kidnapped villagers.

If combat seems likely, one of the tsathar attempts to rouse the giant monstrous frogs in Area F13.

Tsathar (3): CR 2; 11 hp each; see Appendix.

Fr3: Gettin' Froggy (EL 4)

The tsathar in Area F12 have trained these two giant monstrous frogs to go on hunting expeditions with them in the river. They also join in combats, fighting side-by-side with their masters.

Frogs, Monstrous Giant (2): CR 2; hp 13; see Appendix.

Fr4: Crocodile Tears (EL 6)

Swimming downstream a couple days ago, two giant crocodiles smelled fresh blood in the water near the dam. They moved into Area F14, killed a couple tsathar guards.

They have been lairing here ever since, though they occasionally leave the room to hunt in the river itself, especially if a large form (such as a tsathar or a player character) enters the area.

About five feet of water stands in this chamber. The crocodiles use this to sneak up on their prey – anyone entering the area.

Crocodiles, Giant (2): CR 4; hp 59 each; see MM.

Fr5: Too Late... (EL 5)

This room contains the corpses of three men, which have each been partially devoured by their tsathar young.

Note: these tsathar have no weapons or armor. They fight with their natural weapons only.

Tsathar (3): CR 2; 11 hp each; see Appendix.

Fr6: The Best Laid Plans of Frogs and Men

A rickety wooden table stands in the room's center. On the top of the table is a leather scroll, on which is painted a map detailing the dam and its immediate surroundings. A big "X" is drawn over the dam. Scrawled handwriting reads: *"Strike here. Flood the valley. Those who do not drown, use as hosts to expand our numbers."*

The tsathar who had been studying this map have disappeared, investigating sounds in Area F17.

Fr7: Slime Cube (EL 3)

This ooze washed into the dam from the river a few days before the tsathar raid. It has traveled only from Area F18 into F17, where it devoured the lieutenant of the tsathar raiding party, whose bones still hang in the ooze's body.

Gelatinous Cube: CR 3; hp 54; see MM.

Fr8: Fishers of Men (EL 5)

A five foot diameter hole in the floor leads to the river below. From here, various creatures have entered the dam's interior. Three such creatures, cave fishers, have established a lair here recently.

They attempt to ensnare intruders with their filaments, then pull them into the river.

Cave Fishers (3): CR 2; hp 22 each; see Appendix.

Chapter Three: The Tower of the Frog

The party should be at least 7th level before entering the Tower of the Frog.

Gr: Field of Frogs (EL varies)

A winding trench ten feet deep that averages five to ten feet in width stretches for about 300 yards en route to the tsathars' Mud Nest Tower. The plain is dotted with totems of sun-baked mud carved to resemble bloated frogs and demons.

Giant wasps circle the mud nest, trained to attack approaching creatures that are not tsathar.

Patrols of tsathar also do regular rounds on the plains and in the trenches. Every 30 minutes, there is a 1-in-4 chance of encountering such a patrol. A typical patrol dispatch includes six common tsathar.

Giant Wasp: CR 3; 32 hp each; see MM.

Tsathar (6): CR 2; 11 hp each; see Appendix.

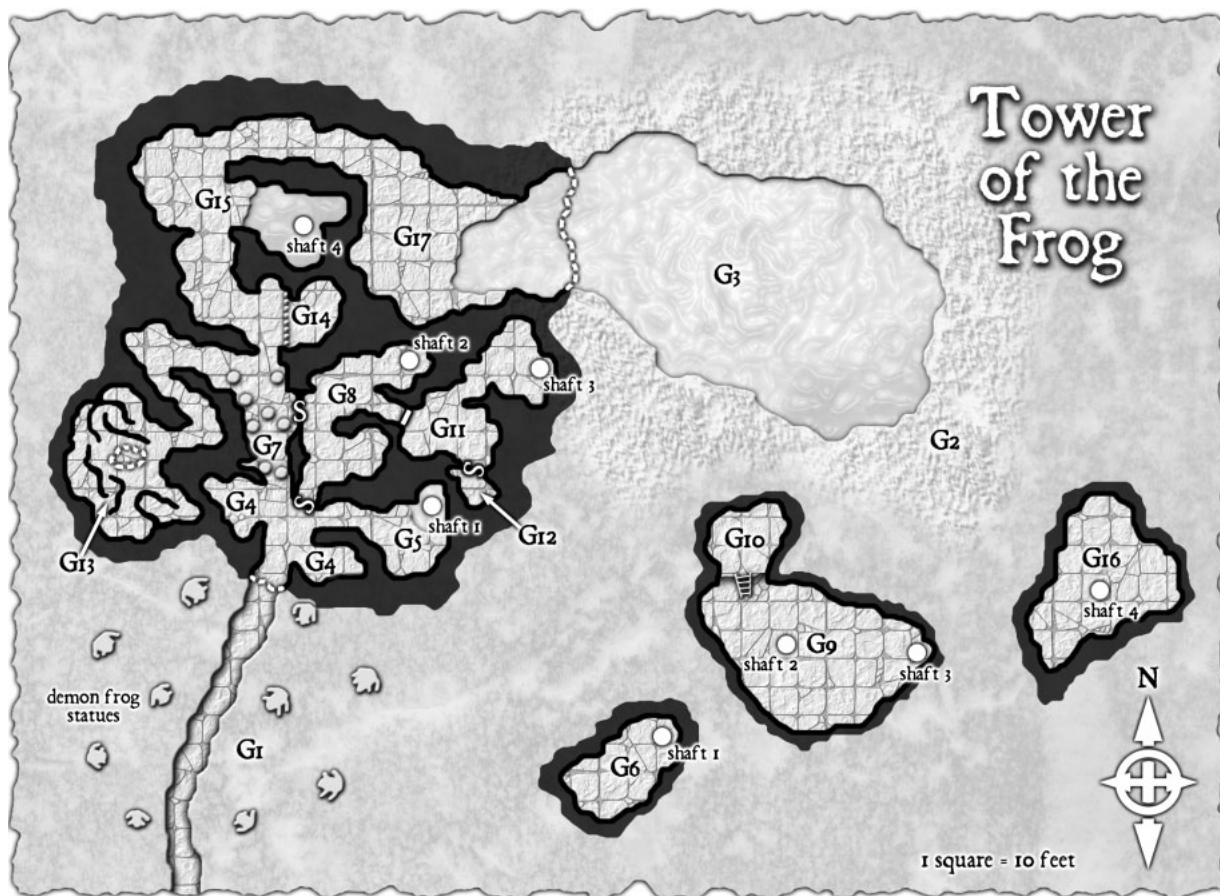
G2: The Amphibian Shore

A field of reeds and cattails encircle a stagnant lake. Dragonflies, wasps, and mosquitoes plague this area, as do various random reptiles and monstrous frogs. Every 30 minutes in this area, check on the swamp random encounter chart provided earlier in this adventure. Treat as "No Encounter" if you roll the following: bog mummy, lizardfolk hunting party, lost caravan, scene of destruction, stench kow, or swamp troll.

G3: Slime Lake (EL varies)

This small lake serves as source of drinking water and of hydration for the tsathars' soft, soggy skin; even more disturbing, the frog-men claim their god dwells in its murky depths. Tsathars (or anything else) that dare to probe the bottom of the lake are never seen again.

On certain nights, tsathar have reported seeing the terrible, bloated visage of the deformed, tentacled, frog-horror rise up to the surface to swallow whole crocodiles.



(If the characters decide to poke around at the bottom of the lake, consult the Froghemoth entry in the Tower of the Frog portion of the Appendix.)

G4: Guard Station (EL 6)

All areas marked “G4” serve as guard posts. Four tsathar stand watch in these areas, responding to disturbances by appropriately joining combat.

Tsathar (4): CR 2; 11 hp each; see Creature Appendix.

G5: The Rotting Frog (EL 4)

Rainwater collects in a shallow pool in the north eastern corner of this cavern. A five foot diameter shaft opens above the center of the pool and extends fifteen feet up to Area G6. The swollen, partially decomposing body of a giant frog floats in this pool.

The body is infested with **burrowing grubs**, see Appendix.

G6: Frog Tower (EL 7)

A ring of hardened mud encloses this ovoid area, the walls stretching to a rough height of 40 feet. This “tower” has no roof. A swarm of giant frogs cools off in the pool of mud to the southwest. If anyone approaches, they eagerly hop out to attack.

Frog, Monstrous, Giant (6): CR 2; 13 hp each; see Appendix.

G7: Gas Pockets (EL 4)

This hallway is littered with eight orbs, each about a foot in diameter, and coated with mud to resemble stones. However, the thin membrane easily pops when touched, which releases a foul odor into the air and makes enough noise to summon guards within a 60 foot radius.

The gas the orbs release is equivalent to a *stinking cloud* spell with a five round duration and a DC 16 Fort save to negate the effects.

The tsathar themselves avoid this area by passing through the secret doors in Area G8, though they are used to the smell of the swamp gas and are not effected by the odor.

G8: Secret Guard Post (EL 7)

Two secret doors (Search DC 20) lead into this chamber. Four guards await, listening for the sound of the popping orbs in Area G7 or combat from Area G4. They do not enter combat in Area G4, but instead move into the tactically advantageous hallway and begin popping the poison gas orbs, hoping to block the adventurers’ progress into the Mud Nest.

A plate of thick wood is implanted in the mud at the end of the central passage on the eastern wall.

This was placed hurriedly to keep the denizens of Area G11 out of the rest of the tower.

Tsathar Guards (4), War2: CR 3; hp 27 each; see Appendix.

G9: Frogs in Flight (EL 7)

Shafts lead up to this platform surrounded by a roughly circular wall some 60 feet high. Sticks protrude from the northwestern wall, placed at close enough intervals to function as a makeshift ladder.

These sticks lead up to a platform, which serves as the take-off pad for the wasp-horde's wing commanders, two specially trained tsathar, who ride giant wasps.

Tsathar Lancers (2), Ftr2: CR 4; hp 29 each; see Appendix.

Giant Wasps (2): CR 3; 32 hp each; see MM.

Tactics: The lancers swoop down on their giant wasps, using fly-by attacks to charge with their lances. They use the remainder of the wasps' movement to carry them out of harms' reach.

G10: Sentry Tower (EL 0 or 7)

If the lancers do not fight the adventurers in Area G1 or G9, they may be encountered here. From this tower, they maintain surveillance over the swampy plains below and lead the giant wasp swarm on aerial strikes.

G11: The Soaked Dead (EL 8)

This chamber holds two creatures that found their way into the Mud Tower. The tsathar, thinking that the mummies may eventually be useful to them, decided to keep the creatures in this area for a time.

Bog Mummies (2): CR 6; hp 55 each; see Appendix.

G12: The Hidden Cache (EL 0)

A thin layer of mud hides this small area from the rest of G11 (Search DC 15). This hole contains some of the treasure left behind by a successful tsathar hunting party, which unfortunately perished in the swamps too soon to return and reclaim its stash.

Treasure: 1800 gp, +1 dagger, 2 potions of cure light wounds, potion of protection from good, scroll containing *cause fear* and *nondetection*.

G13: Wasps' Nest (EL Varies)

This bulbous outgrowth of the Mud Tower serves as the wasps' hive. Labyrinthine tunnels measuring about five feet in diameter twist in all directions. Flightless wasp larvae slither through the corridors, some of which end in a central spherical chamber measuring about 20 feet in diameter, in which resides the Wasp Queen.

Giant Wasp Queen: CR 5; hp 110; see Appendix.

Giant Wasp Larva: CR 1/3; SZ M Vermin; HD 1d8; hp 4; see Appendix.

G14: Chicken Coops (EL 5)

This fenced-in area contains chicken coops with a couple of creatures walking about that seem to be chickens. However, these are actually cockatrices that were mistaken for chickens. By the time the tsathar had realized their error, it was too late to save the rest of their flock. Soon they will dispose of the "cursed" chickens ... unless the adventurers do it first.

Cockatrices (2): CR 3; hp 27 each; see MM.

G15: Pool of the Big Frog (EL 8)

This pool bubbles and gives off the smell of sulfur. Totems displaying the severed heads of humanoids stand on the western shore.

If the pool is disturbed, the Great Frog pokes out its head and lashes out with its tongue, trying to ensnare the closest party member. If the attack is successful, it swallows the character whole and sinks back down into pool, which is a total of 25 feet deep in its center.

The water is not boiling hot, so the characters may enter; how long they may survive in it depends on the Great Frog.

A shaft above the pool leads up to Area G16.

The Great Frog is intelligent enough not to devour the tsathar who keep him fed and help defend his lair. He eats only sacrifices – and the occasional adventurer.

The Great Frog: Advanced Abyssal Dire Monstrous Frog: CR 8; hp 126; see Appendix.

G16: The Spawning Tower (EL Varies)

This roofless tower rises 30 feet. Its inner walls are blotched with more than a hundred five-foot diameter, translucent membranes. Characters attempting a Spot check (DC 15) may notice a vaguely humanoid shape within.

Each of these water-filled cocoons contains a tsathar. These creatures are currently in hibernation and will not awaken until their cocoons are burst open. The chieftain of the tsathar, **Drool-Tiki**, plans on awakening his younger brethren when all the lowlands are flooded so they begin on their conquest and eventual invasion of Merchant's Bluff.

Developments: If one or more of the cocoons are ruptured, the occupant – if he realizes he is under attack by the party – may attempt to puncture others to release his fellows. Likewise, if the Mud Nest's supply of tsathar guards begins to run low, **Drool-Tiki** will begin releasing his comrades ahead of schedule.

Gr7: The Great Croaking (EL 9)

This large cave serves as **Drool-Tiki's** audience chamber. His advisor (Clr5) and personal bodyguards remain by his side at all times. The tsathar expect a retaliation force from Merchant's Bluff for the destruction of Drennsborough. It is not in their nature for the tsathar to negotiate; thus, they attack any intruders.

Swarm, Poisonous Frog: CR 2; hp 19; see Appendix.

Tsathar Scourge: CR 3; hp 27; see Appendix.

Tsathar Guards (6), War2: CR 3; hp 27 each; see Appendix.

Tsathar Priest, Clr5: CR 7; hp 56; see Appendix.

Drool-Tiki, Tsathar Chieftain, Ftr5: CR 7; hp 62; see Appendix.

Tactics: Round one: The tsathar scourge directs the swarm to distract spellcasters or archers in the meanwhile coming around the side to join the swarm in combat. The tsathar priest drinks his *potion of invisibility* and attempts to summon a red sla'ad (with a 40% chance). The tsathar guards intercept the obvious fighters in the party. The tsathar chieftain drinks his *potion of blur*.

Round two: The scourge attempts to use his net to ensnare his opponent, allowing the swarm to continue feeding. The tsathar priest reacts differently depending on several outcomes – if a single warrior is doing most of the damage, he casts *blindness* on him; if a caster seems to be doing the most damage, he casts *silence* on a stone and tosses it near the caster; if the tsathar are holding up well, the priest casts *bull's strength* on the chieftain. The tsathar chieftain utilizes his spring attack feat to attack anyone standing alone, and then he uses the rest of his movement to spring out of the way.

Additional rounds: The guards continue to fight. The priest, if visible, attempts to use his remaining spells to either cause ability damage (*contagion*) or otherwise soften them up for the chieftain. The chieftain continues to use spring attack.

If the battle begins to turn particularly nasty against the tsathar, remaining guards attempt to cover the priest and chieftain's retreat into Area G3, the large pond. While in the safety of the water, the two attempt to heal wounds through potions and prepare for the adventurers to come in after them.

Treasure: A sack containing ten freshwater pearls (worth 10 gp each) is stored behind Drool Tiki's throne. The royal seal of the Baron (what appears to be a fish with long barbels or tentacles coming out of its face) clasps shut the bag. In the bag, engraved on a shell, is the following text: "*Chieftain, I promise you shall swim in a sea of 'shiny orbs' on my day of glory. The Baron shall reward those who serve him.*"

Developments: The defeat of the tsathar and their chieftain results in the temporary ending of the "flooding" of the lowlands. However, the Baron is in discussions with the Snake-Folk of Set; in a few weeks, the alliance may be formed, and the Snake-Folk resumes the tsathar's ecological terrorism.

Chapter Four: The Ancient Lake

A shallow depression measuring 10 miles in diameter was rumored to have once been the site of an ancient lake, though it has long since dried up. Some of the mud has dried to form strange, vaguely human shapes in the dry lake. Intermittently, geysers of hot steam burst from the ground.

Characters lingering too long in the dried lake are likely to run into a squad of 1d6 Dagon Cultist Guards (see Appendix) or may get caught in a geyser eruption (all characters in a ten foot radius take 4d6 heat damage).

Temple of Dagon

In the center of the dried lake is an octagonal stone temple, its roof supported by many exterior columns in the shapes of merfolk, locathah, sahuagin, and indescribable tentacled horrors. A party of less than 8th level should not enter the Temple.

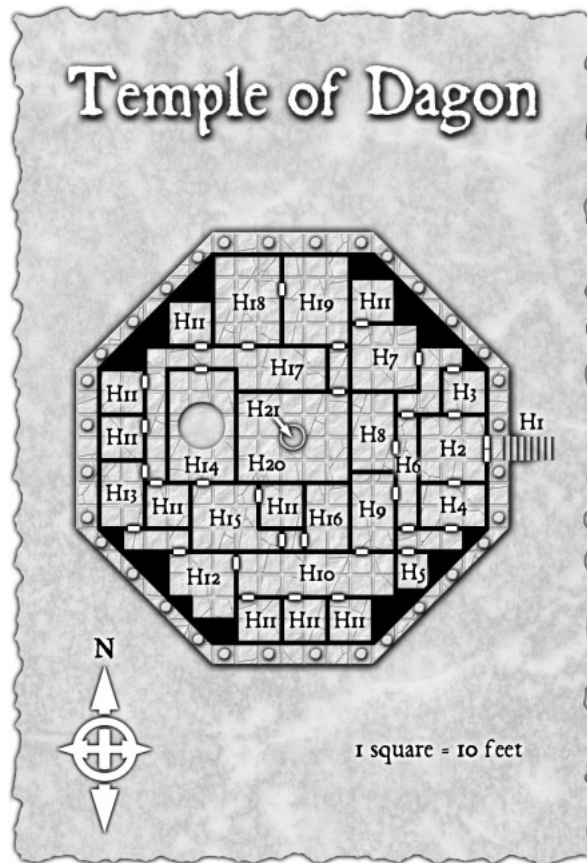
H1: Cursed Steps (EL 9)

Nine stone steps lead to the bronze double doors of the temple. Three (1, 3, and 5) of the nine are trapped. Assume that a character not taking adequate precautions is 33% likely to step on one of them.

Bestow Curse Traps (3): CR 4; magic device; touch trigger (*detect good*); automatic reset; spell effect (*bestow curse*, 5th level cleric, DC 14 Will save negates); Search DC 28; Disable Device 28. Cost: 8000 gp, 640 XP. (The *curse* effect imposes a -4 penalty on attack rolls, saves, ability checks, and skill checks.)

The double doors are locked (DC 25) and trapped.

Baleful Polymorph Trap: CR 7; magic device; touch trigger (*detect good*); automatic reset; spell effect (*baleful polymorph*, 9th level wizard, DC 20 Fort Save negates); Search DC 34; Disable Device DC 34. Cost: 22,500 gp, 1800 XP.



(This spell turns the target into a small fish if he fails his save.)

H2: Entry Foyer (EL 8)

The floor in this area is covered with mosaic patterns showing many kinds of sea life. A relief carved on the western wall depicts a large sahuagin skewering smaller merfolk with a hideously barbed trident (a Knowledge Religion DC 20 reveals this to be Dagon, Demon Prince of the Seas).

Six guards always stand watch in this chamber. They attack anyone who enters without special permission from Kuptay (the High Priest) or the Baron.

Dagon Cultist Guards, Ftr 3 (6): CR 3; hp 27; see Appendix.

H3: Armory (EL 6)

This room contains mundane equipment, including several suits of medium-sized light and medium armor, several cases of crossbow bolts and quivers of arrows, and a few one-handed swords and axes.

H4: Rec Hall (EL 5 at EL 3)

This room offers a few comfortable chairs, a card table, and a dartboard. On most occasions, several guards may be found here relaxing before or after their shifts.

Dagon Cultist Guards, Ftr 3 (2): CR 3; hp 27; see Appendix. (Note: these guards are not wearing full plate and likely don't have time to don their suits. They will, however, join in with their compatriots in Area H2 if they hear a disturbance.)

H5: Storage Closet (EL 6)

Mundane equipment such as rope, torches, and empty waterskins, are stored in this closet. For any item listed in the common equipment section of the PHB, roll 75% to see if it is here.

H6: Guards on Patrol (EL 7, or EL 9 if Neloghi is present)

This hallway serves as the buffer between the front chamber and the inner halls of the Temple. Men are normally stationed here in the event the guards in Area H2 fail to keep out hostile forces.

The sound of melee likely gets the attention of Neloghi, the sorcerer in Area H8. He uses the time the party takes fighting the guards to cast buff spells (see below.)

Dagon Cultist Guards, Ftr 3 (4): CR 3; hp 27; see Appendix.

H7: Barracks (EL Varies)

At any time there is a 50% chance that 1d8 Dagon Cultist Guards are in here either asleep or relaxing. They will not be wearing their armor, though their weapons will be close by.

A dozen footlockers contain the personal effects of the Guards, including trace amounts of gold and silver pieces and mundane equipment.

H8: Arcanist's Chamber (EL 7)

A charming man, the sorcerer Neloghi sweet-talked his way into the Temple of Dagon. Originally from the south lands, the sorcerer had been in the lowlands when the flooding began. He is currently assisting with the defense of the Temple until he can find a suitably wicked party to escort him back south.

Neloghi, Human Sor7: CR 7; hp 26; see Appendix.

Tactics: A very cautious sorcerer, Neloghi first casts *invisibility*. He then casts *mage armor*, *mirror image*, and *displacement* (in this order). After buffed, he attempts to wait until the party is in a straight line to use his *lightning bolt*. If he can affect only one character, he saves the *lightning bolt* and uses his *scorching ray*. In the rare event he runs out of higher level offensive spells, he resorts to using his *wand of magic missiles*.

H9: Temple Guardians (EL 8)

These four creatures initially appear to be statues, one at each corner of the room. They wait until a

character is in the center of the room to fly out and attack.

Gargoyles (4): CR 4; hp 37 each; see MM.

H10: Entry Hall to Inner Temple (EL 0)

The floor of this hall sits a foot and a half lower than the rest of the temple. It is full of clear water and stocked with various fish (none of which are harmful).

Besides being a source of relaxation for the priests, this pool also serves a number of other functions. First, for calculation of movement and stealth-related skills, this pool qualifies as a shallow bog (see DMG, Chapter 3: Adventures, Marsh Terrain).

Also, since the Dagon Priests do not cover their feet and since the guards from Areas H1 – H9 do not cross this pool, any wet shoeprints found in Areas H12 or higher signals “intruder” to the complex.

H11: Priests Quarters (EL Varies)

There is a 50% chance that one or two Dagon Cultist Priests can be found in any of the rooms marked H11 (the Priests are normally armored, as they can sleep in their light armor).

Dagon Cultist Priest, Human Clr 3: CR 3; hp 20; see Appendix.

H12: Study (EL 0)

This contains the temple’s library, a collection of aged papyrus scrolls detailing occult rituals and the history of the order.

H13: Priests’ Dining Area (EL Varies)

Dagon Cultist Priests can be found here dining. Because of their odd hours, they rarely all share meal times together.

There is a 50% chance that 1d4 Cultist Priests may be found here. They dine in their armor and with all their equipment nearby.

Dagon Cultist Priest, Human Clr 3: CR 3; hp 20; see Creature Appendix.

H14: Cursed Font (EL 9)

Priests and guards can be found at all times worshipping this pool of sentient water, which they view as a gift from Dagon.

Any creature not wearing the unholy symbol of Dagon is subject to the water elemental’s attacks.

Water Elemental, Huge: CR 7; 152 hp; see MM.

Dagon Cultist Priests, Human Clr 3 (2): CR 3; hp 20 each; see Appendix.

Dagon Cultist Guards, Ftr 3 (3): CR 3; hp 27 each; see Appendix.

Tactics: The guards defend the priests from the party, while the priests attempt to cast *hold person* on

the closest enemies. Creatures that are held are grappled by the water elemental and dragged into the pool; here, the elemental tries to do slamming damage on a successful grapple check (+27). If no opponents are held, the elemental uses its 15 ft. reach to attempt to grab them (–4 to hit and damage and provokes an attack of opportunity).

H15: Guard Station (EL 8)

These two spiked-chain wielding sadists stand guard before the High Priest’s Chambers (Area K16), even when the High Priest is not there. They do not leave their posts even at the sound of combat outside their door, though they do take adequate measures to protect themselves.

Dagon Cultist Elite Temple Guard, Human Ftr 6 (2): CR 6; hp 49 each; see Appendix.

Tactics: These elite guards do not rely on numbers or muscle to defeat their foes, instead using sound tactics. Utilizing the reach and their intense training with their spiked chains, they trip and disarm opponents. When their opponents either try to pick up their weapons or stand up from prone, they make attacks of opportunity, further beating their enemies into submission.

H16: Chamber of the Temple High Priest

The door to this room is locked (Open Lock DC 25) and trapped.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10 ft. by 10 ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain / 3d6 Con); Search DC 21; Disable Device DC 21. Market price: 17,500 gp.

There is a 20% chance that the Temple’s High Priest may be encountered here; however, if the alarm has been raised, he is most certainly in Area H20 under the protection of his guards.

The High Priest’s bedchamber contains a four-post bed with red silk sheets and gem-inlays on the wood. The furniture is of elegant design, masterfully carved with designs of seashells and fish.

In a false bottom of the High Priest’s wardrobe closet (Search DC 15) is his secret treasure, which he keeps around in case he one day has to make a quick and cowardly retreat from the Temple.

Treasure: A sack containing 500 gp.

H17: Guard Post (EL 8)

Dagon Cultist Guards, Ftr 3 (3): CR 3; hp 27 each; see Appendix.

Dagon Cultist Elite Temple Guard, Human Ftr 6: CR 6; hp 49; see Appendix.

Tactics: These guards have been taught to fight in formation. The elite guard stays behind two others, attempting to trip their opponents so that all can take attacks of opportunity as the enemy tries to stand. The third guard moves into position if one in the first rank falls. They always attempt to meet foes in the corridor leading into the area, using the walls to guard their flanks.

Hr8: Hall of the Seductress (EL 7)

A blonde maiden resides in this elegant bedchamber. She claims the Cult of Dagon took her prisoner from Drennsborough and forced her to remain in the temple in the service of the High Priest, Kuptay.

If asked her name, she says that she is Angela, a waitress from the Slumber-Jack Inn.

In actuality, she is the succubus Lana, from the Pantheon of Dagon in Merchant's Bluff.

Succubus: CR 7; 33 hp; see MM.

Hr9: Skum Zombies (EL 8)

The door leading to this room from Area K18 is locked (Open Lock DC 25). Inside, a foul mucus-like substance coats the floor and the terrible smell of rotting fish assaults anyone who opens the door.

Skum Zombies (9): CR 2; hp 29 each; see Appendix.

H2o: The Fane of the Water Demon (EL 9)

At first it seems like the dome of this chamber is held up by stone support beams, but upon closer

inspection, it reveals that the beams are actually engravings of tentacles emerging from the center of the dome. The dome itself resembles some kind of octopus or squid creature.

Along the perimeter of the room, life-sized reliefs of men are carved, some of them half jutting out of the walls. All seem to be in pain, being strangled and crushed by massive tentacles.

An unholy verse is written (in Aquan, Undercommon, and Abyssal) on the walls of this chamber. These words may seem familiar to characters who visited the Temple of the Water Fiend in "The Shadow of Set": *"Dark lord, baron of the unholy tide, we implore you to fill our gills with your retched slime so we may do your accursed bidding until the black waters cover all dry ground and you return to your people."*

This chamber is *desecrated* with an evil altar (–6 profane penalty on turning checks, +2 profane bonus to undead's attack rolls, damage rolls, and saving throws, and +2 hp per HD for undead).

Usually found delivering an incantation near the central well, is the high priest, Kuptay, a man with unhealthy-looking blue tinted skin. Lacerations across his arms and chest have been dyed, so he has colorful and prominent scars. He wears large fishing hooks through his ears, eyelids, and bottom lip.

Kuptay, Dagon Cultist High Priest, Human Clr 7: CR 7; hp 42; see Appendix.

Zombies, Human Commoner (10): CR 1/2; hp 16 each; see MM.

Dagon Cultist Elite Temple Guard, Human Ftr 6 (2): CR 6; hp 49 each; see Appendix.

Dagon Cultist Priest, Human Clr 3 (2): CR 3; hp 20 each; see Appendix.

Dagon Cultist Guard, Human Ftr 3 (4): CR 3; hp 27 each; see Appendix.

Tactics: The zombies stay back and form a defensive ring around Kuptay. If Kuptay is aware from reports that the party's arcane caster uses one primary offensive spell (*fireball*, for example), he casts *spell immunity* to that spell. Otherwise, he blasts the strongest-looking fighters with *blindness* and *contagion*.

As his ranks of guards fall, he prepares for combat by casting *divine power*.

If the Dagon priests happen to ensnare an injured victim into a net, Kuptay uses his *death touch* ability on that person (if victim's hp are less than 7d8, they are instantly killed).

The regular guards first move to intercept party members coming through the door. Behind them are the two elite guards, who use their spiked chains in an attempt to disarm the party. Kuptay and his cultists fight to the death.





H2r: The Plunge into Hell (EL 8)

The well is ten feet in diameter and 20 feet deep, ending at a stone plug that blocks further passage (Hardness 8, 540 hp, Break DC 50).

To traverse this area, the party must either physically break apart the plug, hire a team of workers to pull it out, or use magic – the last option being the most practical.

The caster may attempt to transport past the barrier with a *dimension door* or *teleport*, create a passage through the barrier with a *passwall* or *stone shape*, or it could be destroyed with a *disintegrate* or *transmute rock to mud*. Other solutions are possible, so the DM should use his discretion.

But before any of the party can attempt any of these tactics, the well guardian (a hydrodaemon) must be defeated. The daemon serves as an emissary between the clerics of Dagon and the Baron, using its *teleportation* abilities to bypass the stone plug to deliver messages and items (such as some of the party's belongings) to the aboleth.

Daemon: Hydrodaemon: CR 8; hp 45; see Appendix.

Tactics: The hydrodaemon begins by telepathically taunting the characters, telling them they will never defeat the Baron and his army. If the party begins moving closer to the well, the hydrodaemon summons a Large 8 HD water elemental. While the party combats the elemental, the hydrodaemon attempts (50% chance) to summon another hydrodaemon. If the attempt fails, it tries again the following round.

Once the water elemental is weakened or the spell duration is about to wear off (8 rounds), the hydrodaemon summons a second Large water elemental.

The following round, the hydrodaemon (both, if available), *dimension door* out of the well and use their sleep spittle on the nearest combatant. The next round, both leap into combat. If the battle begins turning against the hydrodaemons, they *dimension door* into the Lake Caverns.

Lake Caverns

A series of ancient tunnels and caverns twist beneath the Temple of Dagon, serving as the home of the Baron and his skum minions. Fossils of primeval beings can be seen protruding from the walls, ceiling, and floor.

The party should be around 9th level before entering the Lake Caverns.

I1: Entrance Cavern (EL 9)

The Well (Area H21) extends an additional 30 feet before opening into this large chamber. Thick shadows surround the perimeter, some of which seem to move and take on lives of their own.

Black Pudding [Advanced]: CR 9; hp 243; see Appendix.

I2: The Pool (EL 4, EL 9 if shadows join)

Characters walking into this five foot deep pool trigger a magical trap.

Black Tentacles Trap: CR 4; magic device; touch trigger; automatic reset; spell effect (*black tentacles*, 10th level wizard, grapple check modifier +18, lasts 10 rounds); Search DC 29; Disable Device 29. Cost: 8000 gp, 640 XP.

Developments: If the trap is triggered, the noise catches the attention of the shadows in Area I3. On the following round, they fly out and attempt to strength drain grappled characters. (Note: The shadows, being incorporeal, cannot be grappled by the tentacles.)

I3: The Shadow Cave (EL 6)

This watery cavern features haunting fossilized visages of humanoids. Characters entering this area attract the attention of four shadows, who dwell behind the walls, unless the party destroyed the undead earlier.

Shadows (4): CR 3; 19 hp each; see MM.

I4: The Unfathomable Shape (EL 0)

A large stone in the center of this chamber contains the fossilized remains of a 30 foot long, 15 foot tall eel-like creature. Close scrutiny reveals numerous ten-



tacles and a sucker-like mouth. Regardless of what kind of being this was, it has been dead for eons and poses no threat to the party now (though they may expend resources against it.)

I5: Rebel Skum (EL 7)

A half dozen skum reside in a small pool to the south of this chamber. Once servants to the Baron, they have broken away. They seek to one day escape to the large lake they think is directly overhead (they do not know it is actually dried up).

They can give information to the party about the Baron's trickery magic and his ability to dominate the weak-willed. They also know about the meeting with snake-like men in Area I8 and that the point of the meeting is a union between two evil realms.

Skum (6): CR 2; 11 hp each; see MM.

I6: The Door to Chaos (EL 7 at EL 9)

The triangle-shaped door to this chamber is covered with strange designs of inexplicable angles that can evoke a feeling of nausea (Fort Save DC 20 or become nauseated for 1d4+1 rounds after leaving the area).

If the door is opened, the passage leads into a chamber that fluctuates between ovoid, circular, square, tri-

angular, and other shapes. This also requires a Fort Save DC 20 or become nauseated as above.

A strange creature dwells in this chamber and attacks living beings that enter.

Chaos Beast: CR 7; 44 hp; see MM.

I7: The Fossil Bed (EL 8)

This large cavern is only seven feet tall. From west to east, it slightly curves downward, at an angle of about 20 degrees.

The floor is covered with the fossils of shelled creatures, primitive fish, and entities that defy classification, as well as imprints of fern leaves and sponges.

Here and there, water drips from the low ceiling. However, so does the olive slime hazard.

A half dozen olive slime creatures huddles in the shadows of the eastern side of the cavern. If they sense the party's arrival, they move in to attack and spread their slimy condition.

Assume that each character passing through the cavern has a 1 in 6 chance of getting dripped on or stepping into a patch of olive slime. Each time a character takes more than a single move in a round, roll an extra chance.

Olive Slime (Hazard): CR 4; see Appendix.

Olive Slime Creatures, Medium (6): CR 3; 27 hp each; see Appendix.

I8: The Meeting Hall (EL 10)

The double doors leading into this room are locked (Open Lock DC 20) and trapped.

Glyph of Warding (Blast) Trap: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 5th level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

(Note: if the party triggers this trap, the snakefolk and skum get Listen Checks DC 18 to hear the disturbance. Otherwise, the party may catch the group unaware.)

The Meeting Hall consists of a 20 foot long stone slab, which functions as a table. The skum and snakefolk hold meetings here, representing the interests of the Baron and the Avatar of Set, respectively. A banner depicting a coiled viper hangs on the western side of the south wall, while one showing a fish with long barbels or tentacles coming out of its face hangs on the east.

If their meeting is disrupted, both groups work in unison to defeat the intruders.

Snakefolk Emissaries, War3 (6): CR 3; hp 37 hp each; see Creature Appendix.

Skum (8): CR 2; 11 hp each; see MM.

The Unholy Union

The encounter in the Meeting Hall may prove pivotal in the larger scheme behind *The Coils of Set*. If the DM knows he wants to proceed with the final chapter, “Set’s Unholy Vengeance”, this may be an excellent opportunity to allude to the Avatar’s escape from the Shadow Plane, instead of laying it on thick at the beginning of that chapter.

The snakefolk have been in discussions with the skum for the past week. As a good will offering, the snakefolk presented the Baron with the demonic crocodile in Area I9. They seek to forge an evil alliance (or at least a non-aggression pact) between the Empire of Set and the swampy barony.

If the DM wishes to play up the politics of this meeting, he may allow the characters to overhear discussions, capture a representative willing to talk under coercion, or find notes detailing conditions of the treaty. One such article requires the surrender of the *Papyrus of Creation* (see Area I13), which the Avatar wants to guarantee the Shadow Portal cannot be closed.

I9: A Kingly Gift (EL 9)

This massive pool serves as the temporary habitat of the ferocious demonic crocodile of Set, a gift from the snakefolk emissaries. The Baron plans to bring this creature with him on his day of escape, turning the beast loose on Merchant’s Bluff.

It is trained to attack any creature except snakefolk and skum entering the chamber.

Demonic Crocodile of Set: CR 9; 114 hp; see Appendix.

I10: The Transformed (EL 7)

The door to this room is stuck (Break DC 20).

Terrible, filthy, slimy water fills the fifteen foot diameter pool in this chamber’s center. Inside the water are two creatures that seem to be composed of a milky-white slime.

These creatures are all that’s left of a party of adventurers who came to slay the Baron; however, both of them were hit by the aboleth’s tentacle attacks, which transformed their skin into a slimy membrane. They managed to escape to this chamber, but they must now remain in water or take 1d12 damage every ten minutes.

They welcome help from anyone entering the room (only a *heal* spell can restore them). If they are cured of the affliction, they may join the party in its quest against the Baron. At the very least, they can offer a little information about the Baron’s true nature and his abilities.

Clyde van Hoek, Gnome Rog 5: CR 5; hp 30; see Appendix.

Ringlar, Dwarf Ftr5: CR 5; hp 47; see Appendix.

I11: Flooding Room (EL 7)

The Skum on this level use this area to “re-hydrate.” The careless party that stumbles into this room may drown.

Water-Filled Room Trap: CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10 ft. by 10 ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25. Market Price: 21,000 gp.

I12: The Baron’s Chamber (EL 12)

This large cavern is more than 120 feet across. A sizable lake of slimy water occupies most of the cavern. Near the shores, the water is pretty shallow, but it drops to a depth of 50 feet in the center. The water is still (requiring a Swim Check DC 10 to maneuver) and murky (limiting vision to only 1d8 x 10 feet).

In all likelihood, however, the party does not see this area as it is. The Baron places illusions to catch the party off guard (see Sidebar below).

The Baron possesses the ancient intelligence of his ancestors. He uses every resource and fights dirty, ensuring the party faces him in their most vulnerable situation (i.e. while dominated, underwater, and surrounded by his skum minions).

Party members who survive this encounter (if any) should be close to 10th level.

The Baron, Advanced Aboleth: CR 11; hp 233; see Creature Appendix.

Skum (12): CR 2; 11 hp each; see MM.

Illusions

The Baron has in place many illusions, and it may be difficult for even the DM to have everything straight.

Once the Baron is aware of the party’s invasion of his caves, he casts *mirage arcana* over his lake, making it look like a marble floor with columns rising to the ceiling. A dozen stone steps lead up to a throne on a dais. Atop the throne is a *persistent* image of a middle-aged human male in regalia, who begins speaking a welcome to the party (the figment lasts 16 minutes, though it does not personally respond to the party’s questions or actions).

For the next 16 hours, the Baron’s skum guards resemble a court of human warriors.

Tactics: The Baron waits at the edge of his lake (beneath the illusionary *mirage arcana*.) Once the party begins to approach, he casts *project image* to make the illusion of a second aboleth appear next to him. He then attempts to *dominate person* on up to three characters (preferably the strongest-looking warriors) within 65 feet.

All that are dominated he telepathically commands to stay put and await further orders. Otherwise, he waits for the first party member to come splashing down through the illusion and into his lake, where he is ready with four tentacle attacks. If the rest of the party begins to get anxious, the skum move in to attack.

If the aboleth has an opportunity, he casts *veil* on dominated characters, making them look like skum. He orders them to step into the lake and approach him. If a number of party members enter the water to attack him, he casts *displacement* and uses the projected image to draw some fire.

Treasure: Marked with a “T” on the map, this represents the Baron’s treasure horde, which he uses to pay mercenaries (such as the tsathar). A single locked chest (Open Lock DC 25) contains 1400 gp; five gems (worth 50 gp x2, 100 gp, 500 gp x2); *bag of holding* (Type I) containing 2000 gp, 15 gems (worth 10 gp x5, 50 gp x4, 100 gp x2, 500 gp x2), and a *wand of charm animal* (50 charges); *potion of lesser restoration*; *potion of invisibility*; +1 *heavy steel shield*; +1 *falchion* and a +2 *longsword*.

I13: The Heart of Ptah

An *illusory wall* (Will Save DC 16) covers the entrance to this ancient shrine. Even though this *illusion* is not the Baron’s, the aboleth still knows of its existence. The protective ward (see below) has dissuaded him and his minions from entering; however, if he ever desires to obtain the *Papyrus of Creation* – he may *dominate* someone else to get it for him.

The Baron has not yet disclosed the location of this Shrine to the snakefolk emissaries of Set. He bides his time, waiting until the snake cult can make him a reasonable offer for the artifact.

The entire shrine is protected by an altered version of *forbiddance*, which functions exactly as the spell cast by a 15th level cleric, except that instead of damaging creatures of opposing alignments, it deals 12d6 points of damage to creatures with the aquatic subtype entering the room.

The chamber itself has a roughly hewn circular shape. A dais in the center supports a scroll of aged paper – the *Papyrus of Creation* (see below).

The Papyrus of Creation

This artifact resembles a normal papyrus scroll. However, its text (written in Terran) details how to create earth. Legend says it contains the secrets the creator god, Ptah, passed to his earliest clergy.

To use the scroll, eight clerics of a minimum of 5th level must chant the passages for an uninterrupted eight hours. Eight square feet of earth may be created per session.

This ritual may be performed within a void. In this manner it can permanently seal portals to other planes and close *bags of holding*.

Strong conjuration; CL 20th.

Ending the Adventure

If the DM wishes to end the adventure and not continue *The Coils of Set* adventure series, allow the party to deliver the *Papyrus of Creation* to the clerics at the Temple of the Eternal Sun. After they seal the Shadow Portal, the Avatar’s plot is foiled, and good triumphs.

Much remains in Merchant’s Bluff and the Cursed Slough if the party wishes. Rebuilding ruined communities in the lowlands and reestablishing an effective government body in Merchant’s Bluff may appeal to some players. Those interested in political power may find voids in the structure after the Baron’s demise. Merchant’s Bluff can certainly use a temple to replace the corrupted Pantheon of Dagon and the ruined Temple of Poseidon.

The party may attempt to cure the captured citizens of Drennsborough, who are being used as tsathar reproductive hosts, or perhaps they dare to fight the dreaded froghemoth at the bottom of the lake.

The strange room in the Lake Caves (Area I6) may be the first footprint of an extraplanar invasion, or it may provide a link to all those unfathomable fossils in the Lake Caves.

Continuing the Adventure

More excitement awaits in the concluding chapter, “Set’s Unholy Vengeance”. The party stops the advancing of Set’s otherworldly army, but the victory proves to be bittersweet: the Avatar of Set escaped the wards placed on the Shadow Portal. Withdrawing to a distant land once loyal to Set in past epochs, the Avatar begins forming a reptilian army to conquer the world. The coils tighten as Set’s death grip threatens to strangle all forces of good.

Set's Unholy Vengeance

An Adventure for 4 characters, levels 10-13

Introduction

This module may be used independently or as a continuation of the adventure "Slippery When Dead."

Set's avatar has escaped his prison on the Plane of Shadow. In the passing months, he has entered the Vale of the Snake, a terrible valley rumored to have been created when Set slithered on the world's surface. There, the Avatar plans to raise an army to conquer the world and slay the forces of good.

Adventure Background

Most likely, the party learned of Set's rising army during its attack against the Baron and attempt to recover the *Papyrus of Creation* (see "Slippery When Dead").

Driven by the necessity of defeating Set's avatar and dispersing the risen army, the party arrives in the Vale of the Snake to discover strange, unspeakable horrors already at work.

Temporal disturbances cause reality to fluctuate, and an ancient evil taint hangs heavy above the jungle canopy. Primeval reptilian beasts flourish, recalling a time when Set was master of the Vale.

The only vestige of civilization proves to be a mirage, as the "civilized" men of the Vale practice cannibalism upon the peace-loving jungle tribes. If the party manages to save the people of the jungle, they may receive a token of gratitude that can help them on their quest.

Deeper into the Vale's heart, the party discovers a ruined civilization of evil snake people, the snakefolk, who are rumored to be the offspring of Set himself. In the snakefolk's cavernous lair, the party faces the avatar himself.

Playing the Adventure as a Stand-Alone

It is not too late for a new party to join in and fight against *The Coils of Set*.

A party that has not experienced the rest of the adventure series can be introduced to the quest easily enough. A powerful NPC may come to them with knowledge about an evil army's forming. The party's cleric or paladin may receive orders from their deity to destroy Set's avatar.

The task is so monumental and the penalties for failure so dire (the destruction of all humanoid races) that most parties should need no further coaxing.

The Effects of the Vale

The Vale of the Snake is a strange locale with many unusual features that will impact gameplay.

Evil Taint Effects

First, there is an ever-present evil taint surrounding the whole valley. The entire region is considered *desecrated* – which grants a +2 profane bonus on attack rolls, damage rolls, and saving throws, while imposing a –6 profane penalty on all turning checks.

Second, all Conjunction (Healing) magic (*cure light wounds*, *heal*, and all their derivative spells) cast by non-evil characters requires a successful caster level check (DC 20) to function; even if the check is successful, the spell functions only at half power (round down).

Third, every attempt to cast a Conjunction (Summoning) spell requires a successful caster level check (DC 20); if the check fails, the spell summons an evil creature from the same list that attacks the party.

Lastly, any attempt to cast *detect evil* automatically picks up the aura of the evil taint, which is so overwhelming that no other individual auras can be read. (The taint's level is considered 25 for the purposes of determining if a character is stunned.)

Temporal Effects

Time is a chaotic element in the Vale. Each day there is a 10% chance that any creature non-native to the Vale may be affected by a strange temporal effect, as determined by the chart below (roll 1d4):

1) The character is instantly aged 2d10 years, taking all appropriate penalties to his physical abilities (Str, Dex, and Con) while gaining none of the bonuses to his mental abilities (Int, Wis, and Cha), not having had the life experiences to define his personality, beliefs, and mind that go along with aging. A character that dies of old age in this manner cannot be *raised* or *resurrected* (though a *wish* or *miracle* may work at the DM's option). A *heal* spell reverses the aging effect; otherwise it is permanent.

2) The character immediately becomes 2d10 years younger. If the character had taken ability score penalties from aging, they are reversed if that character's adjusted age brings the character into a younger age category. Bonuses to mental abilities are unaffected. A character that dies in this manner (age becomes less than zero) cannot be *raised* or *resurrected* (though a *wish* or *miracle* may work at the DM's option). A *heal* spell reverses this aging effect; otherwise it is permanent.

3) The character notices everything around him is happening faster and has difficulty reacting appropriately. He is affected as per the *slow* spell. A *heal* spell reverses this effect; otherwise it is permanent.

4) The character observes that everything around him is moving slower and that he can move faster than before. He is affected as per the *haste* spell. However, moving faster than for which most bodies are made eventually takes its toll: characters moving in this manner for more than one minute are subject to fatigue (and then to exhaustion after that.) A *heal* spell reverses this effect; otherwise it is permanent.

Jungle Survival

Much danger awaits the party in the jungle wastes of the Vale of the Serpent, at least half of which comes from the natural effects of the jungle itself. Filthy drinking water, insects, and other unsanitary conditions cause diseases. Those without experience in such environments face starvation and dehydration. The DM who does not play up such hazards deprives his players of challenge and realism.

Unless the characters have access to adequate food and water, they will have to hunt and forage for these commodities, requiring Survival Checks (see the PHB for more information). Drinking water found in the region (though not the quantities found by Survival Checks) puts the character in contact with blinding sickness. The red ache and the shakes are spread from the bites of diminutive insects such as fleas and mosquitoes, from which contact is almost unavoidable. Check for these daily (see the DMG for more information on diseases).

The valley also traps in heat, making conditions very uncomfortable. Refer to the DMG, Chapter 8: Glossary, "Heat Dangers" for more information regarding this hazard. The temperature in the hours near sunrise and twilight can be classified as "very hot" (above 90 degrees), while the mid-day hours hover just over 110 degrees classifying as "severe heat."

Random Encounters

Roll 1d20 every three hours. At night, add 1 to the result.

Jungle Only

1	3d8 halfling warriors (from the Yagah tribe)
2	1d12+1 deinonychus (dinosaur)
3	1d8+1 megaraptors (dinosaur)
4	2d6 dire apes
5	1d4 dire tigers
6	2d6 apes
7	2d4 crocodiles, giant
8	1d8+1 lizards, monitor
9	2d20 monkeys
10	1d8 snakes, constrictor (giant)
11	2d4 snakes, viper (huge)
12	1d6 tigers
13	No encounter
14	2d6 assassin vines
15	1d10 stirges
16	2d4 weretigers (lycanthrope)
17	1d10 girallons
18	1d6 mummies*
19	1d4 skeletons*, advanced megaraptor
20	2d20 skeletons*, human warrior
21	1d20 zombies*, human commoner

Plains Only

1	2d20 baboons
2	No encounter
3-4	1d8 basilisks
5-6	1d4 triceratops (dinosaur)
7-8	1d3 tyrannosaurus (dinosaur)
9-10	1d8 dire lions
11-12	1 swarm, locust
13-14	1d8 cheetahs
15-16	1d10 elephants
17-18	1d12 lions
19-20	1d10+1 rhinos
21	1d4 lamias

**Note: If you are using the optional evil taint rules, these undead should have the following additional characteristics: +2 profane bonus on attack rolls, damage rolls, and saving throws. All turning attempts should be at an additional -6 profane penalty.*

Part I: The Vines of Contempt

Yagah Tribe

This tribe of halflings maintains a small settlement within the Vale's steamy jungles. They augment their diet of game and gathered nuts and berries with light farming of yams.

The peaceful Yagah people welcome visitors and invite them to share in the communal properties of the tribe. They speak a tribal language consisting of many chirps, clicks, and whistles, though they make every attempt to communicate to outsiders using gestures and charades.

The typical Yagah dwelling consists of a circular frame of branches bound with vines and a mud-thatched roof of reeds. An entire extended family shares a single, one room dwelling.

Semi-nomadic, the tribe tears down their dwellings every several seasons to move to a new area of the jungle, so as not to tax the earth's fertility with their crops.

Yagah (thorp): Conventional; AL NG; 40 gp* limit; Assets 0 gp*; Population 75; Isolated (halfling 99%, human 1%).

Authority Figure: Keecho (Tribal Elder), male halfling Adp3

Important Characters: Rephtor (Missionary), male human Clr1; Seelow (Scout), female halfling Rgr1; Ranni (Elder's Bodyguard), male halfling War1.

(*Note: The Yagah tribe possesses a Stone Age level of technology. Thus, they craft no metal weapons. Equipment availability depends on the DM's adjudication. Also, producing no metal, the Yagah mint no coins; when necessary wealth is determined through bartering, though the Yagah prefer to share the tribe's resources; for more information on the rules regarding Stone Age technology levels, consult the DMG, Chapter 5: Campaigns, Building a Different World: Technology.)

A Note to the DM

The encounters with the Yagah tribe are designed to be completely different from those before it. There is little hope of making powerful allies or amassing great riches from helping the unfortunate tribe – in fact, it should be the goal of a good-aligned party not to take the *Rod of Light*.

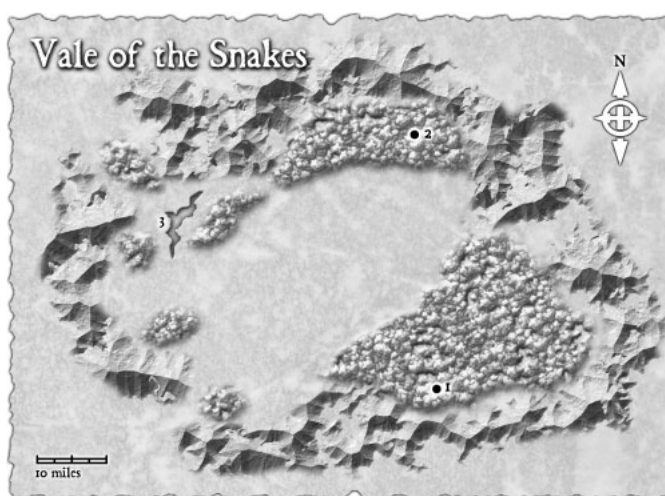
This presents an opportunity for the party to demonstrate true heroics that will prepare them for the upcoming conflict.

Keecho

A wizened man, older than all reckoning to the rest of his tribe (about age 40), Keecho maintains a close relationship with nature and the spirits of the tribe's ancestors.

Keecho lost the use of his legs to a debilitating disease in his younger days. He now sits on a wooden throne, which can be carried as a palanquin by four attendants. Two ivory tusks serve as the frame of the chair's back, with a piece of leather stretched between them for support. It is these tusks that make up the components of the *Rod of Light* (see sidebar).

Keecho is a kind-hearted man who enjoys a good laugh; however, the past several months have been hard on his tribe, as many of his tribe have been lost to the Tiger-Demons of the jungle (see the area



Karmósh Kädät). Those that have not been found dead, Keecho thinks may be working as slaves in the palace.

Treasure: If the party defeats the prince of **Karmósh Kädät** and shows him the Amulet of Kädät as proof, Keecho gladly offers the tusks, knowing that ivory is valued even outside the Vale. He is aware there are magical properties, though he doesn't know exactly what the *Rod of Light* does.

Story Award: If Keecho offers the party the *Rod of Light* and they know what it does and they allow the tribe to keep it anyway, award that party experience as if they have defeated a CR 11 creature – as their actions have allowed the Yagah to keep a cultural icon that will continue to protect the tribe.

New Magic Item:

The Rod of Light: Presented to the Yagah tribe in a distant age, the *Rod of Light* was a gift from a celestial being. At either end, a length of wood held the tusk of the elephant god.

The wooden staff has long since rotted; thus only the two tusks remain. Even the original use of the Rod is lost to the Yagah.

The tusks emanate a permanent *consecrate* effect in a 20 ft. radius. *

When in the hands of a good aligned character and affixed to a length of wood, the tusks grant the following abilities:

3/day: *searing light* (as 10th level caster)

1/day: *dispel evil* (as 10th level caster)

(*Note: This ability of the *Rod of Light* counteracts the evil taint present in the Serpent's Vale.)

Strong abjuration and evocation; CL 9; Craft Rod, *consecrate*, *dispel evil*, *searing light*; Price 58,000 gp.

Rephtor's Story

Rephtor, a traveling hospitaler, claims to have been led into the Serpent's Vale by his god, Yannik (NG; Domains: Travel, Healing). He first arrived in the valley about a year ago, and shortly afterward he found himself too weakened by the Vale's evil taint to survive. In a strange reversal of fate, the Yagah found him and nursed him back to health.

He believes that it is his calling to remain with the halflings of the jungle, evidenced by the lack of the evil taint around the Yagah (this is actually a function of the *Rod of Light* – see sidebar).

Rephtor, who speaks Common and the Yagah tribal tongue, can serve as an interpreter for the party and the tribe. Given several months, he can teach the strange language to anyone willing to learn (provided they have the skill points to invest in the study).

Seelow's Story

Seelow grieves for her deceased husband, who was slain by the Tiger-Demons while hunting near the palace of **Karmósh Kädät**. She happened to be foraging for berries nearby and saw what happened...

A group of tall men approached the hunting band and then transformed to take on characteristics of tigers. Within a few heartbeats, the Tiger-Demons had killed all the hunters. Seelow narrowly escaped with her life; however, now she is reluctant to leave her dwelling or speak to anyone (Diplomacy check DC 30 if speaking through a translator, DC 25 if character can speak Yagah tribal tongue).

Running Karmósh Kädät

It is possible that the characters happen upon the palace without knowing the true nature of its residents, especially if the party had not previously met the Yagah tribe.

The weretigers initially appear in their human forms until the alarm is raised, at which time they adopt their hybrid shapes and begin attacking. However, they prefer to maintain the ruse as long as possible, even trying to convince the party that they are priests of a good aligned elephant god and that jungle savages known as the Yagah have stolen the sacred tusks of their god. If the party is attacked by the guardian golems in Area J1, the weretigers try to convince them that the golems are mindless automatons enchanted to attack people they perceive to be a threat.

The weretigers try to encourage the party to recover the tusks for them.

Karmósh Kädät

The grotesque palace of Karmósh Kädät stands within the Vale of the Snake's steaming jungles. A curtain of poisonous vines hangs from most of its arabesque arches, though in a few places stone statues of elephant-headed humanoids break through the vegetation.

This palace was once the home of a cruel warlord named Kädät Morin, who led raids against the peaceful jungle tribes centuries ago until the gods of good banished him to dwell forever in the crypt of his palace as one of the walking dead. He still possesses the amulet desired by Keecho (see "Yagah" above).

In recent years, a band of weretigers moved into the palace, led by a rakshasa who masquerades as one of them. This rakshasa seeks to unleash the greater evil in the palace's crypt, but has thus far succeeded only in acquiring several vampiric concubines.

Jr: Guardians of the Gate (EL 9)

Nine of the stone figures break away from the palace's southern wall and attempt to surround anyone approaching the door.

Fortunately for the weretigers, they are fast enough to outrun the golems every time.

Guardian Golems (9): CR 3; 31 hp each; see Appendix.

J2: Entry Hall

A long, ornate rug runs the length of this entry hall. Marble pillars support a high-arched ceiling. At the far northern end of the hall stands a 20 foot tall statue of an elephant-headed humanoid on a massive dais, flanked on either side by smoking braziers. Two exits steam off the entry hall, each covered by a red and cloth-of-gold curtain.

Four of the weretiger guards from Area J5 likely greet characters entering this chamber. Whether or not the lycanthropes are in human or hybrid form (or if they attack) largely depends on the conditions listed in the sidebar above.

J3: Statue of the Tiger (EL 7)

This alcove of the main temple area contains a statue of a tiger-headed humanoid. If any good-aligned creature steps in the room, the statue animates and attacks.

Guardian Golem (Advanced): CR 7; hp 93; see Appendix.

J4: Statue of the Lion (EL 7)

This alcove of the main temple area contains a statue of a lion-headed humanoid. If any good-aligned

creature steps in the room, the statue animates and attacks.

Guardian Golem (Advanced): CR 7; hp 93; see Appendix.

J5: Guard Stations (EL 9)

Each area marked "J5" contains a small dispatch of weretigers.

The rooms themselves are simple, containing little more than a broad wooden bench and a barrel of water.

If the guards are caught unawares, roll a 1d6 to determine their form: 1–2, human, 3–4 tiger, or 5–6 hybrid.

Weretigers (4): CR 5; 50 hp each; see MM.

J6: Lieutenants' Chamber (EL 9)

This room is a little better appropriated than the standard guard's bedchamber. A broad cot is set flush against both the north and south walls. A well-made rug covers the stone floor; however, it is in bad disrepair, looking as if a wild animal had ripped its claws into it.

Two halfling slaves of the Yagah tribe can normally be found in here either cleaning up the Pouncers' messes or fanning them with large palm leaves if the Pouncers are present.

The halfling slaves do not join the fight under any circumstances, even though they hate being enslaved

by the weretigers. The party may have difficulty communicating plans to the slaves, because the halflings speak only their tribal language (see "The Yagah Tribe" section on pages 48–49).

Weretiger Pouncers (2), Monk2: CR 7; hp 71 each; see Appendix.

Halflings, War1 (2): CR 1/2; 5 hp each; see MM.

J7: Tiger Pen (EL 10)

This room was perhaps once the bedchamber of a holy man, judging by the sacred symbols engraved on the stone walls; however, the days of religious incenses and meditation are gone: the smell of urine rises from the straw-covered floor.

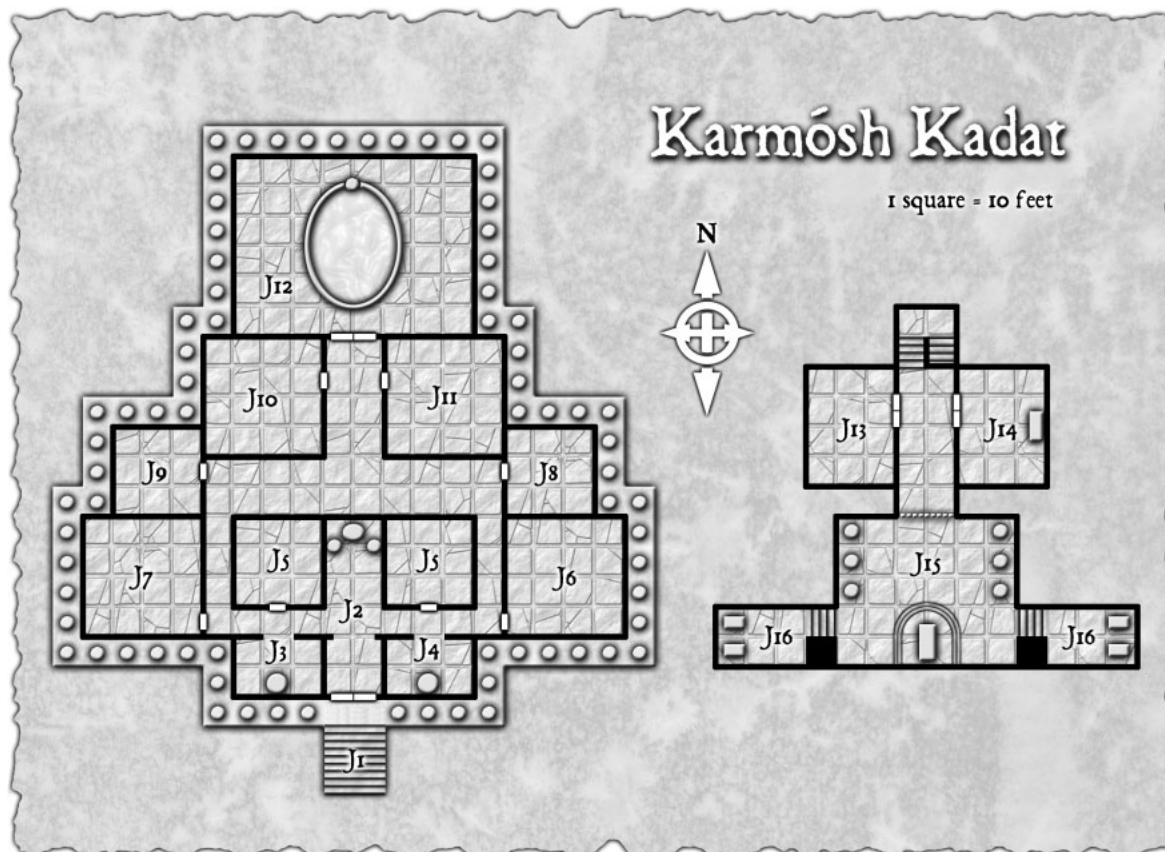
Two nonmagical tigers live in this room. They have learned not to attack the weretigers, but if the door is opened, the animals have no qualms attacking the party – it's been too long since the weretigers have taken them out on a hunt.

Dire Tigers (2): CR 8; hp 120 each; see MM.

J8: Slave Pen (EL 0)

This filthy room is locked from the exterior hallway. About a dozen slaves inhabit this room, sleeping on dirty pelts on the rare occasion they are allowed to rest. A barrel of dirty water stands in the northeastern corner of the room.

Halflings, War1 (2): CR 1/2; 5 hp each; see MM.



J9: The Font of Ooze (EL 8)

This once sumptuous bathroom now contains a ten foot diameter pool of black ooze, which bubbles and splatters like hot tar.

If the characters approach within ten feet, 5 ooze demons rise out of the tub.

Ooze Demons, Lesser (5): CR 3; 22 hp each; see Appendix.

J10: Return to Cinder (EL 11)

A ten foot wide, fifteen foot long pit of ash occupies the center of this room. Empty meat hooks hang from the ceiling, and piles of animal bones litter the floor.

This was once a cooking area. When the weretigers took over the palace, they pushed the cooks into the five feet deep pit and burned them alive. Now all four remain as vengeful undead spirits; however, they never feel compelled to leave the kitchen.

***Cinder Ghouls (4):** CR 7; 52 hp each; see Appendix.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets within 10 ft. of the ash pit); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21; Market Price: 17,500 gp.

**Note: If you are using the optional evil taint rules, these undead should have the following additional characteristics: +2 profane bonus on attack rolls, damage rolls, and saving throws. All turning attempts should be at an additional -6 profane penalty.*

Tactics: Three of the cinder ghouls use their smoke form ability to drift out of the pit and then begin touch attacks on the party members nearest the pit. The remaining creature stirs up the burnt othur fumes to weaken the characters; it does not affect the cinder ghouls, as they have no Constitution score. The next round, the fourth cinder ghoul joins the others in combat.

J11: Boiling Water (EL 8)

The slaves work here tending the fire under a cauldron of hot water. They periodically carry some of this water into Area J12 to heat Danor's pool.

J12: The Great Pool (EL 12)

A large, ovoid pool of heated water dominates the center of this chamber. Usually seated in this pool are Danor, the rakshasa lord of the weretigers, and his four vampire spawn concubines. The concubines appear as beautiful, dark-skinned maidens. Danor, however, prefers to look like the weretigers he leads, though if entertaining humanoid guests he takes the guise of a handsome, well-muscled man.

His four weretiger guards do not enter the pool, though they stand watch for potential disturbances and keep in line the slaves, who often come into this room to pour heated water into the pool.

Other than the pool, the second most noticeable feature in the room is a large statue of a gargoyle-like creature holding a spiked chain, which Danor will explain is an ancient war god of the local people, though he himself doesn't actually know.

Danor the Rakshasa; CR 10; hp 52; see MM.

***Vampire Spawn (4):** CR 4; hp 29 each; see MM.

Weretigers (4): CR 5; 50 hp each; see MM.

**Note: If you are using the optional evil taint rules, these undead should have the following additional characteristics: +2 profane bonus on attack rolls, damage rolls, and saving throws. All turning attempts should be at an additional -6 profane penalty.*

Tactics: The rakshasa is wise enough to know that a party that can survive the dangers of his palace poses a threat to him; therefore, his first strategy is to cast *suggestion* on the strongest-looking fighter, asking him to leave the palace and never return. If this fails and combat seems inevitable, he casts *haste* on himself and the weretigers, then *invisibility* and shield on himself. The weretigers change to tiger form, pounce on the characters, and attempt to grapple them. The vampire spawn attempt slam attacks on grappled opponents, using their energy drain abilities.

Secret Door: A secret door is concealed within the dais of the statue (Search DC 20). Twisting the fiend's two top horns halfway counterclockwise causes a 5 ft. square opening to slide open, revealing a circular staircase winding downward.

J13: The Tomb of the Impersonator (EL 8)

Large bronze doors have begun to turn green with age. A relief depicts a lightly-armored man with a curved sword stabbing some sort of a winged serpent.

The door to this room is locked (Open Lock DC 25) and trapped.

Fusillade of Greenblood Oil Trap: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con / 1d2 Con); multiple targets (1d8 targets in a 10 ft. by 10 ft. area); Search DC 25; Disable Device DC 25. Market Price: 33,000 gp.

The walls of this chamber are covered with writings and drawings detailing the heroic exploits of the great Shimmian, who slew more fierce opponents with sharp swords, wielded more potent magics than entire colleges of wizardry, lifted more gold than has ever been mined from the deep places of the world, and – most impressive of all – just made you believe it all.

This is the tomb of famed charlatan and poet of erotic verse, the great Shimmian.

In the center of this chamber, raised on an oval dais, is the poet's sarcophagus, the lid of which is actually a huge mimic.

Mimic (Advanced): CR 8; hp 199; see Appendix.

Treasure: If the mimic moves off the sarcophagus, it becomes clear that the vault is empty. A careful Search (DC 20) reveals a concealed button on the base of the top stair leading up to the dais, which moves the sarcophagus's false bottom. Contained are a +1 *short sword*, +1 *studded leather*, and a *cloak of charisma* +2. A leather pouch contains a note ("These, I'm sure, could fetch a pretty fine ransom.") and a notebook detailing Shimmian's escapades with many noblewomen (worth 100 gp – but could be considerably higher to the royal houses wishing to hide the embarrassment.)

J14: The Devil of Destruction (EL 16)

Stone spikes curl out of this door, which is bordered by a relief that resembles flames. Engraved above the doorway in an ancient script (Decipher Script DC 20) is the warning: "Beware the winged guardian, bringer of flames and herald of woe! Enter not lest ye be devoured."

The door is locked (Open Lock DC 25) and trapped.

Destruction Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset (1 minute); spell effect (*destruction*, 13th level cleric, DC 20 Fortitude save: instant death [failure] or 10d6 damage [success]); Search DC 32; Disable Device DC 32; Cost: 45,500 gp, 3,640 XP.

In the center of this chamber's eastern wall stands a crude stone block, covered in dried blood. On either side of the altar stands a shortspear, skewering a half dozen humanoid skulls, resembling a macabre totem pole.

The first creature approaching within five feet of the altar is subject to the following trap:

Dominate Person Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset (1 minute); spell effect (*dominate person*, 9th level wizard, DC 20 Will save negates); Search DC 30; Disable Device DC 30; Cost: 22,500 gp.

If the character fails her save against the *dominate person* effect, it commands her to attempt to sacrifice the nearest person (likely a party member) atop the altar (this action likely conflicts with the character's alignment, so that character is allowed another Will Save DC 18 to break the enchantment). Killing a living being on the altar *gates* in a horned devil.

Note: this encounter will likely kill the party. If the warning and trap do not dissuade the group from pressing

forward, then likely the ritual required to summon completely the guardian will. If not, at least they were warned.

Horned Devil: CR 16; 172 hp; see MM.

Tactics: The horned devil first activates his fear aura as a free action and attempts to summon 1d6 barbed devils (35% chance). The second round, he casts *dispel good* on himself and steps into the middle of the party. The third round, he casts a *fireball* centered on himself – unafraid because he is immune to the fire damage. If that tactic seems to work, he continues that strategy until he runs out of *fireballs*. If that tactic fails or if he runs out of spells, he resorts to his physical attacks, preferring to sunder silver weapons that can overcome his Damage Reduction. He uses his *dispel good* spell to dispel buff spells. In the unlikely event the party gains the upper hand, he *teleports* to the floor above, allowing his regeneration ability to close his wounds before continuing the attack at a more favorable later time.

J15: The Prince of the Dark Palace (EL 12)

Morin intended this area to serve as the crypt for his family line; unfortunately, he had no opportunity to sire young before his death. Therefore, it remains a lonely tomb for the murderous warlord, his mummy guards, and vampiric concubines.

Morin's sarcophagus stands in the middle of the southern wall. He retreats here to regenerate when necessary.

***Kādāt Morin, Vampire, Human Bbn8:** CR 10; hp 57; see Creature Appendix.

***Mummies (4):** CR 5; hp 55 each; see MM.

**Note: If you are using the optional evil taint rules, these undead should have the following additional characteristics: +2 profane bonus on attack rolls, damage rolls, and saving throws. All turning attempts should be at an additional –6 profane penalty.*

J16: Lesser Tombs

These chambers each include two sarcophagi, which serve as the resting places for the vampiric concubines.

Part II: The City of the Scar

This moment is likely the climax of the adventurers' careers and many months of gaming for the players. The assault on the Lost City of Set may seem suicidal, but a group of experienced gamers may succeed against the challenges contained herein.

By now the party has likely learned that the Avatar of Set is calling forth an army of reptilian creatures in preparation for a war against the world of good and light. It is up to the adventurers to stop this war, either

by killing the Avatar or driving him back to his home plane for good.

The city itself is dug into the side of a 500 foot deep trench, which runs for two miles north to south. This geographic feature is known as the Scar of Set, and those locals who dare speak of it refer to it as a place of a great, ancient evil; it is presumably the location where the Great Serpent of Set was finally driven deep into the bowels of the earth.

Dungeon Features: Interior walls are either 3 ft. hewn stone (Hardness 8, hp 540, Break DC 50, Climb DC 22) or unworked stone [in caves] (Hardness 8, hp 900, Break DC 65, Climb DC 20). All doors are strong wooden (Hardness 5, hp 20, Break DC Stuck 23/ Locked 25) unless otherwise specified. All rooms are dark unless otherwise stated.

K1: Guard Station (EL 10)

This chamber includes a few mats, on which the snakefolk recline. If they hear combat occurring, these highly trained guards do not hesitate to spring into action and come to the aid of their comrades.

Snakefolk Guard, War5 (6): CR 5; hp 55 each; see Appendix.

K2: Guardians of the Pool (EL 10)

This hall contains six pillars, engraved with stone snakes. These guards consider their task very important – guarding the eggs in Area K3 from wild animals (or adventurers).

Snakefolk Guard, War5 (4): CR 5; hp 55 each; see Appendix.

Snakefolk Arcanist, Sor6: CR 7; hp 27; see Appendix.

K3: Snakefolk Hatchery (EL 0)

The double doors leading into this chamber are locked (Open Lock DC 25). Inside, a 20 foot diameter pit contains many snakefolk eggs. The temperature is 20 degrees warmer in this room, and steam rises from the floor due to its location over a geothermal vent. The eggs (and the hatchlings) are harmless.

K4: Cavern of the Snake (EL 11)

The southern half of this chamber contains worked stone and pillars, while the other remains rough hewn stone. Two doors to the north exit the chamber.

The guardian of this chamber is a gargantuan serpent with patches of fur growing between its dark scales. Twisted horns cover its enormous body.

This serpent is under orders to attack all warm-blooded intruders.

Demon-Serpent of Set: CR 11; hp 153; see Appendix.

K5: A Patchwork of Flesh (EL 9)

The Avatar purchased these creations from an evil cleric to help guard the dungeon while he was amassing reptilian forces. He views their tendency to go berserk a liability, so he now prefers to use his own snakefolk guards for security.

Flesh Golems (2): CR 7; hp 79 each; see MM.

K6: Ruined Tombs (EL 10)

This chamber once housed the remains of snakefolk luminaries from antiquity; however, it has now become the nest for a gargantuan monstrous scorpion.

Monstrous Scorpion, Gargantuan: CR 10; 150 hp; see MM.

K7: Brown Mold Mummies (EL 9 at 10)

This tomb contains 4 mummies that have been stuffed with brown mold.

Each mummy is a carrier of a five foot patch of brown mold, detectable only on a Spot Check (DC 20). If a fire-based spell or effect is targeted at the mummies, the mold absorbs the damage and instantly doubles in size. The mummies, being undead, are immune to the nonlethal cold damage of the brown mold.

***Mummies (4):** CR 5; 55 hp each; see MM.

**Note: If you are using the optional evil taint rules, these undead should have the following additional characteristics: +2 profane bonus on attack rolls, damage rolls, and saving throws. All turning attempts should be at an additional –6 profane penalty.*

K8: Well of the Naga (EL 11)

This circular chamber contains a mosaic of a giant serpent that winds upward to the ceiling where it ends in a demonic visage staring down. It is otherwise visually unremarkable – at first.

The floor is actually an *illusory wall* (Will Save DC 20). Thirty feet below the *illusion* is the true floor, where snakefolk and a dark naga lie in wait.

Snakefolk Guard, War5 (6): CR 5; hp 55 each; see Appendix.

Dark Naga: CR 8; hp 58; see MM.

Tactics: If the dark naga hears the party approach the room, it casts a *silent image* of a solitary snakefolk guard standing on the middle of the *illusory wall*. The illusionary snakefolk appears to be poisoning an arrow and preparing to fire it at the party. The dark naga hopes this motivates the party to charge in and plummet through the floor.

Once a character has fallen through the floor, the snakefolk guards move into position, hoping to strike the character while prone and injured from the fall. The dark naga maintains the *silent image* as long as the party above believes it. After that time, it ceases concentration on the image and attempts to pelt the party above with *lightning bolts*.

If the dark naga is in danger below, it casts *invisibility*, *displacement*, and *cat's grace* before attacking the party below with *scorching rays*.

Treasure: The snakefolk tribe respects the dark naga's leadership and occasionally presents it with treasures. The beast stores this accumulated wealth behind a loose stone at the base of the well (Search DC 20): 130 pp, a pentagon of onyx (worth 50 gp), and a *necklace of fireballs* (type VI).

K9: Guards of the Snake Camp (EL 10)

The guards in this chamber are sworn to protect the common soldiers of Set's army, and they do this without fail, even at the cost of their own lives. They maintain a constant vigil down the hallway to the south. If they notice intruders, two guards slither forward to block the entryway into their area. The others rouse the common soldiers.

Snakefolk Guard, War5 (6): CR 5; hp 55 each; see Appendix.

K10: Cave of the Snakes (EL Varies)

This area is full of common snakefolk warriors. Likely there are over 100. Usually they are in a state of hibernation, preparing for the promised "Great War." Unless the guards in Area K9 awaken the hibernating snakefolk, assume they awaken if any member of the party fails a Move Silently check (DC 10).

Snakefolk: CR 1; hp 13; see Appendix.

K11: Serpent Stream (EL Varies)

The young hatchlings of the snakefolk clan swim in the pool and down the stream (though most avoid Area K12).

Use statistics for tiny vipers found in the MM for the snakefolk hatchlings.

K12: Guardians of the Lake (EL 11)

These creatures wait submerged until warm-blooded creatures approach the shore or enter the water (Hide +20). They use their improved grab ability to hold characters in their enormous mouths and drag them to the bottom of the 20 foot deep lake.

Demonic Crocodiles of Set (2): CR 9; hp 114 each; see Appendix.



K13: Shrine Foyer (EL 11)

The doors leading into this area from Areas K8 and K12 are covered with reliefs of snarling iron snakes, jutting out six inches and covering the doors from top to bottom. The doors are not locked and can be pushed open.

A character touching a door with his hand is subjected to 1d4 snake bites (see below). Characters attempting to push open doors with their bodies receive 2d8 snake bites.

Iron Snake Sentinel Trap: CR 5; mechanical; touch trigger; manual reset; Atk +10 melee touch (1d4+1 plus poison, 1d4 snake bites); poison (huge viper poison, DC 14 Fortitude save resists, 1d6 Con / 1d6 Con); Search DC 25; Disable Device DC 25.

Cultists have draped across each wall in the foyer the molted skin of a giant snake and painted it with scenes depicting ravenous hordes of snakes descending upon humanoid settlements.

Standing watch in this room are a bone devil and two zealots of Set, who appear like normal armored men with harsh, ridge-like features.

Bone Devil: CR 9; hp 95; see MM.

Zealots of Set (2): CR 6; hp 53 each; see Appendix.

K14: Shrine of Set (EL 11)

The Zealots of Set worship their master here. The Font of Poison on the western wall provides their favored method of sacrificing any unfortunate living creature caught in their coils. Large constrictors restrain the sacrifice as the officiate dips a golden bowl into the Font, retrieving deadly contact poison (Sassone leaf residue, contact DC 16 Fortitude save resists, 2d12 hp / 1d6 Con), which is then poured onto the victim.

A snakeskin rug covers the floor of this vile chamber. It is spotted with blood stains, which increase in frequency toward the eastern wall, where what appears to be a stone sculpture of a tangle of snakes juts out of the wall. Near this sculpture stands a black wood pulpit, which holds a scroll.

The scroll is a divine spell of *flesh to stone*. It can be cast on the tangle of snakes on the eastern wall. If it is cast, the stone creature reverts to a thessalhydra, which had been petrified while squeezing through the passage leading into Area K18. It immediately attacks the party.

Thessalhydra: CR 11; hp 137; see Appendix.

(Note: Award the party full XP for defeating the thessalhydra if it finds a way to bypass this encounter, either by hacking through the statue or using magical means.)

K15: The Lying Column (EL 9 at EL 11)

Rising from the center of this chamber is an eight-foot tall stone column. On each side is engraved a riddle in the Common language.

This encounter is designed to play to the weaknesses of the core character classes. If the characters heed the advice of the column, they may find themselves disadvantaged when they inadvertently summon the column guard, a vroock demon.

Note that none of the effects below occur unless all four faces of the column are touched at the same time. Doing this also *gates* in a vroock.

A: "Let the strongest in body among you place his hand upon this face."

Confusion Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*confusion*, 7th level wizard, DC 19 Will save negates); Search DC 29; Disable Device DC 29; Cost: 14,000 gp, 960 XP.

B: "The strongest in faith shall be eternally rewarded if he rests his hand on this pillar."

Touch of Idiocy Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*touch of idiocy*, 7th level wizard, Atk ranged touch +5); Search DC 27; Disable Device DC 27; Cost: 7000 gp, 200 XP.

C: "The nimblest among you will enjoy great riches if he touches here."

Crushing Despair Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*crushing despair*, 7th level wizard, DC 19 Will save); Search DC 29; Disable Device DC 29; Cost: 14,000 gp, 960 XP.

D: "The mightiest in the mind shall become mightier indeed if his hand is placed here."

Touch of Idiocy Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*touch of idiocy*, 7th level wizard, Atk ranged touch +5); Search DC 27; Disable Device DC 27; Cost: 7000 gp, 200 XP.

Vroock: CR 9; hp 115; see MM.

K16: Hell's Squad (EL 10)

Sent by Set himself to assist his Avatar, this small warband of devils await instructions before spreading destruction.

The Bearded Devils use the reach of their glaives to fight behind a rank of lemures.

Bearded Devils (4): CR 5; 45 hp each; see MM.

Lemures (10): CR 1; 9 hp each; see MM.

K17: Wicked Statuary (EL 12)

This chamber has a high ceiling of 50 feet. Four statues of sphinx-like creatures line the walls. A tar-like residue in the shape of a door clings to the middle of the southern wall. A trail of dead snakes litter the floor leading away from the door shape on the southern wall.

If a character approaches within ten feet of the door-like shape on the south wall, two of the statues reveal that they are unholy sphinxes by roaring and taking flight, moving into position to attack the party from the air.

Unholy Sphinxes (2): CR 10; 97 hp each; see Appendix.

K18: Snakes and Rot (EL 12)

Mummies and medusae working in concert can be only the work of Set and his zealots. Together they attempt to prevent all warm-bloods from descending the Grand Stairs of Set in Area K19.

***Mummies (4):** CR 5; 55 hp each; see MM.

Medusae (4): CR 7; 33 hp each; see MM.

**Note: If you are using the optional evil taint rules, these undead should have the following additional characteristics: +2 profane bonus on attack rolls, damage rolls, and saving throws. All turning attempts should be at an additional -6 profane penalty.*

K19: The Grand Stairs of Set (EL 14)

This grand staircase is 15 feet wide and winds down 100 feet to Area K20. Each step is partially rounded on the edges and engraved with a pattern of scales so that each step resembles the body of a large snake.

In actuality, these are not stairs – they are stone constructs laid down in an order along a ramp. They animate when a character steps on the middle one, all rising and attempting to constrict their prey.

Stone Snakes (10): CR 7; 74 hp each; see Appendix.

K20: Entrance of the Under-Haven (EL 13)

The stairs end at a ledge overlooking the floor, 20 feet below.

Lying at the base of the ledge is the Under-Haven's guardian, a fiendish Ten-Headed Pyro-Hydra.

Fiendish Ten-Headed Pyro-Hydra: CR 13; hp 108; see Appendix.

Tactics: If the pyro-hydra is roused, it attacks all characters within range of its heads, attempting to snatch them all. The following round it uses its breath weapons, and any characters in the mouths get no saves.

K21: Vestibule of the Low Temple (EL 0)

This chamber contains a simple table and a few chairs. Guests to the Under-Haven remain here, not being permitted to enter the Lower Temple.

K22: Cauldron of Poison (EL 7)

Two flights of stairs carved to resemble giant vipers rise from the center of this large chamber. Each viper's mouth is open, and together they hold a stone cauldron of a bubbling liquid, which splatters on the ground below.

This liquid is a potent poison (contact, Fort Save DC 19, initial and secondary 2d6 Dexterity). Unless a character takes suitable precautions, there is a 1 in 8 chance each round spent in the chamber that he is struck by the poison.

K23: Guard Stations (EL 10)

Each of these areas serves as a guard post for four zealots of Set. The doors each have a small window, allowing the guards to see and hear more easily.

Zealots of Set (4): CR 6; 53 hp each; see Appendix.

K24: Servants of the Fang (EL 12)

This is the dark priest's personal study. He is usually found here unless he is presiding over a ritual in Area K22. Four zealots of Set always attend the priest.

Dark Priest of Set, Snakefolk Clr9: CR 10; hp 86; see Appendix.

Zealots of Set (4): CR 6; 53 hp each; see Appendix.

Tactics: The priest first casts *unholy blight* on the party. As the zealots move forward to intercept the party, he focuses *contagion* on a spell caster and *bestow curse* on a fighter type. If things begin going badly, he casts *obscuring mist*. He heals any surviving zealots who can find him in the mist.

K25: Subterranean Jungle (EL 13)

The floor in this cavern is composed of soil instead of stone. Jungle flora rises from the ground and stretches up toward the high dome-like ceiling, from which a supernatural light shines.

Six dark riders of Set patrol this area from the backs of their deinonychus mounts.

Dark Riders of Set (6), Ftr8: CR 8; hp 64 each; see Appendix.

Mounts: Deinonychus (6): hp 34 hp each; see MM.

Tactics: These riders prefer to use hit-and-run tactics, making use of ride-by attacks. If that is not possible, they attempt to charge their opponents, their spirited charge feats granting them double damage.



K26: Hall of the Snake-Lord (EL 14)

Two large doors of a strange metal — a smoky gray material that seems to have shadows coiling beneath the surface — seal the entrance to this chamber. A frieze above the doorway depicts a group of five snake-folk, their arms folded in a sign of respect, standing before an ornate throne. A large jackal-headed being sits on the throne, his fierce claws clutching a serpent-headed spear.

These doors are locked (Open Lock DC 30) and trapped.

Energy Drain Trap: CR 10; magic device; touch trigger; automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34; Cost: 124,000 gp; 7,920 XP.

Inside the chamber, a red carpet runs to an alcove on the east, in which stands a throne of brass, the armrests shaped like snarling vipers. Brass braziers flank the alcove, each stocked with burnt othur fumes [inhaled: DC 18 Fortitude save resists, 1 Con (permanent damage) / 3d6 Con (temporary drain)].

A secret door behind the throne (Search DC 25) leads to Area K27.

Inside the room is a Large snake-like being with a humanoid torso. It wields a large longspears with the head of a serpent for a point.

This is a Mallor demon, the chosen form of Set's Avatar.

Demon, Mallor: CR 14; 203 hp; see Appendix.

Tactics: If the Avatar hears the party attempting to unlock the door or triggering the *energy drain* trap, he immediately begins summoning 1d4 **hezrous** (35% chance of success). The following round, he attempts to summon 1d3 **huge fiendish vipers** (50% chance of success). He stays long enough to strike the party with his *fear* gaze, then he uses his *greater teleport* ability to transport to Area K33.

K27: Viper Veil (EL 3)

Scores of medium viper snakes hang from the ceiling of this hallway, their tails made into the stone. They hang down a total of three feet, allowing only four feet of clearance to the floor.

Characters greater than four feet tall may provoke attacks of opportunity passing through the snakes. Crawling on the floor, moving slowly (taking only a 5 ft. move a round), or destroying the snakes with area effect spells are only a few examples of how to bypass this hazard.

If characters do run down the hallway, they are subject to attacks of opportunity every five-foot step. Assume there are enough snakes so that they don't "run out" of attacks of opportunity.

Snakes, Medium Viper (numerous): CR 1; 9 hp each; see MM.

K28: Lake of Venom (EL o)

A cloudy white liquid drips from the walls in this area, collecting in a large pool against the eastern wall, which seems to flow in a stream through a tunnel to the southeast.

Characters touching the wall or the lake find the liquid is a potent poison (contact: Fort Save DC 19, initial and secondary 2d6 Dexterity). Complete immersion in the fluid causes double ability drain and requires a new save each round of contact.

K29: The Rift Caverns (EL 13)

This immense cavern is dotted with trees and other jungle flora like Area K25. Occasionally, large rifts divide the ground, some of which are over 200 feet deep. The dark fliers of Set patrol this cavern and Areas K30–31.

Dark Fliers of Set, Ftr8 (6): CR 8; hp 64 each; see Appendix.

Mounts: Pterodactyls (6): 22 hp each; see Appendix.

Tactics: These excellent marksmen use the speed and height advantages from their flying mounts to spread out to make it more difficult to hit them all with a single area effect spell. They stay within 70 ft. of the party, if possible. They remain out of melee combat unless their volleys prove ineffective, in which case they pull out their longswords and use ride-by skirmishing tactics.

K30: Plain of the Snakes (EL 13)

This large, illuminated cavern contains jungle growth and serves as the lair for two demon-serpents of Set, which normally dwell in the eastern and western wings.

If fighting breaks out with the dark fliers in Area K29, the demon-serpents have a 50% chance of joining the combat. Their Gargantuan size allows them to move freely over the rifts, being too large to fall through.

Demon-Serpents of Set (2): CR 11; hp 153 each; see Appendix.

K31: Cavern of the Winged Serpents (EL 12)

A flock of pterodactyls circle the top of this cylindrical cavern, which rises to a height of 80 feet.

These include the mounts-in-training for the dark fliers.

Pterodactyls (10): CR 2; 22 hp each; see Appendix.

K32: River of Poison (EL 14 at 15)

Characters touching the wall or the lake find the liquid is a potent poison (contact, Fort Save DC 19, initial and secondary 2d6 Dexterity). Complete immersion in the fluid causes double damage and requires a new save each round of contact.

The tunnel height here is only five feet above the surface of the river, and the walls and ceiling are considered poisoned as in Area K28 (see above).

Hoping to get a bite of creatures passing through the tunnel is a monstrous hippopotamus with demonic features, sharp teeth, and a long, reptilian tail.

Hippo-Demon: CR 14; hp 119; see Appendix.

Tactics: The hippo-demon snaps its massive jaws at the first person entering its tunnel. If it gets a hold, it attempts to drag the individual into the river of paralyzing poison (which does not affect the hippo-demon). To discourage pursuit, it uses its *obscuring mist* ability.

K33: The Fang of Set (EL 15)

This island surrounded by the poisonous river slopes up from the venomous shores to a height of fifteen feet in the center. The rocky surface has been worn smooth by countless serpents' passing over it across the millennia.

***Skeletons, Black (12):** CR 5; 39 hp each; see Appendix.

Demon, Mallor: CR 14; 203 hp; see Appendix.

**Note: If you are using the optional evil taint rules, these undead should have the following additional characteristics: +2 profane bonus on attack rolls, damage rolls, and saving throws. All turning attempts should be at an additional –6 profane penalty.*

Tactics: When the party draws near, the Mallor commands the black skeletons to move close to him, then he casts *unholy aura* (giving all a +4 deflection bonus to AC, +4 resistance bonus to saves, spell resistance 25 against good spells and spells cast by good casters, immunity from possession and mental influence; also good creatures landing successful attacks against warded creatures takes 1d6 points of temporary Strength damage, Fortitude save DC 23 resists.) The black skeletons form a perimeter around him.

On the second round, if the Mallor had not attempted to summon demons or serpents earlier in the same day, he does so at this time.

The sound of combat on the island may attract the attention of the hippo-demon in Area K32, if it hasn't been already killed. It attacks party members standing closest to the shore, dragging them into the poisonous river if possible to devour them.

Note: the Mallor never thinks he has to fight to the death so long as he still possesses his *greater teleport*

ability, which he can use At Will unless his capability for extradimensional travel is barred (by a *dimensional anchor*, for example). He always uses this ability when reduced to less than half hit points or after failed *dimensional anchor* attempts.

The Conclusion

If the party succeeds in either destroying the Mallor or sending it back to its prison in the Plane of Shadows, Set's plan for conquest ends.

Set may remain active in your campaign world, but the characters have won this battle.

The Continuation

If the characters prevented the Mallor's teleportation and defeated him, they do not need to worry about the following events – except, at the DM's discretion, the arrival of the dread swarm of Set.

Never Catching the Villain

When dealing with opponents who can use teleportation magic at will, it may seem difficult for the party to catch them – much less defeat them. The best course of action is to null the enemy's ability. Any party that knows they're going up against someone with teleportative abilities and doesn't take a *dimensional anchor* does not deserve to have the DM hand the encounter to them by not using the enemy's resources. (In the Set's Unholy Vengeance, the party should have at least two opportunities to learn about their foe's abilities – in the background and in Area K26.)

But when the worst happens and the villain gets away, a character that suspects his opponent has not gone far should cast *locate object* immediately to pick up his trail by focusing on an object (such as the Mallor's longspear).

To challenge a high-level party, the DM must require them to use their high-level abilities. A casting of the high level *discern location* divination, followed by a *greater teleport* of the party, and an immediate casting of *dimensional anchor* on the foe can allow the party to track down most any prey.

The DM should require the party to work hard to defeat such powerful foes. Using the abilities of an opponent to their fullest extent (whether it's a poisonous bite or a *teleportation* spell) heightens the excitement for all.

Where Does the Mallor Go?

Truly, it is up to the DM. Though his *greater teleportation* ability is limited to a distance of 100 miles, there is nothing to prevent the Mallor from using this At Will ability numerous times to increase his distance from the party. The only limitation is that he must remain on the current plane of existence.

One possible destination is the Lake Caves (see "Slippery When Dead"). His snakefolk minions slain, the Mallor may seek the help of the Baron, if still alive. This duo can work together in a terrible union, the Baron scrying up the party and the Mallor engaging in hit-and-run tactics until the party is weakened.

Even if the party had killed the Baron, it takes the Mallor only the location of a high level priest of Set to cast *resurrection* on the remains; thus, the Baron's death is only a minor hurdle for the Mallor. (If the party uses this kind of magic, it's only fair the villains do as well.) Assume that these attacks may begin a couple weeks after the party's battle with the Mallor in the City of Set.

Perhaps the Mallor decides to return to Majoor to slay the priests of the Temple of the Eternal Sun (see "The Shadow of Set").

Ultimately, it's up to the DM to tailor the Avatar's revenge to best sting the party.

If the Avatar is not stopped

Adventurers who think it's not important to stop the Avatar of an evil god may find the world in a dangerous situation. The Avatar, along with the remnants of the Cult of Set, attempts to create the dread swarm of Set (see Appendix).

If the dread swarm takes shape, assume that it begins in the Scar of Set. Each day it assimilates a horde of approximately 125,000 reptiles as it passes through the Vale of the Snake on its way to civilized lands (on a round-by-round basis, this averages to around 8 snakes per round). By the time the dread swarm slithers out of the Vale in five days, it consists of 624,000 snakes and measures fifteen feet tall, twenty feet wide, and one mile long.

Characters should have the opportunity to try to defeat the dread swarm; however, destroying it seems beyond the abilities of the party.

The inclusion of the dread swarm is an excellent way of introducing an epic-level quest.

Appendix

New Spell

Viper-Wood

Transmutation

Level: Clr 3, Drd 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft/ level)

Target: 1 stick per caster level (all must be within 10 ft)

Duration: 2 rounds per caster level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell enables its caster to transform regular pieces of wood (sticks, torches, spear shafts, axe helms, etc.) into vipers. All potentially affected objects are allowed a Fortitude save to resist the transformation into small vipers. This spell does not affect magic items.

The caster may command the vipers to attack at her discretion. The vipers act as small vipers as per the MM. If the viper is killed before the spell's duration ends, the affected item gets a second Fortitude save, a failed check resulting in the destruction of the item.

Material Component: A few pieces of tree bark wrapped in the shed skin of a snake.

New Monsters

Dread Swarm of Set

Colossal Hazard (CR 20)

On thankfully rare occasions high priests of Set establish dread swarms through an elaborate ritual consisting of the intertwining of three giant constrictor snakes and wicked incantations seldom heard outside the Realms of Shadow. Upon the priest's completion of this vile ceremony, Set grants the three giant constrictor snakes (so long as they remain intertwined) dominance and telepathic abilities over all other snakes within 100 miles.

Dread swarms begin to form when additional snakes – under the dominance of the constrictor trinity – coil around the base three. Regions with plentiful serpent populations can see dread swarms form into enormous swarms in a matter of nights. The largest dread swarm on record stretched for seven miles!

A dread swarm usually takes the shape of an enormous snake comprised of thousands of smaller vipers and constrictors; however, it can scatter to appear like a field of individual snakes when it wishes to be undetected.

Woe to the adventurer who faces a dread swarm of Set on the field of battle!

All-Around Vision (Ex): Each dominated snake perceives its surroundings. This sensory information is conveyed to the triune telepathically.

Amorphous (Ex): The dread swarm, as a whole, has no discernable anatomy and is thus not subject to critical hits and cannot be flanked.

Weapon Immunity (Ex): Attempting to slash, pierce, or bludgeon one's way through a wall of individual serpents can meet only with folly. Though individual snakes may be killed by regular weapon damage, this does not affect the characteristics of the dread swarm as a whole.

Susceptibility to Area Effect Spells (Ex): About the only way to damage a dread swarm of Set is to pelt it continuously with area effect magic. However, this requires a large arsenal of casters, considering 20 ft. radius effects matter little to dread swarms that are thousands of feet long.

An effect that damages all snakes of the dread swarm affects the whole. Being caught in a large brushfire, crushed in a cave collapse, and other similar occurrences can kill a dread swarm. Also, a wish or miracle can destroy a one.

Guardian Golem

Medium Construct

Hit Dice: 2d10+20 (31 hp)

Initiative: –1

Speed: 20 ft. (4 squares)

Armor Class: 16 (–1 Dex, +7 natural), 9 touch, 16 flat-footed

+1 / +5

Attack: Slam +5 melee (2d6+4)

Full Attack: 2 slams +5 melee (2d6+4)

Space / Reach: 5 ft. / 5 ft.

Special Attacks: –

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

Saves: Fort +0, Ref +0, Will +0

Abilities: Str 19, Dex 9, Con –, Int –, Wis 11, Cha 1

Skills: –

Feats: –

Environment: any

Organization: solitary or gang (2–4)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 3–8 HD (Medium); 8–16 HD (Large)

–

Level Adjustment: –

Guardian golems are lesser constructs fashioned from stone. Though a guardian golem can be made in many shapes, most commonly they resemble humanoids.

When stationary, guardian golems are indistinguishable from statues.

Combat

Guardian golems animate whenever a simple condition is met, such as "attack the first creature approaching within 20 feet of you." Being mindless automatons, their tactics consist of nothing more than pounding their opponents with their stone fists.

Pterodactyl

Large Animal	
Hit Dice:	4d8+4 (22 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 60 ft. (average)
Armor Class:	13 (+2 Dex, +2 natural, --1 size), touch 11, flat-footed 11
Base Attack / Grapple:	+3 / +8
Attack:	Bite +4 melee (1d6+1)
Full Attack:	Bite +4 melee (1d6+1)
Space / Reach:	10 ft. / 5 ft.
Special Attacks:	—
Special Qualities:	low-light vision
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 12, Dex 14, Con 12, Int 2, Wis 12, Cha 10
Skills:	Listen +3, Spot +5*
Feats:	Flyby Attack, Weapon Finesse
Environment:	Warm plains, hills, and mountains
Organization:	Solitary, pair, or flock (3–8)
Treasure:	None
Challenge Rating:	2
Alignment:	Always neutral
Advancement:	5–10 HD (Large), 11–20 HD (Huge)
Level Adjustment:	—

Pterodactyls are carnivorous reptiles with the capacity for flight. Their long jaws are commonly used to scoop small marine creatures out of water.

Combat

Under normal circumstances, pterodactyls engage in combat only when their nests are threatened. When combat ensues, the reptiles take to flight and pick at their opponents with their long beaks. They remain airborne as long as possible in combat, utilizing their flyby attacks to stay out of their opponents' reach.

Skills: Because of their keen eyesight, pterodactyls gain a +2 racial bonus to Spot checks.

Snakefolk

Medium Monstrous Humanoid (Reptilian)	
Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class:	14 (+0 Dex, +4 Natural), touch 10, flat-footed 14
Base Attack/Grapple:	+2/+3
Attack:	Scimitar +3 melee (1d6+1/18–20)
Full Attack:	Scimitar +3 melee (1d6+1/18–20) and bite –2 melee (1d6 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 12, Dex 10, Con 14, Int 9, Wis 10, Cha 6
Skills:	Hide +5, Listen +5, Move Silently +4, Spot +5, Swim +11
Feats:	Alertness
Environment:	Warm forest, desert, underground
Organization:	Solitary, pair, gang (3–4), troupe (5–10), tribe (11–100)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

Snakefolk resemble scaly humans from the waist up, but in the place of legs they have tails that support their weight.

These monstrous humanoids are omnivores, normally found in the darkest woods and jungles, where they hunt humans and lizardfolk. Some tribes dig holes in the ground to serve as dwellings while others construct crude huts; others still occupy caves or move into abandoned ruins. Most equipment they use is fashioned out of wood or leather, utilizing metal only for the purpose of weapons and tools.

Snakefolk are usually about six feet tall with their tails stretching beyond for an additional four to five feet. They weigh between 200 to 250 pounds.

Though most speak Draconic, some have learned the tongues of humans and other intelligent races.

Combat

Snakefolk usually fight without any notions of strategy, as they are used to being the bullies of the jungle. Sometimes a strong leader unites several snakefolk to conduct ambushes and raids, in which cases they use stealth and the cover of their environment to surprise their enemies.

Poison (Ex): The snakefolk have a poisonous bite that deals initial and secondary damage of 1d6 Con. The Fortitude save to resist that standard snakefolk's bite is 15.

Stone Snake

Large Construct	
Hit Dice:	8d10+30 (74)
Initiative:	–1
Speed:	20 ft. (4 squares)

Armor Class:	18 (-1 size, -1 dex, +10 natural), touch 8, flat-footed 18
Base Attack / Grapple:	+6 / +15
Attack:	Bite +10 melee (1d8+5)
Full Attack:	2 bites +10 melee (1d8+5)
Space / Reach:	10 ft. / 5 ft.
Special Attacks:	Constrict 2d6+5, improved grab
Special Qualities:	Low-light vision, darkvision 60 ft., damage reduction 5/adamantine, construct traits
Saves:	Fort +2, Ref +1, Will +2
Abilities:	Str 20, Dex 8, Con -, Int -, Wis 11, Cha 1
Skills:	none
Feats:	none
Environment:	Any
Organization:	
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	
Level Adjustment:	-

Stone snakes are constructed to guard entrances to larger temples of Set.

Combat

Stone snakes normally wait on the floor, attempting to blend into the stonework. When a foe steps on it, the stone snake attacks, biting and attempting to start a grapple.

Improved Grab (Ex): A stone snake that hits an opponent of Large size or smaller may attempt to start a grapple as a free action that does not provoke an attack of opportunity.

Zealot of Set, Human Form

	Medium Humanoid (Human, Shapechanger)
Hit Dice:	8d8+14 (53 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	19 (+0 dex, +2 natural, +7 half-plate), touch 10, flat-footed 19
Base Attack / Grapple:	+5 / +6
Attack:	Longsword +7 melee (1d8+1/19-20)
Full Attack:	Longsword +7 melee (1d8+1/19-20)
Space / Reach:	5 ft. / 5 ft.
Special Attacks:	Domination gaze
Special Qualities:	Alternate form, snake empathy, low-light vision, scent, DR 10/cold iron, poison immunity
Saves:	Fort +8, Ref +4, Will +5
Abilities:	Str 13, Dex 11, Con 12, Int 12, Wis 14, Cha 15
Skills:	Bluff +7, Disguise +7, Hide +5, Intimidate +7, Listen +4, Move Silently +5, Spot +4, Swim +6
Feats:	Iron Will, Alertness, Toughness, Weapon Focus (Longsword), Improved Natural Weapon (Bite)
Environment:	Any

Organization:	Solitary, Pair, Gang (3-6), Band (7-15)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Any evil
Advancement:	By character level
Level Adjustment:	+4

Zealot of Set, Constrictor Form

	Medium Humanoid (Human, Shapechanger)
Hit Dice:	8d8+14 (53 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	(+3 dex, +2 natural), touch 13, flat-footed 12
Base Attack / Grapple:	+5 / +9
Attack:	Bite +9 melee (1d4+4)
Full Attack:	Bite +9 melee (1d4+4)
Space / Reach:	5 ft. / 5 ft.
Special Attacks:	Charm gaze, Constrict, Improved Grab
Special Qualities:	Alternate form, snake empathy, low-light vision, scent, DR 10/cold iron, poison immunity
Saves:	Fort +9, Ref +7, Will +5
Abilities:	Str 19, Dex 17, Con 14, Int 12, Wis 14, Cha 15
Skills:	Bluff +7, Disguise +7, Hide +5, Intimidate +7, Listen +4, Move Silently +5, Spot +4, Swim +6
Feats:	Iron Will, Alertness, Toughness, Weapon Focus (Longsword), Improved Natural Weapon (Bite)
Environment:	Any
Organization:	Solitary, Pair, Gang (3-6), Band (7-15)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Any evil
Advancement:	By character level
Level Adjustment:	+4

Zealots of Set are wicked men who bargained with the dark priests of Set. In exchange for their services such as guarding high priests or important temples, the zealots are granted additional powers.

The process required to transform a man into a Zealot of Set is not known outside the Cult of Set, though it is thought to require ritualistic poisonings and feeding whole the candidate's poisoned body to an enormous snake. If Set accepts the sacrifice, the snake and the man meld into a Zealot of Set. If the ritual does not succeed, the body is digested like any other meal.

Combat

Serving a god of deception, Zealots of Set frequently use their human shapes to catch their opponents off guard. Against the weaker-minded ones, they attempt to gain influence over them with their domination gaze.

The Zealots are also fairly lethal in a pitched battle. Against well-armed opponents, they tend to change into their giant snake forms and constrict their foes.

Domination Gaze (Sp): Three times per day, a zealot of Set can attempt a gaze attack at a creature within 30 feet. The creature is entitled to a Will Save (DC 16). If the creature fails its saving throw, it is affected as if by a *dominate person* spell cast by a 9th level wizard. If the creature succeeds on the saving throw, he is immune to the domination gaze of that zealot of Set for 24 hours. (The Will save is Charisma-based.)

Alternate Form (Su): At will – as a standard action, a Zealot of Set can take the shape of a medium constrictor snake. This form has no duration. A *true seeing* spell reveals the snake's true nature.

Creature Appendix

Chapter I: The Shadow of Set

Majoor Streets

Beggar, Human Comr: CR 1/2; SZ M; HD 1d4+1; hp 3 (2*); Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +0/+0; Atk +0 melee (1d6, club); Face/Reach 5 ft. /5 ft.; SA disease; AL N; SV Fort +1 (+0*), Ref +0, Will +0; Str 11, Dex 12, Con 13 (10*), Int 9, Wis 10, Cha 8.

Skills: Climb +2, Listen +2, Sleight of Hand +4, Spot +2, Swim +2; **Feats:** Endurance, **Skill Focus:** Sleight of Hand.

Possessions: club.

Disease (Ex): These individuals have been afflicted by the Crimson Curse. Contact with their person or possessions requires a character to make a Fort Save (DC 12) or contract the disease. (See The Crimson Curse sidebar for more information.)

*The beggars have taken Con damage from the disease, thus affecting max hit points and Fort Saves.

Black Leaf, Female Human Rogr: CR 1; SZ M; HD 1d6+1; hp 7; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13; BAB/Grp +0/+1; Atk +2 melee (1d6+1, masterwork short sword), or +4 ranged (1d8, masterwork light crossbow); Face/Reach 5 ft. /5 ft.; SA poison, sneak attack (+1d6); SQ trapfinding; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 13.

Skills: Bluff +5, Disable Device +6, Disguise +5, Escape Artist +7, Gather Information +5, Hide +7, Listen +2, Move Silently +7, Open Lock +7, Search +6, Sleight of Hand +7, Spot +2, Tumble +7; **Feat:** Improved Initiative, Alertness.

Possessions: masterwork short sword, masterwork light crossbow, masterwork studded leather armor, Ophidian Hand signet ring, *potion of cure light wounds*, 3 applications of black adder venom, 45 gp.

Poison (Ex): Black Leaf normally coats her crossbow bolts with black adder venom (Fort Save DC 11; injury; initial and secondary damage 1d6 Con).

Harles Hamweather, Male Gnome Exp3: CR 2; SZ S; HD 3d6+3; hp 13; Init +0; Spd 20 ft.; AC 15 (+1 Size, +4 chainshirt), touch 11, flat-footed 15; BAB/Grp +2/-2; Atk +4 melee (1d4, masterwork short sword), or masterwork light crossbow +4 ranged (1d6); Face/Reach 5 ft. /5 ft.; SA spells; SQ low-light vision; AL NE; SV Fort +2, Ref +2, Will +3; Str 10, Dex 11, Con 12, Int 13, Wis 9, Cha 10.

Skills: Disable Device +6, Escape Artist +3*, Hide +7*, Knowledge (Architecture and Engineering) +8, Knowledge (Dungeoneering) +5, Knowledge (Local) +5, Listen +7, Open Lock +6, Search +5, Spot +5; **Feats:** Skill Focus (Knowledge [Architecture and Engineering]), Alertness.

Spell-like abilities (DC=10 + spell level): 1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animal*.

Possessions: masterwork chainshirt, masterwork short sword, masterwork light crossbow, 10 bolts, masterwork thieves tools, *cloak of resistance* +1, *potion of cure light wounds*, everburning torch, flask of acid, universal solvent, 15 pp, 9 gp.

Ophidian Hand Ruffian, Human Warri: CR 1/2; SZ M; HD 1d8+4; hp 8 (6*); Init +0; Spd 30 ft.; AC 13 (+3 studded leather), touch 10, flat-footed 13; BAB/Grp +1/+2; Atk +2 melee (1d6+1, shortsword or club), or +2 melee (1d4+1, dagger), or +1 ranged (1d4+1, dagger); Face/Reach 5 ft. /5 ft.; SA disease; AL NE; SV Fort +3 (+1*), Ref +0, Will -1; Str 13, Dex 11, Con 12 (8*), Int 10, Wis 9, Cha 8.

Skills: Climb +4**, Intimidate +3, Listen +1, Spot +1, Swim +3**;

Feats: Alertness, Toughness.

Possessions: club, short sword, studded leather armor, Ophidian Hand signet ring, 3 daggers, 20 gp.

Disease (Ex): These individuals have been afflicted by the Crimson Curse. Contact with their person or possessions requires a character to make a Fort Save (DC 12) or contract the disease. (See The Crimson Curse sidebar for more information.)

*The ruffians have taken Con damage from the disease, thus affecting max hit points and Fort Saves.

**Includes armor check penalty of the studded leather armor).

Town Guard, Human Warri: CR 1/2; SZ M; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 14 (+3 studded leather, +1 shield), touch 10, flat-footed 14; BAB/Grp +1/+2; Atk +3 melee (1d8+1, longsword), or +2 melee (1d6+1 [nonlethal], sap), or +1 ranged (1d6, shortbow); Face/Reach 5 ft. /5 ft.; AL N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 13, Int 9, Wis 10, Cha 8.

Skills: Climb +2*, Jump +2*, Ride +2, Swim +1*; **Feats:** Weapon Focus: Longsword, Point Blank Shot.

Possessions: longsword, light wooden shield, studded leather armor, shortbow, 15 arrows, sap, 1-4 gp and 1-10 sp.

*Includes armor check penalty for studded leather.

The Smiling Sultan

Doora, Female Human Exp1: CR 1/2; SZ M; HD 1d6; hp 4; Init +1; Spd 30 ft.; AC 13 (+1 Dex, +2 studded leather), touch 11, flat-footed 12; BAB/Grp +0/+1; Atk +1 melee

(1d8+1, spear); Face /Reach 5 ft. /5 ft.; AL N; SV Fort +0, Ref +1, Will +2; Str 13, Dex 12, Con 10, Int 15, Wis 11, Cha 14.

Skills: Handle Animal +9, Listen +4, Move Silently +5, Perform +6, Sense Motive +4, Sleight of Hand +5, Spot +4, Survival +4; **Feats:** Skill Focus [Handle Animal], Track.

Possessions: spear, leather armor.

Gregor, Male Human Warz: CR 2; SZ M; HD 2d8+7; hp 16; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +5 +1 chain-shirt), touch 12, flat-footed 15; BAB/Grp +2/+4; Atk +6 melee (2d4+3, masterwork falchion), or +4 melee (1d6+3, club); Face /Reach 5 ft. /5 ft.; AL CN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 8.

Skills: Climb +6*, Intimidate +4, Handle Animal +4, Sense Motive (cc) +2; **Feats:** Toughness, Weapon Focus: Falchion.

Possessions: masterwork falchion, +1 chain shirt, *potion of cure moderate wounds*, *potion of barkskin* +2, club.

*Includes armor check penalty of the +1 chain shirt.

Ophidian Hand Ruffian, Human Warr: See Majoor Streets section above.

Sasha the Snake-Mother, Female Snakefolk Ftrr: CR 2; SZ M; HD 2d8+1d10+9; hp 23; Init +1; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (+1 Dex, +4 natural, +2 leather armor, +1 shield), touch 11, flat-footed 17; BAB/ Grp +3/+5; Atk +7 melee (1d6+2, masterwork scimitar), or +4 ranged (1d6+2, composite shortbow); Full atk +7 melee (1d6+2, masterwork scimitar) and +0 melee (1d6+1 and poison, bite); Face /Reach 5 ft. /5 ft.; SA poison; AL NE; SV Fort +7, Ref +4, Will +4; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills: Climb +6, Hide +6, Intimidate +0, Listen +6, Move Silently +5, Spot +6, Swim +12; **Feats:** Alertness, Weapon Focus: Scimitar, Dodge.

Possessions: masterwork scimitar, light wooden shield, leather armor, composite shortbow [Str 14], 15 arrows.

Poison (Ex): The snakefolk have a poisonous bite that deals initial and secondary damage of 1d6 Con. The Fortitude save to resist Sasha's poison is DC 18.

The Old City

Cultist of Set (Lesser), Human Adp2: CR 1; SZ M; HD 2d6+4; hp 13; Init +1; Spd 30 ft.; AC 12 (+1 Dex, *bracers of armor* +1), touch 11, flat-footed 11; BAB/Grp +1/+0; Atk +0 melee (1d8-1, spear), or +3 ranged (1d8, masterwork light crossbow); Face /Reach 5 ft. /5 ft.; SA spells; AL LE; SV Fort +2, Ref +1, Will +5; Str 8, Dex 13, Con 14, Int 10, Wis 15, Cha 12.

Skills: Concentration+6, Heal +6, Knowledge (Religion) +4, Survival +5; **Feats:** Combat Casting, Dodge.

Unholy Spells Prepared (3/2; base DC 12 + spell level): 0 — *detect magic* (x2), *light*; 1st — *cause fear*, *sleep*.

Possessions: spear, masterwork light crossbow, 10 bolts, *bracers of armor* +1, brass unholy symbol, 2 *potions of cure light wounds*, *oil of invisibility*, *wand of burning hands* (15 charges), 12 gp.

Executioner's Hood: CR 2; SZ S Aberration; HD 2d8+2; hp 11; Init +0; Spd 10 ft., climb 5 ft.; AC 14 (+1 Size, +3 Natural), touch 11, flat-footed 14; BAB/Grp +1 /-3; Atk

+2 melee (1d4, slam); Face /Reach 5 ft. /5 ft.; SA engulf; SQ host, sleep immunity, alcohol vulnerability, darkvision (60 ft.); AL N; SV Fort +1, Ref +0, Will +4; Str 10, Dex 10, Con 12, Int 4, Wis 12, Cha 10.

Skills: Climb +9, Listen +8, Spot +8; **Feats:** Alertness.

Engulf (Ex): As a standard action, the executioner's hood can attempt to grapple (without provoking an attack of opportunity) a medium or smaller opponent. If successful, it deals automatic slam and suffocation damage each round the grapple is maintained. Attacks that hit the executioner's hood deal half damage to the monster and half to the grappled victim.

Host (Ex): An executioner's hood that has engulfed a victim's head shares half damage from all spells and spell-like abilities with the victim.

Sleep Immunity (Ex): Executioner's hoods are immune to sleep effects.

Alcohol Vulnerability (Ex): The executioner hood takes 1 point of damage per quart of wine, ale, brandy, or any other strong alcoholic drink poured on it. After taking 4 points of damage, it releases engulfed victims and falls to the floor.

(Imin) Jackalwere: CR 2; SZ M Monstrous Humanoid (Shapechanger); HD 3d8+6; hp 19; Init +2; Init +0; Spd 40 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/ Grp +2/+3; Atk +4 melee (1d6+1, bite), or +3 melee (1d8+1, longsword); Full atk +4 melee (1d6+1, bite) and -1 melee (1d8+1 longsword); Face/Reach 5 ft. /5 ft.; SA sleep gaze; SQ scent, damage reduction 10/cold iron; AL CE; SV Fort +5, Ref +5, Will +5; Str 13, Dex 15, Con 15, Int 12, Wis 14, Cha 14.

Skills: Disguise +8, Hide +6, Listen +14, Move Silently +6, Search +14, Spot +14; **Feats:** Blind-Fight, Power Attack, Weapon Focus (bite).

Sleep Gaze (Su): Any creature within 30 ft. that looks into a jackalwere's eyes is affected by sleep as cast by a 6th-level sorcerer. Even creatures with more than 5 HD can be affected by this ability.

Alternate Form (Su): A jackalwere's natural form is a jackal, but it can assume two other forms: a medium humanoid or a medium jackal-humanoid hybrid. Changing forms is a standard action. In humanoid form, the jackalwere cannot use its bite attack, though all other abilities still function. The jackalwere may remain in any chosen form indefinitely if it desires. A *true seeing* spell reveals its natural form.

Iron Cobra: CR 1; SZ S Construct; HD 1d10; hp 5; Init +0; Spd 40 ft.; AC 20 (+1 size, +9 natural), touch 11, flat-footed 20; BAB/Grp +0/-3; Atk +2 melee (1d3+1 and poison, bite); Face/Reach 5 ft. /5 ft.; SA poison, find target; SQ construct, damage reduction 5/adamantine, SR 16; AL N; SV Fort +0, Ref +0, Will +0; ; Str 12, Dex 11, Con -, Int -, Wis 11, Cha 1.

Skills: Hide +8, Move Silently +4.

Poison (Ex): The bite of an iron cobra is poisonous, but being a construct, it does not produce its poison the way normal snakes do. The creator must fill the iron cobra's poison sacs (located inside). The sacs can be filled with any poison found in the DMG. The iron cobra can inject its poi-

son three times per day before its sacs are emptied. It takes 5 rounds to refill the poison sacs.

Find Target (Sp): When ordered to find a being that is within 1 mile, the iron cobra does so unerringly, as though guided by discern location. To use this ability, the iron cobra's creator must know the name of the target.

Ophidian Hand Guard, Human Ftrr: CR 1; SZ M; HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 splint mail, +2 shield), touch 11, flat-footed 17; BAB/Grp +1/+3; Atk +5 melee (1d8+2, masterwork longsword), or +2 ranged (1d6, short bow); Face/Reach: 5 ft/ 5 ft; AL LE; SV Fort +4, Ref +1, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb -2*, Intimidate +3; **Feats:** Weapon Focus: Longsword, Iron Will, Point Blank Shot.

Possessions: masterwork longsword, short bow, 20 arrows, splint mail, heavy steel shield, *potion of cure moderate wounds*, 9 pp, 60 gp.

*Includes armor check penalty for splint mail.

Ophidian Hand Ruffian, Human Warr: See Majoor Streets section above.

Rot Grub: CR 4; Hazard.

When first encountering rot grubs, characters are allowed a Spot check (DC 15) to avoid them. If this fails, the rot grubs have attached to the character and has penetrated his skin. A Wisdom check (DC 15) is allowed immediately after this to detect the burrowing under the character's skin. Each round following this, the character must make a Fortitude save (DC 17) or take 2d6 points of temporary Constitution damage. When a character's Constitution score reaches 0, he dies.

During the first two rounds of infestation, applying flame or cutting open the infected skin can save a character from this fate. The character takes 2d6 points of damage from either treatment unless a Heal check (DC 15) is made, which reduces the damage to 1d6. After the second round, only a *remove disease* spell can save the character.

Shadow, Lesser: CR 1; SZ M Undead (Incorporeal); HD 1d12; hp 11; Init +2; Spd 30 ft., fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 12; BAB/Grp +0/-; Atk +2 touch (1 temporary Strength, incorporeal touch); Face/Reach 5 ft. /5 ft.; SA strength damage; SQ undead, partially incorporeal, +1 turn resistance, shadow blend; AL CE; SV Fort +0, Ref +0, Will +2; Str -, Dex 15, Con -, Int 5, Wis 10, Cha 10.

Skills: Hide +6, Listen +4, Spot +4, Survival +3; **Feats:** Dodge;

Strength Damage (Su): The touch of a lesser shadow deals 1 point of temporary Strength damage to a living foe. A creature drained to Strength 0 by a lesser shadow dies.

Partially Incorporeal (Ex): Lesser shadows can be hit by silver weapons, with a 50% chance to ignore any damage from a corporeal source.

Shadow Blend (Ex): In any light less than daylight, lesser shadows blend into the existing shadows, receiving a +4 cover bonus to AC.

Skum Zombie: CR 2; SZ M Undead; HD 4d12+3; hp 29; Init +0; Spd 20 ft., swim 40 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; BAB/Grp +1/+6; Atk +6 melee (2d6+5, bite), or +6 melee (1d4+5, claw), or +6 melee (1d6+5,

slam); Face/Reach 5 ft. /5 ft.; SQ undead, single actions only; AL NE; SV Fort +1, Ref +1, Will +4; Str 21, Dex 11, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

Squid (Advanced): CR 2; SZ M Animal; HD 6d8; hp 26; Init +3; Spd swim 60 ft.; AC 16, touch 13, flat-footed 13; Base Atk / Grp +4 /+10; Atk +6 melee (0, arms); Full atk +6 melee (0, arms) and +1 melee (1d6+1, bite); Face / Reach: 5 ft / 5 ft; SA improved grab; SQ ink cloud, jet, low-light vision; AL N; SV Fort +5, Ref +8, Will +3; Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Hide +6, Listen +7, Spot +7, Swim +10; **Feats:** Endurance, Diehard.

(See "Squid" entry in MM for complete information.)

The Shadow Temple

Acolyte of Set, Human Clr: CR 3; SZ M; HD 3d8+9; hp 26; Init -1; Spd 30 ft.; AC 19 (-1 Dex, +8 full plate, +2 shield), touch 9, flat-footed 19; BAB/Grp +2/+3; Atk +4 melee (1d6+1, masterwork shortspear), or +1 ranged (1d10, heavy crossbow); SA spells; AL LE; SV Fort +5, Ref +0, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills: Concentration +8, Heal +4, Knowledge (Religion) +6, Listen +4, Spot +4; **Feats:** Combat Casting, Alertness, Toughness.

Domain Abilities: Death — may make a touch attack once per day. Roll 3d6. If result meets or exceeds opponent's current hit point total, the character dies instantly. Evil — casts evil spells at +1 caster level.

Unholy Spells Prepared (4/4/3; base DC 12 + spell level): 0 — *detect magic, guidance, light, read magic*; 1st — *bane, cure light wounds, protection from good*, shield of faith*; 2nd — *bull's strength, death knell*, hold person*.

Possessions: full plate armor, heavy steel shield, masterwork shortspear, heavy crossbow, 10 bolts, 3 potions (*cure light wounds* x2, *lesser restoration*), 2 thunderstones, 7 pp, 20 gp, non-magical ring (worth 50 gp).

*Domain spells.

Eye Killer: CR 3; SZ M Magical Beast; HD 4d8+10; hp 30; Init +2; Spd 20 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +4 /+7; Atk +7 melee (1d6+3, tail slap); Face/Reach 5 ft./5 ft.; SA improved grab, constrict (1d6+3), death gaze; SQ light vulnerability, darkvision (120 ft.); AL CE; SV Fort +6, Ref +6, Will +1; Str 16, Dex 14, Con 14, Int 2, Wis 10, Cha 12.

Skills: Listen +4, Move Silently +4, Spot +8; **Feats:** Alertness.

Improved Grab (Ex): If the eye killer hits with its tail slap, it may start a grapple without provoking an attack of opportunity.

Constriction (Ex): An eye killer deals 1d6+3 points of constriction damage with a successful grapple check against a medium or smaller opponent.

Death Gaze (Su): Once per day, death, range 50 ft., Fortitude save (DC 13) negates. Even if the save is successful, the target takes 3d6 points of damage. If the gaze attack is reflected back to the eye killer, it may refocus the gaze attack as a free action (DC save is increased by +2).

Light Vulnerability (Ex): If a *light* or *daylight* spell is cast within five feet of an eye killer, it lets go of any grappled victims and attempts to flee at its full movement rate. If fleeing is impossible, the eye killer suffers a -1 circumstance penalty to all attack rolls, saves, and checks while operating within 5 feet of the light.

Khaibet, Human Clr: CR 4; SZ M; HD 3d8+9; hp 26; Init -1; Spd 30 ft.; AC 17 (-1 Dex, +8 full plate), flat-footed 17, touch 9; BAB/Grp +2/+3 (+5 with constrictor appendages only); Atk +4 melee (1d8+1, masterwork spear), or +1 ranged (1d10, heavy crossbow); Full atk +4 melee (1d8+1, masterwork spear) and +5 melee (1d3+4 [x2], constrictor bites); SA spells, constrict 1d3+4, improved grab; face/reach 5 ft./5 ft. (10 ft. with constrictor appendages); AL LE; SV Fort +5, Ref +0, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills: Concentration +8, Heal +4, Knowledge (Religion) +6, Listen +4, Spot +4; **Feats:** Combat Casting, Alertness, Toughness.

Domain Abilities: Death — may make a touch attack once per day. Roll 3d6. If result meets or exceeds opponent's current hit point total, the character dies instantly. Evil — casts evil spells at +1 caster level.

Unholy Spells Prepared (4/4/3; base DC 12 + spell level): 0 — *detect magic, guidance, light, read magic*; 1st — *bane, cure light wounds, protection from good**, *shield of faith*; 2nd — *bull's strength, death knell**, *hold person*.

Blessing of Set (Su): Set has granted Khaibet two tentacle-like appendages that function like medium constrictor snakes. These tentacles work independently from Khaibet; their attacks do not penalize his other attacks nor do they count toward his maximum number of actions per round.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake 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.

Possessions: full plate armor, masterwork spear, heavy crossbow, 10 bolts, 3 potions (*cure light wounds* x2, *lesser restoration*), 2 thunderstones, 7 pp, 20 gp, non-magical ring (worth 50 gp).

*Domain spells.

Set Fanatic, Human Ftr: CR 1; SZ M; HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 splint mail, +2 shield), touch 11, flat-footed 17; BAB/Grp +1/+3; Atk +5 melee (1d8+2, masterwork longsword), or +2 ranged (1d8, longbow), or +3 melee (1d8+2, heavy mace); AL CE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb -1*, Jump -1*, Ride -2*, Swim -8*; **Feats:** Weapon Focus (Longsword), Power Attack, Cleave.

Possessions: splint mail armor, heavy steel shield, masterwork longsword, longbow, 20 arrows, dagger, heavy mace, 2 potions (*cure light wounds, bull's strength*).

*Includes armor check penalty.

Chapter II: Slippery When Dead

Merchant's Bluff: Pantheon of Dagon

Dagon Cultist Guard, Human Ftr 3: CR 3; SZ M Humanoid; HD 3d10+6; hp 27; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (+1 Dex, +8 full plate, +2 shield), touch 11, flat-footed 20; BAB/Grp +3 /-+5; Atk +7 melee (1d10+2, masterwork bastard sword), or +5 ranged (1d8, masterwork longbow); Face/Reach 5 ft. /5 ft.; AL NE or CE; SV Fort +5, Ref +2, Will +4; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +0*, Intimidate +3, Jump +0*, Listen +3, Spot +3, Swim -6*. **Feats:** Alertness, Exotic Weapon Proficiency (Bastard Sword), Improved Initiative, Iron Will, Weapon Focus (bastard sword).

Possessions: masterwork bastard sword, masterwork longbow, 20 arrows, full plate armor, heavy steel shield, *potion of cure moderate wounds*, 50 gp.

*Includes -6 armor check penalty for full plate armor.

Dagon Cultist Priest, Human Clr 3: CR 3; SZ M Humanoid; HD 3d8+3; hp 20; Init +2; Spd 30 ft.; AC 19 (+2 Dex, +5 +1 chain shirt, +2 shield), touch 13, flat-footed 17; BAB/Grp +2/-+3; Atk +4 melee (1d6+1, masterwork shortspear), or +4 ranged (1d8, light crossbow), or +4 ranged (0, net); Face/Reach 5 ft./5 ft.; SA death attack, rebuke undead, spells, turn fire creatures; AL NE or CE; SV Fort +5, Ref +4, Will +6; Str 13, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

Skills: Concentration +5, Heal +5, Knowledge (Religion) +3, Listen +7, Spot +7. **Feats:** Alertness, Combat Casting, Exotic Weapon Proficiency (Net).

Possessions: masterwork shortspear, light crossbow, 10 bolts, +1 chain shirt, *cloak of resistance* +1, heavy steel shield, net.

Domain Abilities: Death — may make a touch attack once per day. Roll 3d6. If result meets or exceeds opponent's current hit point total, the character dies instantly. Water — turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + Cha modifier. This granted power is a supernatural ability.

Unholy Spells Prepared (DC Save = 12 + spell level): 0 — *detect magic, guidance, light, read magic*; 1st — *bane, deathwatch, obscuring mist**, *protection from good*; 2nd — *death knell**, *hold person, undetectable alignment*.

*Domain spell.

Merchant's Bluff: Temple of Poseidon

Jellyfish, Monstrous: CR 4; SZ H Vermin (Aquatic) [Advanced]; HD 12d8+24; hp 78; Init +0; Spd swim 10 ft.; AC 13 (-2 Size, +5 natural), touch 8, flat-footed 13; BAB/Grp +9 /+21; Atk +11 melee (poison [x8], tentacles); Face/Reach 15 ft./15 ft.; SA improved grab, poison; SQ vermin traits; AL N; SV Fort +10, Ref +4, Will +4; Str 19, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Improved Grab (Ex): To use this ability the jellyfish must hit an opponent of up to Large size with a tentacle

attack. If it gets a hold, it poisons its prey in hopes of paralyzing it to devour it later.

Poison (Ex): Those who touch or those hit by a jellyfish's tentacle must succeed at a Fortitude save (DC 18) or take 1d6 points of temporary Dexterity damage. A grappled creature takes temporary damage each round the hold is maintained.

Shedolo, Male Sahuagin Ftr2: CR 4; SZ M Monstrous Humanoid (Aquatic); HD 2d8+2 and 2d10+2; hp 30; Init +1; Spd 30 ft. swim 60 ft.; AC 21 (+1 Dex, +5 natural, +5 +1 *mithril shirt*), touch 12, flat-footed 20; BAB/Grp +4 /-+6; Atk +6 melee (1d4+2 [x2], talons), or +8 melee (1d8+3 [x2], tridents), or +5 ranged (1d10, heavy crossbow); Full Atk +8 melee (1d8+3 [x2], tridents) and +4 melee (1d4+1, bite), or +6 melee (1d4+2 [x4], talons) and +4 melee (1d4+1, bite). Face/Reach 5 ft. /5 ft.; SA blood frenzy, rake (1d4+1); SQ blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, four arms; AL LE; SV Fort +6, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Handle Animal +8, Hide +6, Intimidate +3, Listen +6, Profession (Hunter) +1, Ride +3, Spot +6, Survival +1. **Feats:** great fortitude, multiattack, weapon focus (trident), dodge.

Possessions: 2 Masterwork tridents, heavy crossbow, 10 bolts, +1 *mithril shirt*

(See the "Sahuagin" entry in MM for more complete information.)

Swamp Random Encounters

Ahlinni (Cackle Bird): CR 4; SZ M Magical Beast; HD 4d10+8; hp 30; Init +1; Spd 40 ft., climb 20 ft.; AC 17 (+1 Dex, +6 natural), touch 11, flat-footed 16; BAB/Grp +4 /+6; Atk +7 melee (1d8+2, bite); Full Atk +7 melee (1d8+2, bite) and +1 melee (1d4+1 [x2], claws); Face/Reach 5 ft./5 ft.; SA breath weapon, impale 2d8+4; SQ birdsong, darkvision 60 ft., fast healing 2, resistance to sonic 10, low-light vision; AL CN; SV Fort +6, Ref +5, Will +1; Str 15, Dex 13, Con 14, Int 6, Wis 10, Cha 10.

Skills: Climb +10, Hide +3*, Jump +4, Listen +2, Move Silently +4, Spot +2; **Feats:** Alertness, Weapon Focus (bite)

Breath Weapon (Su): Once every three rounds as a standard action, an ahlinni can expel a pinkish gas in a 20 ft. cone. Affected creatures must succeed on a DC 14 Fort save or fall prone, laughing manically as if affected by a *Tashaa's Hideous Laughter* spell (caster level 4th). The effect lasts 1d3 rounds. The save DC is Constitution-based.

Impale (Ex): When an ahlinni charges a foe, it deals 2d8+4 damage on a successful strike with its bite attack.

Birdsong (Su): An ahlinni can freely communicate with any bird or bird-like creature (such as rocs, giants eagles, and giant owls), perfectly mimicking any bird song or vocalization. Communication with non-intelligent bird creatures is on an empathic level, and can only take place if the bird is within 100 ft. In this case, this ability functions as a *speak with animals* spell (caster level 4th). This ability is always active, but can be negated. The ahlinni can restart it as a free action on its next turn.

Fast Healing (Ex): An ahlinni heals 2 points of damage each round so long as it has at least 1 hit point.

Skills: An ahlinni has a +10 racial bonus on Hide checks when in treetops. An ahlinni also has a +8 racial bonus on Climb checks and can take 10 on a Climb check, even if rushed or threatened.

Beetle, Giant Water: CR 3; SZ M Vermin (Aquatic); HD 4d8+12; hp 30; Init +5 (+1 Dex, +4 Improved Initiative); Spd 10 ft., swim 60 ft.; AC 19 (+1 Dex, +8 natural), touch 11, flat-footed 18; BAB/Grp +3/+5; Atk +5 melee (1d8+3, bite); Full Atk +5 melee (1d8+3, bite); Face/Reach 5 ft. /5 ft.; SA none; SQ darkvision 60 ft., ink cloud, vermin traits, water dependent, watersense 60 ft.; AL N; SV Fort +7, Ref +2, Will +1; Str 15, Dex 13, Con 16, Int -, Wis 10, Cha 9.

Skills: Hide +2*, Spot +0*, Swim +10; **Feats:** Improved Initiative.

Ink Cloud (Ex): A giant water beetle can emit a cloud of jet-black ink 10 ft. high by 10 ft. wide by 10 ft. long once per minute as a free action. The cloud provides total concealment, which the giant water beetle normally uses to escape. All vision within the cloud is obscured.

Water Dependent (Ex): Giant water beetles can survive out of the water for 1 hour per 2 points of Constitution. After that, refer to the suffocation rules in the DMG.

Watersense (Ex): Giant water beetles can automatically sense the location of anything within 60 ft. that is in contact with water.

Skills: Underwater, a giant water beetle has a +4 bonus on Hide and Spot checks. A giant water beetle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Blindheim: CR 2; SZ S Monstrous Humanoid; HD 4d8; hp 18; Init +1; Spd 20 ft.; AC 17 (+1 size, +1 Dex, +5 natural), touch 12, flat-footed 16; BAB/Grp +3/-1; Atk +5 melee (1d4-1, bite); Face/Reach 5 ft. /5 ft.; SA blinding gaze; SQ darkvision 60 ft.; AL CE; SV Fort +1, Ref +5, Will +5; Str 8, Dex 12, Con 11, Int 2, Wis 12, Cha 6.

Skills: Hide +8, Listen +9*, Spot +5; **Feats:** Weapon Focus (bite)

Blinding Gaze (Su): Any creature looking directly at the blindheim is affected: line 5 feet wide, 5 feet high, 30 feet long; blindness (as the spell) for 1 hour; Fortitude save (DC 12) negates.

Skills: Blindheims receive a +4 racial bonus to Listen checks.

Bog Mummy: CR 6; SZ M Undead; HD 8d12+3; hp 55; Init +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (-1 Dex, +8 natural), touch 9, flat-footed 17; BAB/Grp +4/+7; Atk +7 melee (1d6+3 and bog rot, slam); Face/Reach 5 ft. /5 ft.; SA despair, bog rot, create spawn; SQ undead traits, resistant to blows, marsh move, damage reduction 5/magic, fire resistance 20, cold vulnerability; AL CE; SV Fort +2, Ref +1, Will +8; Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 15.

Skills: Hide +9, Listen +10, Move Silently +9, Spot +10; **Feats:** Alertness, Improved Initiative, Toughness.

Despair (Su): At the mere sight of a bog mummy, the viewer must succeed at a Will save (DC 16) or be paralyzed

with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that bog mummy's despair ability for one day.

Bog Rot (Su): Supernatural disease – slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary from Strength, Dexterity, Constitution, or Charisma (determine randomly using 1d4), secondary damage 1d6 temporary from the same ability score. Creatures afflicted with bog rot do not heal naturally and gain only one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

Create Spawn (Su): Any humanoid that dies from bog rot becomes a bog mummy in 1d4 days unless a *remove disease* is cast (within one day after death) or the creature is brought back to life (*raise dead* is ineffective, but *resurrection* or *true resurrection* works.) Spawn are under the command of the bog mummy that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

Resistant to Blows (Ex): Physical attacks deal only half damage to bog mummies. Apply this effect before damage reduction.

Marsh Move (Ex): Bog mummies can move at their normal movement speed through mud, marshes, and swamp with no penalty.

Cold Vulnerability (Ex): A bog mummy takes double damage from cold attacks unless a save allows for half damage. A successful save halves the damage and a failure doubles it.

Brown Pudding: CR 7; SZ H Ooze; HD 11d10+64; hp 124; Init -5; Spd 20 ft., climb 20 ft.; AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; BAB/Grp +8/+19; Atk +9 melee (2d6+3 and 2d6 acid, slam); Full Atk +9 melee (2d6+3 and 2d6 acid, slam); Face/Reach 15 ft./10 ft.; SA improved grab, acid, constrict; SQ blindsight, split, ooze traits; AL N; SV Fort +7, Ref -2, Will -2; Str 17, Dex 1, Con 19, Int -, Wis 1, Cha 1.

Improved Grab (Ex): To use this ability, the brown pudding must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): The brown pudding's acid dissolves organic material quickly, dealing 50 points of damage each round it is in contact with such items. Clothing, weapons, and the like are destroyed immediately if they fail a Reflex save (DC 19). The acid dissolves stone, dealing 20 points of damage per round of contact. Brown pudding acid does not harm metals.

Constrict (Ex): A brown pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor (except metal armor) suffer a -4 penalty to Reflex saves against the acid.

Split (Ex): Weapons deal no damage to a brown pudding. Instead, the creature splits into two identical puddings, each with half the original's hit points (round down). A pudding with only 1 hit point cannot be further split.

Frog, Monstrous Giant: CR 2; SZ M Animal; HD 2d8+6; hp 13; Init +0; Spd 20 ft., swim 30 ft.; AC 13 (+3 natural), touch 10, flat-footed 13; BAB/Grp +1/+8; Atk +4 melee (1d8+3, bite); Full atk +1 ranged (tongue) and -4

melee (1d8+3, bite); Face/Reach 5 ft./5 ft. (10 ft. with tongue); SA leap, improved grab, swallow whole; SQ dark-vision 60 ft.; AL N; SV Fort +6, Ref +3, Will -1; Str 16, Dex 11, Con 16, Int 2, Wis 9, Cha 6.

Skills: Hide +6, Spot +3.

Improved Grab (Ex): Can attempt a grapple against a creature of Small size or smaller. This does not provoke an attack of opportunity.

Leap (Ex): Can leap 30 ft. horizontally, 10 feet vertically; counts as charge attack.

Swallow Whole (Ex): Small or smaller sized creatures can be swallowed with a successful grapple check. Inside the frog's stomach, the creature takes 1d4 acid damage. The opponent may escape with a successful grapple check (to exit into the frog's mouth) and a second (to exit the mouth entirely); he may otherwise attempt to cut his way free by dealing up to 6 points of damage to the frog's stomach (AC 13). After a hole is cut, muscular action closes it, and other swallowed creatures must cut their own ways out.

Slug, Giant: CR 6; SZ H Vermin; HD 12d8+12; hp 66; Init +0; Spd 20 ft., burrow 10 ft.; AC 16 (-2 size, +8 natural), touch 8, flat-footed 16; BAB/Grp +9/+19; Atk +11 melee (2d6+6, bite); Face/Reach 15 ft./10 ft.; SA spit acid; SQ vermin traits, immune to blunt weapons, blindsight 60 ft., salt vulnerability; AL N; SV Fort +9, Ref +4, Will +4; Str 19, Dex 10, Con 12, Int -, Wis 10, Cha 2.

Skills: Listen +10.

Spit Acid (Ex): Stream of acid, 5 feet high, 5 feet wide, and 60 feet long; once per round, damage 4d8 acid, Reflex save (DC 17) halves. Giant slugs are immune to their own acid and that of other giant slugs.

Salt Vulnerability (Ex): A giant slug is highly susceptible to salt, taking 1d8 points of damage per pound of salt it contacts.

Stench Kow: CR 4; SZ L Outsider; HD 3d8+9; hp 22; Init +0; Spd 40 ft.; AC 17 (-1 size, +8 natural), touch 9, flat-footed 17; BAB/Grp +3/+11; Atk +6 melee (2d4+6, butt); Face/Reach 10 ft./5 ft.; SA charge, trample 2d4+6, stench; SQ immunities; AL N; SV Fort +8, Ref +3, Will +4; Str 18, Dex 10, Con 17, Int 2, Wis 12, Cha 4.

Skills: Listen +7, Spot +7; **Feats:** Great Fortitude.

Charge (Ex): A stench kow that makes a charge attack deals double damage with its butt attack if it hits.

Trample (Ex): A stench kow can trample Small or smaller creatures for 2d4+6 points of damage. Opponents who do not make attacks of opportunity against the stench kow can attempt a Reflex save (DC 15) to halve the damage.

Stench (Ex): The stench kow exudes a foul body odor that affects all within a 5 ft. radius as by stinking cloud if they fail a Fortitude save (DC 15) each round they remain within the area.

Immunities (Ex): Stench kows are immune to cold, fire, poison, and gas effects.

Strangle Weed: CR 3; SZ L Plant (Aquatic); HD 4d8+12; hp 30; Init +0; Spd 0 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; BAB/Grp +3/+11; Atk +6 melee (1d6+6, slam); Face/Reach 10 ft./10 ft. (20 ft. with frond); SA improved grab, constrict 1d6+6; SQ plant traits, blindsight 30 ft., camouflage, fire resistance 20; AL N; SV

Fort +7, Ref +1, Will +2; Str 18, Dex 10, Con 16, Int –, Wis 12, Cha 6.

Improved Grab (Ex): To use this ability, the strangle weed must hit with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): A strangle weed deals 1d6+6 points of damage with a successful grapple check against Medium or smaller opponents.

Camouflage (Ex): Strangle weed closely resembles normal seaweed and when not moving is nearly indistinguishable from it until attacking (Spot check DC 20 to notice strangle weed before it attacks). Anyone with Survival or Knowledge (Nature) can use those skills instead of Spot to notice the plant.

Swarm, Poisonous Frog: CR 2; SZ D Animal (Swarm); HD 4d8; hp 19; Init +1; Spd 10 ft.; AC 15 (+4 size, +1 Dex), touch 15, flat-footed 14; BAB/Grp +3/–; Atk (1d6 plus poison, swarm); Face/Reach 10 ft. /0 ft.; SA distraction, poison; SQ immune to weapon damage, low-light vision, scent, swarm traits; AL N; SV Fort +5, Ref +5, Will +2; Str 4, Dex 12, Con 11, Int 2, Wis 12, Cha 4.

Skills: Hide +20, Spot +4; **Feats:** Alertness, Weapon Finesse.

Distraction (Ex): Any living creature that begins its turn with a poisonous frog swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison: A poisonous frog swarm delivers its poison with a successful swarm attack. The save DC is Constitution-based.

Poison Frog Swarm Venom: Injury, Fortitude DC 12 negates, initial and secondary damage 1d6 Strength.

Skills: Because of their coloration, a poisonous frog swarm has a +4 racial bonus on Hide checks.

Troll, Swamp: CR 3; SZ L Giant; HD 3d8+15; hp 28; Init +2; Spd 30 ft.; AC 16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB/Grp +2/+10; Atk +6 melee (1d6+4, claw); Full atk +6 melee (1d6+4 [x2], claws) and +4 melee (1d6+2, bite); Face/Reach 10 ft. /10 ft.; SQ amphibious; AL CE; SV Fort +8, Ref +3, Will +2; Str 18, Dex 14, Con 20, Int 6, Wis 9, Cha 4.

Skills: Hide +3*, Move Silently +6*; **Feats:** Multiattack.

Amphibious (Ex): Swamp trolls must keep their bodies covered in a thick coating of mud and swamp water. They can survive away from their murky home for 1 hour per 2 points of Constitution. After that, refer to the suffocation rules in the DMG.

Skills: Swamp trolls receive a +4 racial bonus to Hide and Move Silently checks. They receive also a +8 racial bonus to Hide checks when in swampy or forested areas.

Tsathar: CR 2; SZ M Monstrous Humanoid; HD 2d8+2; hp 11; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., swim 30 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp +1/+2; Atk +2 melee (1d6+1, claw), or +2 (1d6+1, shortspear); Full Atk +2 melee (1d6+1 [x2], claws) and +0 melee (1d4, bite); Face/Reach 5 ft. /5 ft.; SA leap; SQ amphibious, darkvision 90 ft., implant, light blindness, scent, slimy, summon sla'ad; AL CE; SV Fort +1, Ref +5, Will +4; Str 13, Dex 14, Con 12, Int 12, Wis 12, Cha 10.

Skills: Animal Empathy +2, Climb +4, Escape Artist +14*, Handle Animal +4, Hide +4, Jump +3, Listen +1, Move Silently +5, Search +3, Spot +1, Swim +11; **Feats:** Improved Initiative, Multiattack.

Leap (Ex): Tsathar can leap up to 30 ft. horizontally (10 ft. vertically) and attack with their claws and bite or their weapon. This is treated as a charge (+2 bonus to attack rolls, –2 penalty to AC). To leap, the tsathar must be at least 10 ft. from its target. This ability is not available to tsathar wearing medium armor or heavier.

Implant (Ex): Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into an unconscious or restrained host. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless a Fortitude save is made (DC 20). If the save is made, the victim becomes violently ill 24 hours to the maturation of the egg (–10 penalty to all attacks, saves, and checks). A *remove disease* spell rids the victim of the egg, as does a successful Heal check (DC 20 + 1 per day since implantation of the egg). Each failed Heal check causes 2d6 points of damage plus 1 point of damage per day since the implantation of the egg.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds tsathar for one round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Scent (Ex): Tsathar can detect opponents within 30 ft. by smell. If downwind, the range increases to 60 ft.; if upwind, the range decreases to 15 ft.

Slimy (Ex): Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wiggle free from most other forms of confinement.

Summon Sla'ad (Sp): Once per day, a tsathar priest of 5th level or higher can attempt to summon a red sla'ad as if by a *summon monster* spell with a 40% chance of success.

Skills: Due to the slimy secretions that cover their bodies, tsathar receive a +12 racial bonus to Escape Artist checks.

Lizardfolk Caves

Chief Erinkdu, Lizardfolk Bbn 7: CR 8; SZ M Humanoid (Reptilian); HD 2d8 and 7d12+18; hp 78; Init +2; Spd 40 ft.; AC 21 (+2 Dex, +4 mithril shirt, +5 natural) touch 12, flat-footed 19; BAB/Grp +8/+12; Atk +15 melee (1d12+6, +1 *greataxe*), or +10 ranged (1d6+5, javelin); Full Atk +15/+8 melee (1d12+6, +1 *greataxe*) and +13 melee (1d4+3, bite). Face/Reach 5 ft. /5 ft.; SQ hold breath, fast movement, illiteracy, rage 2/day, uncanny dodge, improved uncanny dodge, trap sense +2, DR 1/–; AL N; SV Fort +7, Ref +6, Will +3; Str 20, Dex 14, Con 15, Int 8, Wis 12, Cha 8.

Skills: Balance+8, Intimidate +5, Jump +8, Listen +7, Survival +7, Swim +8. **Feats:** Multiattack, Weapon Focus (Greatclub), Power Attack, Cleave.

Possessions: +1 greataxe, mithril shirt, gauntlets of ogre power, 2 javelins

(See the "Lizardfolk" entry in MM for more complete information.)

Graagno, Lizardfolk Sor 4: CR 5; SZ M Humanoid (Reptilian); HD 2d8 and 4d4+12; hp 39; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +5 natural, +1 bracers of armor), touch 13, flat-footed 16; Base Atk / Grapple +3 /-+3; Atk +3 melee (1d8, longspear), or +6 ranged (1d6, Masterwork javelin); Full Atk +3 melee (1d8, longspear) and +1 melee (1d4, bite). Face / Reach 5 ft. / 5 ft. (10 ft. with longspear); SQ hold breath; AL N; SV Fort +3, Ref +6, Will +5; Str 10, Dex 14, Con 15, Int 8, Wis 12, Cha 15.

Skills: Balance +8, Concentration +6, Jump +6, Swim +6. *Feats:* Multiattack, Combat Casting.

Possessions: +1 Bracers of Armor, longspear, 2 masterwork javelins, spell component pouch, *wand of burning hands* (1st level caster) [50 charges], 2 *potions cure light wounds*, scroll of *invisibility*, *obscuring mist*, and *comprehend languages*.

Spells Per Day: 6/7/4

Spells Known (DC= 12 + spell level): 0 — *acid splash*, *detect magic*, *flare*, *light*, *mage hand*, *message*; 1st — *burning hands*, *shield*, *ray of enfeeblement*; 2nd — *scorching ray*.

(See the "Lizardfolk" entry in MM for more complete information.)

Lizardfolk, Advanced Guards, Warz: CR 3; SZ M Humanoid (Reptilian); HD 2d8+4 and 2d8+4; hp 29; Init +2; Spd 30 ft.; AC 20 (+2 Dex, +5 natural, +3 studded leather), touch 12, flat-footed 18; BAB/Grp +3/-+6; Atk +8 melee (1d10+4, masterwork greatclub), or +5 ranged (1d6+3, javelin); Full Atk +8 melee (1d10+4, masterwork greatclub) and +6 melee (1d4+1, bite). Face/Reach 5 ft. /5 ft.; SQ hold breath; AL N; SV Fort +5, Ref +5, Will +1; Str 17, Dex 14, Con 15, Int 8, Wis 12, Cha 8.

Skills: Balance+8, Climb +5, Jump +9, Swim +9. *Feats:* Multiattack, Weapon Focus (Greatclub).

Possessions: masterwork greatclub, masterwork studded leather, 2 javelins

(See the "Lizardfolk" entry in MM for more complete information.)

Lizardfolk, Elite Guards, War 4: CR 4; SZ M Humanoid (Reptilian); HD 2d8+4 and 4d8+8; hp 42; Init +2; Spd 30 ft.; AC 21 (+2 Dex, +5 natural, +4 +1 studded leather), touch 13, flat-footed 19; BAB/Grp +5/-+9; Atk +11 melee (1d10+7, +1 greatclub), or +7 ranged (1d6+3, javelin); Full Atk +11 melee (1d10+7, +1 greatclub) and +9 melee (1d4+2, bite). Face/Reach 5 ft. /5 ft.; SQ hold breath; AL N; SV Fort +7, Ref +6, Will +2; Str 18, Dex 14, Con 15, Int 8, Wis 12, Cha 8.

Skills: Balance+8, Climb +8, Jump +10, Swim +10. *Feats:* Multiattack, Weapon Focus (Greatclub), Power Attack.

Possessions: +1 greatclub, +1 studded leather, 2 javelins.

(See the "Lizardfolk" entry in MM for more complete information.)

Lizardfolk, Javelin-Throwers, Ftr 1: CR 2; SZ M Humanoid (Reptilian); HD 2d8+4 and 1d10+2; hp 25; Init +2; Spd 30 ft.; AC 20 (+2 Dex, +5 natural, +3 studded leather), touch 12, flat-footed 18; BAB/Grp +2/-+5; Atk +6 ranged (1d6+3, masterwork javelin), +5 melee (1d6+3, club); Full Atk +5 melee (1d6+3, club) and +3 melee

(1d4+1, bite). Face/Reach 5 ft. /5 ft.; SQ hold breath; AL N; SV Fort +4, Ref +5, Will +1; Str 17, Dex 14, Con 15, Int 8, Wis 12, Cha 8.

Skills: Balance+7, Climb +5, Jump +9, Swim +9. *Feats:* Multiattack, Weapon Focus (Javelin).

Possessions: club, masterwork studded leather, 4 masterwork javelins.

(See the Lizardfolk entry in MM for details on Special Attacks and Qualities.)

Ruined Site: Drennsborough

Blood Pudding: CR 5; SZ M Ooze; HD 5d10+25; hp 52; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +3 /+8; Atk +4 melee (2d4+1, slam); Full Atk +4 melee (2d4+1, slam); Face/Reach 5 ft. /5 ft.; SA disgorge, improved grab, infuse; SQ amorphous, blindsight 60', ooze traits, resistance to fire 10, vulnerabilities; AL N; SV Fort +6, Ref +1, Will +1; Str 12, Dex 10, Con 20, Int —, Wis 10, Cha 8.

Disgorge (Ex): A blood pudding that has infused itself can force the creature's own blood out through its pores, eyes, ears, and mouth. This is a standard action that deals 1d2 points of Constitution damage each round. At Constitution 0, the host dies, and the blood pudding exits. To onlookers it appears as if the slain creature is bleeding profusely.

Improved Grab (Ex): To use this ability, a blood pudding must hit an opponent up to its size with a slam 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 infuse its form with its opponent. A blood pudding gains a +4 racial bonus to grapple checks because of the stick slime its form secretes.

Infuse (Ex): A blood pudding that makes a successful grapple check can merge its form with that of a living creature. If it succeeds, the blood pudding's form disappears as it soaks through skin, wounds, and any other opening in the host's body. This special attack deals no damage but allows the blood pudding to use its disgorge special attack.

A creature infused with a blood pudding can try to forcibly eject the creature once per round as a full-round action (coughing it up, vomiting, and so on). This requires a successful DC 17 Fortitude save. The save DC is Constitution-based. A creature can be affected by the pudding's infuse attack again, but gains a +2 conditional bonus on its Fortitude save. This bonus lasts for one day and is effective against the infuse attack of that blood pudding only.

Vulnerabilities (Ex): Drinking liquid with high alcohol content weakens a blood pudding and reduces further Constitution damage by one-half for the next ten minutes.

Consuming pure vinegar causes an infused blood pudding to eject itself in the same round the vinegar is consumed. A creature drinking pure vinegar must succeed on a DC 12 Fortitude save or be nauseated for 3 rounds. A blood pudding does not infuse itself again with this creature for one day.

Juju Zombie: CR 3; SZ M Undead; HD 3d12+3; hp 21; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; BAB/Grp +1/+4; Atk +4 melee (1d6+3,

slam); Full Atk +4 melee (1d6+3, slam), or +4 melee (1d8+3, longsword); Face/Reach 5 ft. /5 ft.; SQ undead traits, damage reduction 10/magic and slashing, fire resistance, electricity and cold immunities, turn resistance +4; AL NE; SV Fort +1, Ref +2, Will +3; Str 17, Dex 13, Con -, Int 4, Wis 10, Cha 1.

Skills: Hide +7, Listen +5, Spot +5; *Feats:* Toughness

Fire Resistance (Ex): Juju zombies taken one-half damage from all fire effects. If a save is allowed for half damage, the juju zombie suffers no damage on a successful save.

Monstrous Frog, Abyssal Dire: CR 5; SZ L Outsider; HD 6d8+24; hp 54; Init +1; Spd 30 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; BAB/Grp +6/+15; Atk +6 ranged (0, tongue), or +10 melee (2d6+5, bite); Full Atk +6 ranged (0, tongue) and +8 melee (2d6+5, bite); Face/Reach 10 ft./10 ft.; SA leap, improved grab, swallow whole, smite good, rake 1d8+2; SQ damage reduction 5/magic, cold resistance 10, fire resistance 10, SR 12, darkvision 60 ft.; AL NE; SV Fort +9, Ref +6, Will +6; Str 20, Dex 13, Con 18, Int 5, Wis 12, Cha 10.

Skills: Hide +7, Spot +8; *Feats:* Multiattack

Leap (Ex): The abyssal dire frog can leap and still attack as if it were a charge. Its maximum leap distance is 40 ft. horizontally or 15 ft. vertically.

Improved Grab (Ex): The abyssal dire frog must hit an opponent of Medium size or smaller with its tongue attack. If it gets a hold the frog reels in its opponent and bites in the same round. This attack is a grapple check that does not provoke an attack of opportunity. If the tongue is successfully attacked (AC 16), the frog does not attempt a grapple attack against that opponent for the remainder of the combat. If the tongue is struck for more than 10 points of damage, it is severed.

Swallow Whole (Ex): The abyssal dire frog can attempt to swallow a grabbed opponent of Medium size or smaller by making a successful grapple check. Once inside, the opponent takes 1d4 points of acid damage per round from the frog's stomach acids. A swallowed creature can climb out of the frog's stomach with a successful grapple check, returning to the frog's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out using a light piercing or slashing weapon to deal 6 points of damage to the frog's stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Its interior can hold two Medium creatures, four Small creatures, eight Tiny, or 16 Diminutive.

Rake (Ex): If the frog leaps on an opponent, it can make two rake attacks (at full attack bonus). Damage is listed in the statistics block.

Smite Good (Su): Once per day, the abyssal dire frog can make a normal attack to deal additional damage equal to its total HD against a good foe.

Ruined Site: Sample Dam

Cave Fisher: CR 2; SZ M Vermin; HD 3d8+9; hp 22; Init +1; Spd 10 ft., climb

10 ft.; AC 16, touch 11, flat-footed 15; Base Atk / Grapple +2 / -+8; Atk +3 ranged (filament); Full atk: +8 melee (2d4+6, 2 claws); Face / Reach 5 ft. / 5 ft. (60 ft. with

filament); SA filament, adhesive; SQ vermin traits. AL N; SV Fort +6, Ref +2, Will +1; ; Str 23, Dex 12, Con 16, Int -, Wis 10, Cha 4.

Skills: Climb +16, Hide +4, Move Silently +3, Spot +3.

Filament (Ex): Most encounters begin with a cave fisher when it fires or dangles its strong, sticky filament. The cave fisher can strike up to 60 ft. with its filament (no range increment). The filament is thing but strong, having an AC of 20 and 15 hp. A single attack with a slashing weapon that deals at least 10 points of damage severs the filament. Cave fishers continuously create the filament material and can regenerate a new filament in an hour.

Adhesive (Ex): If a cave fisher hits with its filament attack, the filament attaches to the opponent's body. This deals no damage but draws the stuck opponent 10 ft. closer each subsequent round (no attack of opportunity) unless that creature breaks free, which requires a successful Escape Artist Check (DC 27) or Strength Check (DC 23). The cave fisher can draw in a creature within 10 ft. of itself and bite with a +4 attack bonus in that round

Any liquid with a high alcohol content will dissolve the adhesive and force the cave fisher to release its hold (though it may strike again on its next turn with it). Likewise, an application of the universal solvent forces the cave fisher to relinquish its hold.

Frog, Monstrous Giant: See Swamp Random Encounters section above.

Tsathar: See Swamp Random Encounters section above.

Tower of the Frog

Bog Mummy: See Swamp Random Encounters section above.

Drool-Tiki, Tsathar Chieftain, Frry: CR 7; SZ M Monstrous Humanoid; HD 2d8+5d10+21; hp 62; Init +3; Spd 30 ft., swim 30 ft.; AC 23 (+3 Dex, +4 natural, +4 +1 studded leather, +2 shield), touch 14, flat-footed 20; BAB/Grp +6/+10; Atk +8 melee (1d8+7, +1 trident), or +2 (1d6+1, shortspear); Full Atk +6 melee (1d6+4 [x2], claws) and +4 melee (1d4+2, bite); Face/Reach 5 ft. /5 ft.; SA leap; SQ amphibious, darkvision 90 ft., implant, light blindness, scent, slimy, summon sla'ad; AL CE; SV Fort +7, Ref +7, Will +4; Str 18, Dex 17, Con 16, Int 14, Wis 10, Cha 10.

Skills: Animal Empathy +2, Bluff +5, Climb +9, Escape Artist +14*, Handle Animal +4, Hide +4, Intimidate +5, Jump +8, Listen +2, Move Silently +5, Search +3, Spot +3, Swim +11; *Feats:* Multiattack, Dodge, Mobility, Spring Attack, Weapon Focus (Trident), Weapon Specialization (Trident)

Possessions: +1 trident, +1 studded leather armor, heavy wooden shield, *potion of blur*, *potion of barkskin* (+2), 20 pp.

(See "Tsathar" entry for more information.)

Froghemoth: CR 13; SZ H Aberration; HD 16d8+80; hp 152; Init +1; Spd 20 ft. (4 squares), swim 30 ft.; AC 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; BAB/Grp +12/+24; Atk +14 melee (1d6+4, tentacle); Full Atk +14 melee (1d6+4, 4 tentacles), +12 melee (1d6+2, tongue), and +12 melee (4d6+2, bite); Face/Reach 15 ft. /10 ft.; SA improved grab, swallow whole; SQ electrical resistance, fire resistance (10), darkvision 60 ft.; AL N; SV Fort +10, Ref

+6, Will +11; Str 19, Dex 13, Con 20, Int 2, Wis 12, Cha 11.

Skills: Hide +3*, Listen +16, Spot +16; **Feats:** Alertness, Cleave, Multiattack, Power Attack.

Swallow whole (Ex): A froghemoth can swallow 2 Medium, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents. Creatures inside take 2d8+4 points of crushing damage and 1d8 points of acid damage per round.

Electrical resistance (Ex): The froghemoth takes no damage from electrical effects, but is instead slowed for one round.

Skills: The froghemoth receives +4 to Hide checks when in marshlands.

Giant Wasp Larva: CR 1/3; SZ M Vermin; HD 1d8; hp 4; Init +2; Spd 20 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp +0/+0; Atk +0 melee (1d6, bite); Face/Reach 10 ft. /5 ft.; SA none; SQ darkvision 60 ft., flightless, vermin traits; AL N; SV Fort +2, Ref +2, Will +1; Str 10, Dex 14, Con 10, Int -, Wis 13, Cha 11.

Skills: Spot +9, Survival +1.

(See "Giant wasp" entry in the MM for more complete information.)

Giant Wasp Queen: CR 5; SZ H Vermin [Advanced]; HD 13d8+52; hp 110; Init +0; Spd 20 ft.; AC 15 (-2 size, +7 natural), touch 8, flat-footed 15; BAB/Grp +9 / +25; Atk +15 melee (1d4+8 and poison, sting); Full Atk +15/+10 melee (1d4+8 and poison, sting); Face/Reach 15 ft. /10 ft.; SA poison; SQ darkvision 60 ft., flightless, vermin traits; AL N; SV Fort +12, Ref +4, Will +5; Str 26, Dex 10, Con 18, Int -, Wis 13, Cha 11.

Skills: Spot +9, Survival +1*.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

(See "Giant wasp" entry in the MM for more complete information.)

The Great Frog: Advanced Abyssal Dire Monstrous Frog; CR 8; SZ H Outsider [Advanced]; HD 12d8+72; hp 126; Init +0; Spd 30 ft., swim 40 ft.; AC 22 (-2 size, +14 natural), touch 8, flat-footed 22; BAB/Grp +12/+29; Atk +13 ranged (0, tongue), or +20 melee (4d6+9, bite); Full Atk +13 ranged (0, tongue) and +18 melee (4d6+9, bite); Face/Reach 15 ft. /15 ft.; SA leap, improved grab, swallow whole, smite good, rake 2d6+4; SQ damage reduction 10/magic, cold resistance 10, fire resistance 10, SR 17, darkvision 60 ft.; AL NE; SV Fort +14, Ref +8, Will +9; Str 28, Dex 11, Con 22, Int 5, Wis 12, Cha 10.

Skills: Climb +15, Hide +10, Intimidate +10, Listen +11, Move Silently +12, Spot +12, Swim +21; **Feats:** Multiattack, Improved Natural Attack (Bite), Weapon Focus (Tongue), Improved Natural Armor (x2)

Tsathar: See Swamp Random Encounters section above.

Tsathar Guard, War2: CR 3; SZ M Monstrous Humanoid; HD 2d8+2+ 2d8+2; hp 27; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., swim 30 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp +3/+5; Atk +6 melee (1d6+2, claw), or +5 (1d6+2, shortspear); Full Atk +6 melee (1d6+2 [x2], claws) and +2 melee (1d4, bite); Face/Reach 5 ft. / ft.; SA leap; SQ amphibious, darkvision 90 ft., implant, light blindness, scent, slimy, sum-

mon sla'ad; AL CE; SV Fort +4, Ref +5, Will +4; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 10.

Skills: Animal Empathy +2, Climb +8, Escape Artist +14*, Handle Animal +4, Hide +4, Jump +7, Listen +1, Move Silently +5, Search +3, Spot +1, Swim +12; **Feats:** Improved Initiative, Multiattack, Weapon Focus (claws).

(See "Tsathar" entry for more information.)

Tsathar Lancer, Ftr2: CR 4; SZ M Monstrous Humanoid; HD 2d8+2+ 2d10+2; hp 29; Init +2; Spd 30 ft., swim 30 ft.; AC 18 (+2 Dex, +4 natural, +2 leather armor), touch 12, flat-footed 16; BAB/Grp +3/+5; Atk +5 melee (1d8+1, lance); Full Atk +4 melee (1d6+1 [x2], claws) and +2 melee (1d4, bite); Face/Reach 5 ft. /5 ft.; SA leap; SQ amphibious, darkvision 90 ft., implant, light blindness, scent, slimy, summon sla'ad; AL CE; SV Fort +4, Ref +5, Will +4; Str 13, Dex 14, Con 12, Int 12, Wis 12, Cha 10.

Skills: Animal Empathy +2, Climb +3, Escape Artist +14*, Handle Animal +4, Hide +4, Jump +3, Listen +1, Move Silently +5, Ride +9, Search +3, Spot +1, Swim +11; **Feats:** Multiattack, Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: Leather Armor, Lance.

(See "Tsathar" entry for more information.)

Tsathar Priest, Cler3: CR 7; SZ M Monstrous Humanoid; HD 2d8+5d8+21; hp 56; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., swim 30 ft.; AC 20 (+2 Dex, +4 natural, +4 +1 studded leather), touch 13, flat-footed 18; BAB/Grp +3/+5; Atk +6 melee (1d8+3, +1 longspear); Full Atk +5 melee (1d6+2 [x2], claws) and +3 melee (1d4+1, bite); Face/Reach 5 ft. /5 ft.; SA leap; SQ amphibious, darkvision 90 ft., implant, light blindness, scent, slimy, summon sla'ad; AL CE; SV Fort +7, Ref +6, Will +11; Str 15, Dex 14, Con 16, Int 10, Wis 18, Cha 12.

Skills: Animal Empathy +3, Climb +5, Concentration +10, Escape Artist +14*, Handle Animal +5, Hide +4, Jump +3, Listen +4, Move Silently +4, Search +2, Spot +4, Swim +12; **Feats:** Improved Initiative, Multiattack, Combat Casting.

Domain Abilities: **Destruction** — smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to cleric level (on successful hit). Must declare the smite before making the attack. This ability is usable once per day; **Water** — turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + Cha modifier. This granted power is a supernatural ability.

Unholy Spells Prepared (Save DC = 14 + spell level): 0 — create water, cure minor wounds, detect magic, guidance, resistance; 1st — bane, comprehend languages, obscuring mist*, protection from good, shield of faith; 2nd — bull's strength, hold person, shatter*, silence; 3rd — blindness/deafness, contagion* (x2).

Possessions: +1 longspear, +1 studded leather, potion of cure moderate wounds, potion of invisibility, 20 pp, 20 gp.

*Domain spell.

(See "Tsathar" entry for more information.)

Tsathar Scourge: CR 3; SZ M Monstrous Humanoid; HD 4d8+8; hp 27; Init +6 (+2 Dex, +4 Improved Initiative);

Spd 30 ft., swim 30 ft.; AC 18 (+2 Dex, +4 natural, +2 *leather armor*), touch 12, flat-footed 16; BAB/Grp +3/+5; Atk +5 melee (1d6+2, claw), or +5 melee (1d4+2, bite), or +5 melee (1d8+1, longspear), or +5 ranged (0, net); Full Atk +6 melee (1d6+2 [x2], claws) and +4 melee (1d4+1, bite); Face/Reach 5 ft. /5 ft.; SA leap; SQ amphibious, darkvision 90 ft., implant, light blindness, scent, slimy; AL CE; SV Fort +3, Ref +7, Will +6; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 12.

Skills: Animal Empathy +3, Climb +5, Escape Artist +14*, Handle Animal +4, Hide +5, Jump +4, Listen +5, Move Silently +5, Search +4, Spot +5, Swim +12; **Feats:** Improved Initiative, Multiattack, Exotic Weapon Proficiency (Net).

Equipment: leather armor, net.

(See "Tsathar" entry for more information.)

Temple of Dagon

Dagon Cultist Elite Temple Guard, Human Ftr 6: CR 6; SZ M Humanoid; HD 6d10+12; hp 49; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +5 +1 *chain shirt*), touch 11, flat-footed 15; BAB/Grp +6 /-+10; Atk +12 melee (2d4+6, masterwork spiked chain); Full Atk +12/+7 melee (2d4+6, masterwork spiked chain); Face/Reach 5 ft. /5 ft. (10 ft. with spiked chain); AL CE; SV Fort +7, Ref +3, Will +3; Str 18, Dex 13, Con 14, Int 13, Wis 12, Cha 8.

Skills: Climb +9*, Intimidate +8, Jump +9*, Swim +10*; **Feats:** Combat Reflexes, Exotic Weapon Proficiency (Spiked Chain), Improved Initiative, Combat Expertise, Improved Disarm, Improved Trip, Weapon Focus (Spiked Chain), Weapon Specialization (Spiked Chain).

Possessions: masterwork spiked chain, +1 *chain shirt*, *gauntlets of ogre power*.

*Includes armor check penalty for chain shirt already added.

Dagon Cultist Guard, Human Ftr 3: See Merchant's Bluff: Pantheon of Dagon above.

Dagon Cultist Priest, Human Clr 3: See Merchant's Bluff: Pantheon of Dagon above.

Hydrodaemon: CR 8; SZ L Outsider (Aquatic, Evil); HD 7d8+14; hp 45; Init +1; Spd 20 ft., swim 60 ft.; AC 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15; BAB/Grp +7/+13; Atk +8 melee (1d4+2, claw); Full Atk +8 melee (1d4+2 [x2], claws) and +6 melee (2d6+1 and sleep, bite); Face/Reach 10 ft. /10 ft.; SA spell-like abilities, leap, sleep spittle, summon daemons; SQ damage reduction 10/magic, SR 20, amphibious, water resistance, daemon qualities, telepathy; AL NE; SV Fort +7, Ref +6, Will +3; Str 14, Dex 12, Con 15, Int 8, Wis 10, Cha 12.

Skills: Hide +4, Intimidate +9, Listen +9, Move Silently +9, Search +6, Spot +9; **Feats:** Cleave, Multiattack, Power Attack.

Spell-like abilities: At will – *cause fear*, *create water*, *deeper darkness*, *desecrate*; 2/day – *dimension door*, *summon monster VI* (only a Large 8HD water elemental), and *teleport without error* (self plus 50 pounds of objects only). These abilities are as the spells cast by an 8th level sorcerer. (Save DC = 11 + spell level)

Leap (Ex): A hydrodaemon can launch itself at foes up to 40 ft. away and make its normal claw/bite attack plus two rake attacks (+6 melee) using its foot claws for 1d4+1 points of damage. A hydrodaemon must have at least 10 ft. to move straight ahead before it can leap at an opponent.

Sleep Spittle (Ex): Spittle, 20 ft., once per round (no more than 5 / day). Fortitude save DC 15 or sleep for 6 rounds. Sleeping characters can only be awakened through magical means; the ability otherwise mimics the spell of the same name, though there is no limit to the number of HD or maximum level of HD that can be affected.

Summon Daemons (Ex): Twice per day, a hydrodaemon can attempt to summon another hydrodaemon with a 50% chance of success.

Daemon Qualities (Ex): Immune to poison and acid; cold, fire, and electrical resistances 20; darkvision 60 ft.

Telepathy (Su): Daemons can communicate telepathically with any creature within 100 ft. that has a language.

Kuptay, Dagon Cultist High Priest, Human Clr 7: CR 7; SZ M Humanoid; HD 7d8+7; hp 42; Init +2; Spd 30 ft.; AC 19 (+2 Dex, +5 +1 *chain shirt*, +2 shield), touch 13, flat-footed 17; BAB/Grp +5/-+6; Atk +6 melee (1d6+1, shortspear), or +7 ranged (1d8, light crossbow); Face/Reach 5 ft. /5 ft.; SA death attack, rebuke undead, turn fire creatures, spells; AL NE; SV Fort +7, Ref +5, Will +10; Str 13, Dex 14, Con 12, Int 10, Wis 18, Cha 8.

Skills: Concentration +10, Heal +8, Knowledge (Religion) +7, Listen +9, Spot +9. **Feats:** alertness, combat casting, weapon focus (short spear), spell focus (necromancy).

Possessions: Masterwork shortspear, light crossbow, 10 bolts, +1 *chain shirt*, *cloak of resistance* +1, heavy steel shield, *periapt of wisdom* +2, *wand of cure moderate wounds* (7 charges).

Domain Abilities: Death — may make a touch attack once per day. Roll 3d6. If result meets or exceeds opponent's current hit point total, the character dies instantly. **Water** — turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + Cha modifier. This granted power is a supernatural ability.

Unholy Spells Prepared (DC Save = 14 + spell level; *DC Save = 15 + spell level): 0 — *create water*, *detect magic* (x2), *guidance*, *light*, *resistance*; 1st — *bane*, *cure light wounds*, *obscuring mist***, *protection from good*, *shield of faith*; 2nd — *death knell***, *desecrate* (already cast), *hold person*, *spiritual weapon*; 3rd — *animate dead* (already cast)***, *bestow curse**, *contagion**, *dispel magic*; 4th — *death ward***, *divine power*, *spell immunity*.

**Domain spell.

Neloghi, Human Sor7: CR 7; SZ M Humanoid; HD 7d4+7; hp 26; Init +2; Spd 30 ft.; AC 14 (+3 Dex, *ring of protection* +1), touch 14, flat-footed 11; BAB/Grp +3/+2; Atk +2 melee (1d6-1, shortspear), or +7 (1d8, masterwork light crossbow); Face/Reach 5 ft. /5 ft.; SA spells; AL CE; SV Fort +3, Ref +4, Will +6; Str 8, Dex 16, Con 13, Int 10, Wis 12, Cha 16.

Skills: Concentration +11, Knowledge (Arcana) +10, Spellcraft +10; **Feats:** combat casting, dodge, point blank shot, precise shot.

Possessions: shortspear, masterwork light crossbow, *gloves of dexterity* +2, *ring of protection* +1, *wand of magic missiles* (3rd level caster, 20 charges).

Spells per day: 6/7/7/5

Spells known (Save DC = 13 + spell level): 0 — *detect magic*, *light*, *mage hand*, *message*, *ray of frost*, *read magic*, *resistance*; 1st — *burning hands*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*; 2nd — *invisibility*, *mirror image*, *scorching ray*; 3rd — *displacement*, *lightning bolt*.

Skum Zombie: See The Old City section above.

Lake Caves

The Baron, Aboleth (Advanced): CR 11; SZ G Aberration (Aquatic); HD 20d8+140; hp 233; Init +1; Spd 10 ft., swim 60 ft.; AC 19 (–4 size, +1 Dex, +12 natural), touch 6, flat-footed 18; BAB/Grp +15/+39; Atk +23 (2d6+12 plus slime, tentacle); Full Atk +23 melee (2d6+12 and slime [x4], tentacles). Face/Reach 20 ft./15 ft.; SA *enslave*, *psionics*, *slime*; SQ *darkvision* 60 ft., *mucus cloud*; AL LE; SV Fort +14, Ref +7, Will +14; Str 34, Dex 12, Con 24, Int 15, Wis 17, Cha 17.

Skills: Concentration +28, Intimidate +16, Knowledge (History) +25, Knowledge (The Planes) +13, Listen +21, Spot +21, Swim +12. **Feats:** Alertness, Combat Casting, Iron Will, Improved Natural Attack (tentacle), Ability Focus (slime), Ability Focus (enslave), Improved Natural Armor

Slime (Ex): The Fortitude save to resist the Baron's slime ability is DC 29.

Enslave (Su): The Will save to resist the Baron's *enslave* ability is DC 24.

(See "Aboleth" entry in the MM for more information.)

Black Pudding: CR 9; SZ G Ooze [Advanced]; HD 18d10+144; hp 243; Init –5; Spd 20 ft. (4 squares), climb 20 ft.; AC 5 (–4 size, –5 Dex, +4 natural), touch 1, flat-footed 5; BAB/Grp +13/+32; Atk +16 melee (3d6+7 plus 2d6 acid, slam); Full atk +16, +11, +6 melee (3d6+7 plus 2d6 acid, 3 slams); Face / Reach 20 ft. / 15 ft.; SA acid, constrict 3d6+7 plus 2d6 acid, improved grab; SQ *blindsight* 60 ft., *split*, *ooze traits*; AL N; SV Fort +14, Ref +1, Will +1; Str 25, Dex 1, Con 26, Int –, Wis 1, Cha 1.

(See MM for description of the black pudding's abilities.)

Clyde van Hoek, Gnome Rog 5: CR 5; SZ S Humanoid; HD 5d6+10; hp 30; Init +2; Spd 20 ft.; AC 18 (+1 size, +2 Dex, +4 +1 *studded leather*, +1 shield), touch 13, flat-footed 16; BAB/Grp +3 /–1; Atk +5 melee (1d4, masterwork shortsword), or +8 ranged (1d6+1, +1 light crossbow); Full atk +6 ranged (1d6+1 [x2], +1 light crossbow); Face/Reach 5 ft. /5 ft.; SA *sneak attack* (3d6), *spells*; SQ *gnome traits*, *trapfinding*, *evasion*, *trap sense* +1, *uncanny dodge*; AL NG; SV Fort +3, Ref +7, Will +1; Str 10, Dex 15, Con 15, Int 14, Wis 10, Cha 8.

Skills: Climb +8, Craft (Alchemy) +2, Disable Device +10, Escape Artist +10, Hide +14, Listen +8, Move Silently +10, Open Lock +10, Spot +8, Tumble +10, Use Magic Device +7; **Feats:** point blank shot, rapid shot.

Possessions: masterwork shortsword, +1 *light crossbow*, 15 bolts, +1 *studded leather*, masterwork buckler.

Demonic Crocodile of Set: CR 9; SZ H Outsider (Aquatic); HD 12d8+60; hp 114; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft., swim 30 ft.; AC 19 (–2 size, +1 Dex, +10 natural), touch 9, flat-footed 18; BAB/Grp +12/+28; Atk +19 melee (3d8+8, bite); Full Atk +19 melee (3d8+8, bite) and +14 melee (1d12+4, tail slap); Face/Reach 15 ft. /10 ft.; SA improved grab; SQ alternate form, fast healing 5, damage reduction 10 / good, SR 17, cold/electricity/acid resistance 20, poison and fire immunity, *darkvision* 60 ft.; AL CE; SV Fort +13, Ref +9, Will +9; Str 27, Dex 12, Con 20, Int 12, Wis 12, Cha 8.

Skills: Hide +8*, Knowledge (any one) +13, Listen +16, Move Silently +13, Search +16, Sense Motive +13, Spot +16, Swim +28; **Feats:** Improved Initiative, Power Attack, Weapon Focus (bite), Improved Natural Attack (bite), Improved Spell Resistance.

Alternate Form (Su): The demonic crocodile of Set can assume the form of a 6 ft. long giant carp once per day. While in this form, it loses its land movement speed, but its swim speed increases to 50 ft. It also loses its damage reduction.

It can remain in this form indefinitely. This ability cannot be dispelled, and the demonic crocodile does not change back to its original shape when slain. A *true seeing* spell reveals the creature for what it is.

Skills: The demonic crocodile of Set gains a +12 racial bonus to Hide checks when submerged.)

Olive Slime (Hazard)

Olive slime is a plant-like growth found in dark, damp underground areas. Olive slime is sticky, wet, and olive drab in color. It clings to walls, ceilings, and floors and consumes any organic matter it contacts. It drops from ceilings and walls when it detects movement underneath it.

A single patch of olive slime deals 1d6 points of permanent Intelligence damage per round. On the first round of contact, the slime can be scraped off a creature, but after that round, the slime must be burned, frozen, or cut away (this deals an equal amount of damage to the victim). Extreme heat, cold, and acid or a *cure disease* spell destroys a patch of olive slime. A creature brought to Intelligence 0 is slowly devoured by the olive slime and in 1d6+6 days emerges as a slime zombie (olive slime creature).

Olive Slime Creature (Slime Zombie): CR 3; SZ M Plant; HD 5d8+5; hp 27; Init +4 (Improved Initiative); Spd 15 ft.; AC 11 (+1 natural), touch 10, flat-footed 11; BAB/Grp +3/+5; Atk +5 melee (1d6+2, slam); Face/Reach 5 ft. /5 ft.; SA *infestation*; SQ plant traits, *mind link*, *telepathic bond*, *death throes*, *immunities*, *vulnerabilities*; AL N; SV Fort +5, Ref +1, Will –4; Str 15, Dex 10, Con 12, Int 1, Wis 1, Cha 1.

Skills: Hide +3, Move Silently +2; **Feats:** Improved Initiative, Weapon Focus (slam).

Infestation (Ex): Any creature hit by the slime creature's slam attack must succeed at a Fortitude save (DC 13) or be infested with olive slime. This infestation works as described in the olive slime entry.

Mind Link (Ex): A slime creature is linked symbiotically with the patch of olive slime that created it. This link has a maximum range of 200 miles.

Telepathic Bond (Ex): Olive slime creatures created by the same olive slime have a telepathic bond with each other to a range of 100 ft.

Death Throes (Ex): When a slime zombie is brought to 0 hit points, its structure collapses and it reforms in a single round as a pool of olive slime. If slain in this form, the slime creature is truly dead.

Immunities (Ex): Immune to lightning effects and attacks. Weapons (magical or otherwise) do not harm them, as they simply pass through their slimy form.

Vulnerabilities (Ex): Slime creatures suffer 2d4 points of damage per round of contact with green slime. If the green slime brings them to 0 hit points, they do not become olive slime (see "Death Throes" above).

Ringlar, Dwarf Ftr: CR 5; SZ M Humanoid; HD 5d10+15; hp 47; Init +1; Spd 20 ft.; AC 21 (+1 Dex, +8 full plate, +2 steel shield), touch 11, flat-footed 20; BAB/Grp +5/+8; Atk +10 melee (1d8+6, +1 warhammer), or +7 ranged (1d10, masterwork heavy crossbow); Face/Reach 5 ft./5 ft.; SQ dwarf traits; AL LN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills: Climb +6*, Swim +0*; **Feats:** Weapon Focus (Warhammer), Weapon Specialization (Warhammer), Power Attack, Cleave, Great Cleave.

Possessions: full plate, heavy steel shield, +1 warhammer, masterwork heavy crossbow.

*Includes full plate armor armor check penalty.

Snakefolk Emissary, War: CR 3; SZ M Monstrous Humanoid (Reptilian); HD 5d8+15; hp 37; Initiative: +1; Spd 20 ft. (4 squares), climb 20 ft., swim 20 ft.; AC 19 (+1 Dex, +4 natural, +4 chain shirt), touch 11, flat-footed 18; BAB/Grp +5/+7; Atk +9 melee (1d6+2/18-20, masterwork scimitar); Full Atk +9 melee (1d6+2/18-20, masterwork scimitar) and bite +4 melee (1d6+1 and poison); Face/Reach 5 ft./5 ft. SA poison; SQ low-light vision; AL NE; SV Fort +8, Ref +5, Will +5; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6

Skills: Climb +5*, Hide +3*, Listen +5, Move Silently +2*, Spot +5, Swim +8*; **Feats:** Alertness; Weapon Focus (scimitar), Lightning Reflexes

Possessions: chain shirt, masterwork scimitar

*Includes armor check penalty for chain shirt.

Poison (Ex): The snakefolk have a poisonous bite that deals initial and secondary damage of 1d6 Con. The Fortitude save to resist is 17.

Chapter III: Set's Unholy Vengeance

Karmósh Kädät

Cinder Ghoul: CR 7; SZ L Undead (Fire); HD 8d12; hp 52; Init +9; Spd fly 40 ft. (perfect); AC 20 (–1 size, +5 Dex, +6 natural), touch 14, flat-footed 15; BAB/Grp +4/+11; Atk +8 melee (1d8+4 and 1d6 fire and energy drain, slam); Face/Reach 10 ft./5 ft.; SA energy drain, fire, smoke inhalation; SQ damage reduction 10/magic, darkvision 60 ft., fire subtype, +2 turn resistance, smoke form, undead

traits; AL CE; SV Fort +2, Ref +9, Will +7; Str 16, Dex 20, Con –, Int 4, Wis 12, Cha 19.

Skills: Spot +12; **Feats:** Improved Initiative, Lightning Reflexes, Weapon Finesse.

Energy Drain (Su): A creature hit by a cinder ghoul's slam attack gains one negative level; DC 18 Fort save to remove.

Fire (Su): A creature hit by a cinder ghoul's slam attack must make a DC 18 Reflex save or catch fire.

Smoke Inhalation (Su): As a full round action, it can attempt to force some of its smoky form into the lungs of a living opponent by moving into a space occupied by an opponent. The target must succeed on a DC 18 Fort save or begin taking 1 point of Constitution damage each round for 1d4+2 rounds. The target can attempt a save each round, with success ending the damage.

Smoke Form (Ex): Its natural form is like a gaseous cloud spell, though it retains all of its normal abilities. It cannot enter water or pass through small holes.

Guardian Golem (Advanced): CR 7; SZ L Construct; HD 14d8+30; hp 93; Init –2; Spd 30 ft.; AC 16, touch 7, flat-footed 16; Base Atk/Grapple +10/+17; Atk +16 melee (2d8+8, slam); Full Atk +16 melee (2d8+8 [x2], slams); Face/Reach 10 ft./10 ft.; SQ construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision; AL N; SV Fort +4, Ref +2, Will +4; Str 27, Dex 7, Con –, Int –, Wis 11, Cha 1.

Kädät Morin, Vampire, Human Bbn: CR 10; SZ M Undead (Augmented Humanoid); HD 8d12; hp 57; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 23 (+2 Dex, +6 natural, +5 +1 chain shirt), touch 13, flat-footed 21; BAB/Grp +8/+13; Atk +15 melee (1d12+9, +1 unholy greatsword), or +13 melee (1d6+5 and energy drain, slam), or +10 ranged (1d8, shortbow); Full Atk +15/+10 melee (1d12+9, +1 unholy greatsword), or +13/+8 melee (1d6+5 and energy drain, slam), or +10/+5 ranged (1d8, shortbow). Face/Reach 5 ft./5 ft.; SA rage 3/day, blood drain, children of the night, dominate (DC 15), create spawn, energy drain; SQ fast movement, illiteracy, uncanny dodge, trap sense +2, improved uncanny dodge, DR 10/silver and magic, DR 1/–, alternate form, fast healing, gaseous form, cold/electricity resistance 10, spider climb, turn resistance +4; AL CE; SV Fort +6, Ref +8, Will +5; Str 20, Dex 14, Con –, Int 10, Wis 14, Cha 12.

Skills: +44 Bluff +9, Hide +10, Listen +12, Move Silently +10, Search +8, Sense Motive +10, Spot +12. **Feats:** Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus: Greatsword, Mobility, Spring Attack.

Possessions: +1 chain shirt, +1 unholy greatsword, Amulet of Kädät

(see "Vampire" entry in the MM for more information.)

Mimic (Advanced): CR 8; SZ H Aberration (Shapechanger); HD 21d8+105; hp 199; Init+0; Spd 10 ft.; AC 17 (–2 size, +9 natural), touch 8, flat-footed 17; BAB/Grp +15/+31; Atk +21 melee (3d6+8, slam); Full Atk +21/+16 melee (3d6+8 [x2], slams); Face/Reach 15 ft./15 ft.; SA adhesive, crush; SQ darkvision 60 ft., acid immunity, mimic shape; AL N; SV Fort +13, Ref +9, Will +15; Str 27, Dex 10, Con 21, Int 10, Wis 13, Cha 10.

Skills: Climb +23, Disguise +24, Listen +19, Spot +18; **Feats:** Alertness, Lightning Reflexes, Weapon Focus (Slam), Improved Natural Attack (Slam), Improved Natural Armor, Great Fortitude, Iron Will.

(See "Mimic" entry in the MM for more information.)

Ooze Demon, Lesser: CR 3; SZ M Outsider (Chaotic, Evil, Extraplanar); HD 3d8+9; hp 22; Init +0; Spd 30 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; BAB/Grp +3/+6; Atk +6 melee (1d6+3 and 1d4 acid, slam or bite); Full Atk +6 melee (1d6+3 and 1d4 acid, slam) or +6 melee (1d6+3 and 1d4 acid, bite) and +4 melee (1d4+1 and 1d4 acid [x2], claws); Face/Reach 5 ft./5 ft.; SA acid, summon demons; SQ Damage reduction 5/cold iron or good, darkvision 60 ft., demon traits, immunities, outsider traits, SR 12; AL CE; SV Fort +6, Ref +3, Will +3; Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 10.

Skills: Escape +6, Hide +6, Intimidate +6, Listen +14, Move Silently +6, Search +6, Spot +14, Survival +6; **Feats:** Blind-fight, Multiattack.

Immunities (Ex): Because of their ooze-like nature, ooze demons are immune to paralysis, polymorph, and stunning. They have no discernable anatomy and are therefore immune to critical hits and cannot be flanked.

Summon Demons (Sp): Once per day, a lesser ooze demon can attempt to summon 1d2 lesser ooze demons with a 35% chance of success.

Weretiger Pouncer, Mnk2: CR 7; SZ L Humanoid (shapechanger); HD 2d8+8 plus 6d8+24; hp 71; Init +7; Spd 30 ft.; AC 21 (–1 size, +3 Dex, +6 natural, +3 Wis), touch 15, flat-footed 18; BAB/Grp +6/+22; Atk +13 melee (1d8+8, claw); Full Atk +13 melee (1d8+8 [x2], claws) and +8 melee (2d6+4, bite). Face/Reach 10 ft./10 ft.; SA curse of lycanthropy, flurry of blows; SQ alternate form, tiger empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +12, Ref +11, Will +10; Str 26, Dex 17, Con 18, Int 10, Wis 17, Cha 8.

Skills: Balance +5, Hide +5, Jump +16, Move Silently +9, Tumble +11. **Feats:** Alertness, Improved Grapple (B), Combat Reflexes (B), Improved Initiative, Improved Natural Attack (bite, claw), Iron Will, Improved Natural Armor.

Caverns of Set

Black Skeleton: CR 5; SZ M Undead; HD 6d12; hp 39; Init +4; Spd 40 ft.; AC 20 (+4 Dex, +6 natural), touch 14, flat-footed 16; BAB/Grapple +3/+3; Atk +8 melee (1d6 and 1d3 Str, 19–20 [x2], short sword), or +7 melee (1d4 and 1d3 Str, claw); Face/Reach 5 ft./5 ft.; SA frightful presence, strength damage; SQ DR 10/bludgeoning and good, darkvision 60 ft., +4 turn resistance, undead traits. AL CE; SV Fort +2, Ref +6, Will +5; Str 11, Dex 19, Con –, Int 13, Wis 10, Cha 14.

Skills: Climb +6, Escape Artist +10, Hide +10, Jump +9, Listen +5, Move Silently +10, Search +7, Spot +6. **Feats:** Two Weapon Fighting, Weapon Finesse, Weapon Focus (Short Sword).

Frightful Presence (Ex): The mere presence of a black skeleton is unsettling to foes, especially when the skeleton shrieks. Creatures within 60 feet and with less HD than the black skeleton that hear it must succeed on a DC 15 Will

save or become panicked for 4d6 rounds. Creatures that successfully save are immune to the frightful presence of the same black skeleton for one day. The save DC is Charisma-based.

Strength Damage (Su): Good-aligned creatures hit by a black skeleton (either by a weapon or natural attack) must succeed on a DC 15 Fortitude save or take 1d3 points of Strength damage. The save DC is Charisma-based. The effect is a function of the black skeleton itself, not its short swords.

Feats: Because of the black skeleton's magical nature, its two weapon fighting feat allows it to attack with both weapons at no penalty.

Dark Flier of Set, Ftr8: CR 8; SZ M Humanoid (Human); HD 8d10+20; hp 64; Initiative +4; Spd 30 ft.; AC: 20 (+4 Dex, +5 +1 chain shirt, +1 ring of protection), touch 16, flat-footed 16; BAB/Grp +8/+9; Atk +16 ranged (1d6+4, +1 composite shortbow), or +9 melee (1d8+1, masterwork longsword); Full Atk +14/+14/+9 ranged (1d6+4, +1 composite shortbow), or +9/+4 melee (1d8+1, masterwork longsword); Face/Reach 5 ft./5 ft.; AL LE; SV Fort +8, Ref +6, Will +5; Str 13, Dex 19, Con 14, Int 10, Wis 12, Cha 8.

Skills: Handle Animal +10, Ride +13; **Feats:** Weapon Focus (Shortbow), Weapon Specialization (Shortbow), Greater Weapon Focus (Shortbow), Mounted Archery, Mounted Combat, Ride-By Attack, Point Blank Shot, Rapid Shot, Iron Will.

Possessions: +1 chain shirt, +1 composite shortbow (+1 Str bonus), gloves of dexterity, ring of protection +1, masterwork longsword, 2 quivers of 20 arrows each, mount: pterodactyl.

Dark Priest of Set, Snakefolk Clrg: CR 10; SZ M Monstrous Humanoid (Reptilian); HD 2d8 plus 9d8+33; hp 86; Initiative: +3 (–1 Dex, +4 Improved Initiative); Spd 15 ft., climb 15 ft., swim 15 ft.; AC: 27 (–1 Dex, +5 natural, +9 +1 full plate, +3 +1 shield, +1 ring of protection), touch 12, flat-footed 27; BAB/Grp +8/+9; Atk +11 melee (1d6+1, +1 shortspear); Full Atk +11/+6 melee (1d6+1 [x2], +1 shortspear) and bite +5 melee (1d6 and poison); Face/Reach 5 ft./5 ft. SA poison, spells; SQ low-light vision; AL NE; SV Fort +12, Ref +8, Will +12; Str 13, Dex 8, Con 16, Int 10, Wis 19, Cha 10.

Skills: Concentration +12, Heal +10, *Hide –3, Knowledge (Religion) +3, Listen +6, *Move Silently –3, Spot +6, *Swim –1; **Feats:** Lightning Reflexes, Combat Casting, Weapon Focus (shortspear), Improved Natural Armor, Improved Initiative.

Possessions: +1 full plate, +1 heavy steel shield, ring of protection +1, cloak of resistance +1, periapt of Wisdom +2, +1 shortspear, heavy crossbow, 10 bolts.

Domain Abilities: Death — may make a touch attack once per day. Roll 9d6. If result meets or exceeds opponent's current hit point total, the character dies instantly. **Evil** — casts evil spells at +1 caster level.

Unholy spells prepared (Save DC = 14 + spell level): 0 — create water, detect magic, detect poison, guidance, purify food and drink, resistance; 1st — cure light wounds (x2), death watch, doom, obscuring mist, protection from good*; 2nd — bull's strength (x2), cure moderate wounds, death knell*, hold person, silence; 3rd — bestow curse, contagion, invisibility

purge, magic circle against good, prayer; 4th — cure critical wounds, spell immunity, unholy blight**

*Domain spell

Poison (Ex): The snakefolk have a poisonous bite that deals initial and secondary damage of 1d6 Con. The Fortitude save to resist the poison is 18.

*Includes armor check penalty of full plate.

Dark Rider of Set, Ftr8: CR 8; SZ M Humanoid (Human); HD 8d10+20; hp 64; Initiative +1; Spd 20 ft.; AC: 23 (+1 Dex, +9 +1 *full plate*, +3 +1 *shield*), touch 13, flat-footed 22; BAB/Grp +8/+12; Atk +16 melee (1d8+7, +1 *battleaxe*), or +10 ranged (1d10, masterwork heavy crossbow); Full Atk +16+11 melee (1d8+7, +1 *battleaxe*); Face/Reach 5 ft./5 ft.; AL LE; SV Fort +8, Ref +5, Will +5; Str 19, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Skills: Handle Animal +8, Ride +13, Swim +2*; **Feats:** Weapon Focus (*battleaxe*), Weapon Specialization (*battleaxe*), Greater Weapon Focus (*battleaxe*), Mounted Combat, Ride-By Attack, Spirited Charge, Iron Will, Lightning Reflexes, Skill Focus (Ride).

Possessions: +1 *full plate*, +1 *heavy steel shield*, +1 *battleaxe*, *gauntlets of ogre power*, masterwork heavy crossbow, *potions cure moderate wounds and protection from good*, 50 gp, mount: deinonychus

*Includes armor check penalty for +1 full plate.

Demon, Mallor: CR 14; SZ L Outsider (Chaotic, Evil, Extraplanar); HD 14d8+140; hp 203; Initiative: +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 29 (–1 size, +2 Dex, +18 natural), touch 11, flat-footed 27; BAB/Grp +14/+26; Atk +22 melee (2d6+12, large +1 anarchic longspear), or +21 melee (1d6+8 and poison, claw); Full Atk +22/+17/+12 melee (2d6+12 [x3], large +1 anarchic longspear) or +21 melee (1d6+8 and poison [x2], claws); Space/Reach 10 ft./5 ft. (10 ft. with longspear). SA fear gaze, foul liquid, poison, spell-like abilities, summon demons, summon serpents; SQ demon traits, DR 10/good, darkvision 60 ft., outsider traits, SR 25; AL CE; SV Fort +29, Ref +11, Will +12; Str 27, Dex 15, Con 30, Int 16, Wis 16, Cha 20.

Skills: Climb +20, Diplomacy +19, Concentration +27, Intimidate +21, Knowledge (the planes) +20, Listen +36, Move Silently +15, Search +20, Sense Motive +18, Spellcraft +18, Spot +36, Survival +20 (+22 on other planes, +22 following tracks); **Feats:** Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack.

Fear Gaze (Su): Creatures meeting the mallor's gaze must succeed on a DC 22 Will save or flee in fear for 1d6 rounds. A creature that successfully saves cannot be affected again by the same mallor's fear gaze.

Foul Liquid (Su): All liquids (not just water) within 100 ft. of a mallor automatically foul and become unsuitable for consumption or inhabitation (no save). Creatures drinking fouled water must succeed on a DC 27 Fortitude save or become nauseated for 1 minute. Aquatic creatures (or those that can breathe water) swimming in fouled water must make a Constitution check (DC 10 +1 per previous check) each round they remain in the area or begin suffocating.

Magical liquids in the area can make a DC 27 Fortitude save to avoid fouling.

A mallor can up to 20 gallons of liquid a day using this ability.

Poison (Ex): A mallor injects a virulent poison when it rips an opponent's flesh with its claws. The save DC is Constitution-based.

Mallor Venom: Injury, Fortitude DC 27; initial and secondary damage 1d6 Strength.

As a standard action, a mallor can coat its weapon with this poison. The poison lasts 1 minute before evaporating or until the mallor scores a successful hit with the weapon, whichever comes first.

Spell-Like Abilities: At will – *burning hands* (DC 16), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23); 3/day – *touch of idiocy*; 1/day – *scorching ray* (3 rays). Caster level 12th. The save DCs are Charisma-based.

Summon Demons (Sp): Once per day, a mallor can attempt to summon 1d4 vrock, 1d4 hezrous, or another mallor with a 35% chance of success.

Summon Serpents (Sp): Once per day, a mallor can attempt to summon 1d6 Large fiendish vipers or 1d3 Huge fiendish vipers with a 50% chance of success.

Demon-Serpent of Set: CR 11; SZ G Outsider (chaotic and evil); HD 20d8+63; hp 153; Initiative: +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (–4 size, +3 Dex, +10 natural), touch 9, flat-footed 15; BAB/Grp +20/+43; Atk Bite +27 melee (3d6+11); Space/Reach 20 ft./15 ft. SA constrict (3d6+11), improved grab, smite good; SQ darkvision 60 ft., DR 10/magic, Cold/Fire Resistance 10, scent, SR 25; AL CE; SV Fort +15, Ref +15, Will +13; Str 33, Dex 17, Con 17, Int 5, Wis 12, Cha 2

Skills: Balance +11, Climb +21, Listen +14, Spot +13, Swim +20; **Feats:** Alertness, Combat Reflexes, Endurance, Toughness, Improved Natural Attack (Bite), Improved Natural Attack (Constrict), Improved Natural Armor.

Smite Good (Su): Once per day, a demon-serpent of Set may make an attack against a good aligned creature for +20 damage.

Demonic Crocodile of Set: CR 9; SZ H Outsider (Aquatic); HD 12d8+60; hp 114; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft., swim 30 ft.; AC 19 (–2 size, +1 Dex, +10 natural), touch 9, flat-footed 18; BAB/Grp +12/+28; Atk +19 melee (3d8+8, bite); Full Atk +19 melee (3d8+8, bite) and +14 melee (1d12+4, tail slap); Face/Reach 15 ft./10 ft.; SA improved grab; SQ alternate form, fast healing 5, damage reduction 10 / good, SR 17, cold/electricity/acid resistance 20, poison and fire immunity, darkvision 60 ft.; AL CE; SV Fort +13, Ref +9, Will +9; Str 27, Dex 12, Con 20, Int 12, Wis 12, Cha 8.

Skills: Hide +8*, Knowledge (any one) +13, Listen +16, Move Silently +13, Search +16, Sense Motive +13, Spot +16, Swim +28; **Feats:** Improved Initiative, Power Attack, Weapon Focus (bite), Improved Natural Attack (bite), Improved Spell Resistance.

Alternate Form (Su): The demonic crocodile of Set can assume the form of a 6 ft. long giant carp once per day. While in this form, it loses its land movement speed, but its swim speed increases to 50 ft. It also loses its damage reduction.

It can remain in this form indefinitely. This ability cannot be dispelled, and the demonic crocodile does not change back to its original shape when slain. A *true seeing* spell reveals the creature for what it is.

Skills: The demonic crocodile of Set gains a +12 racial bonus to Hide checks when submerged.)

Fiendish Ten-Headed Pyro-Hydra: CR 13; SZ H Magical Beast; HD 10d10+53; hp 108; Init +1; Spd 20 ft., swim 20 ft.; AC 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19; BAB/Grp +10/+23; Atk +14 melee (2d8+5 [x10], bites); Space/Reach 15 ft./10 ft. SA breath weapon, smite good; SQ darkvision 60 ft., fast healing 20, low-light vision, scent, fire immunity, cold resistance 10, cold vulnerability, damage reduction 5/magic, spell resistance 15; AL NE; SV Fort +12, Ref +8, Will +3; Str 21, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

Skills: Listen +8, Spot +9, Swim +13; **Feats:** Combat Reflexes (b), Iron Will, Weapon Focus (Bite), Snatch, Improved Natural Attack (Bite).

Breath weapon (Ex): Every 1d4 rounds, each of the hydra's heads can breathe a jet of flame 10 feet high, 10 feet wide, and 20 feet long. Reflex save for half is DC 20.

Smite good (Su): Once per day the hydra can add +10 to damage on a single attack against a good foe.

Hippo-Demon: CR 14; SZ H Outsider (Aquatic, Chaotic, Evil); HD 14d8+56; hp 119; Init +5; Spd 20 ft., swim 30 ft.; AC 28 (-2 size, +1 Dex, +19 natural), touch 9, flat-footed 27; BAB/Grp +14/+30; Atk +20 melee (2d8+12, bite); Full Atk +20 melee (2d8+12, bite) and +15 melee (1d12+6, tail slap); Space/Reach 15 ft./10 ft.; SA Improved grab, fear aura, obscuring mist; SQ DR 15/good and cold iron, SR 23, electricity and poison immunity, cold/fire/acid resistance 20; AL CE; SV Fort +13, Ref +10, Will +9; Str 27, Dex 12, Con 19, Int 5, Wis 13, Cha 13.

Skills: Hide +7*, Listen +18, Move Silently +16, Search +6, Spot +18; **Feats:** Cleave, Improved Initiative, Power Attack, Weapon Focus (Bite), Weapon Focus (Tail).

Improved Grab (Ex): To use this ability, the Hippo-Demon must hit a Medium or smaller opponent with its bite attack. If it gets a hold, it grabs with opponent with its mouth. It deals automatic bite damage each round it maintains the hold.

Fear Aura (Su): Hippo-Demons can radiate a 5 foot radius fear aura as a free action. Affected creatures must succeed at a Will Save (DC 18) or be affected as though by a fear spell cast by a 14th level sorcerer. A creature that successfully saves cannot be affected again by the same Hippo-Demon's aura for one day. Other demons are immune to the aura.

Obscuring Mist (Su): Once per day, as the spell of the same name as cast by a 14th level sorcerer. Note that the Hippo-Demon can use this ability underwater with full effect.

Skills: The Hippo-Demon receives a +12 bonus to Hide checks when submerged.

Snakefolk: CR 1; SZ M Monstrous Humanoid (Reptilian); HD 2d8+4; hp 13; Init +0; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; BAB/Grp +2/+3; Atk +3 melee (1d6+1/18-20, scimitar); Full Atk +3 melee (1d6+1/18-20, scimitar) and -2

melee (1d6 and poison, bite); Face/Reach 5 ft./5 ft. SA poison; SQ low-light vision; AL NE; SV Fort +4, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 9, Wis 10, Cha 6

Skills: Hide +5, Listen +5, Move Silently +4, Spot +5, Swim +11; **Feats:** Alertness

Poison (Ex): The snakefolk have a poisonous bite that deals initial and secondary damage of 1d6 Con. The Fortitude save to resist the standard snakefolk's bite is DC 15.

Snakefolk Arcanist, Sor6: CR 7; SZ M Monstrous Humanoid (Reptilian); HD 2d8+6d4; hp 27; Init +2; Spd 20 ft., climb 20 ft., swim 20 ft.; AC: 17 (+2 Dex, +4 natural, bracers of armor +1), touch 12, flat-footed 15; BAB/Grp +5/+6; Atk +6 melee (1d6+1, shortspear); Full Atk +6 melee (1d6+1, shortspear) and +1 melee (1d6 and poison, bite); Face/Reach 5 ft./5 ft. SA poison, spells; SQ low-light vision; AL NE; SV Fort +6, Ref +7, Will +9; Str 12, Dex 14, Con 10, Int 10, Wis 13, Cha 16

Skills: Concentration +9, Hide +5, Listen +5, Move Silently +4, Spellcraft +3, Spot +5, Swim +11; **Feats:** Alertness, Spell Focus (Evocation), Greater Spell Focus (Evocation).

Poison (Ex): The snakefolk have a poisonous bite that deals initial and secondary damage of 1d6 Con. The Fortitude save to resist is DC 15.

Possessions: shortspear, cloak of Charisma +2, bracers of armor +1

Spells per day: 6/7/6/3

Spells known (Save DC = 14+spell level): 0 — *detect magic, light, mage hand, message, ray of frost*, read magic, resistance*; 1st — *burning hands*, magic missile*, protection from good, shield*; 2nd — *invisibility, scorching ray**; 3rd — *fireball**.

*Evocation spells are DC = 16+spell level

Snakefolk Guard, Wary: CR 5; SZ M Monstrous Humanoid (Reptilian); HD 7d8+21; hp 55; Init +1; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 19 (+1 Dex, +4 natural, +4 chainshirt), touch 11, flat-footed 18; BAB/Grp +7/+11; Atk +12 melee (1d6+4/18-20, masterwork scimitar); Full Atk +12 melee (1d6+4/18-20, masterwork scimitar) and +6 melee (1d6+2 and poison, bite); Face/Reach 5 ft./5 ft. SA poison; SQ low-light vision; AL NE; SV Fort +9, Ref +7, Will +5; Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 6

Skills: Climb +7*, Hide +3*, Listen +5, Move Silently +2*, Spot +5, Swim +14*; **Feats:** Alertness; Weapon Focus (Scimitar), Lightning Reflexes

Possessions: chainshirt, masterwork scimitar, gauntlets of ogre power

*Includes armor check penalties for chain shirt.

Poison (Ex): The snakefolk have a poisonous bite that deals initial and secondary damage of 1d6 Con. The Fortitude save to resist is DC 17.

Thessalhydra: CR 11; SZ G Aberration; HD 11d8+77; hp 126; Init +1; Spd 30 ft.; AC 18 (-4 size, +1 Dex, +11 natural), touch 7, flat-footed 17; BAB/Grp +8/+28; Atk +12 melee (3d8+8 and 1d6 acid [x8], bites); Full Atk +12 melee (3d8+8 and 1d6 acid [x8], bites), and +10 melee (2d8+4 and 1d6 acid, primary head bite), and +10 melee (1d8+4 and 1d6 acid, tail slap); Space/Reach 30 ft./15 ft. SA acid, improved grab, spit acid; SQ scent, immunity to

acid; AL N; SV Fort +14, Ref +8, Will +3; Str 27, Dex 12, Con 24, Int 3, Wis 10, Cha 9

Skills: Listen +9, Spot +9; **Feats:** Combat Reflexes, Multiattack, Improved Natural Attack (Bite), Improved Natural Armor.

Improved Grab (Ex): To use this ability the thessalhydra must hit with its tail attack. If it gets a hold, it bits with its primary head.

Spit Acid (Ex): Once per hour, stream of acid 5 ft. wide, 40 ft. long; damage 4d6 acid; Reflex save (DC 22) for half.

Unholy Sphinx: CR 10; SZ L Magical Beast; HD 10d10+44; hp 99; Init +0; Spd 50 ft., fly 80 ft. (poor); AC 21 (–1 size, +12 natural), touch 9, flat-footed 21; BAB/Grp +10/+20; Atk +15 melee (2d4+6, claw); Full Atk +15 melee (2d4+6 [x2], claws), and +10 melee (1d8+3, bite); Space/Reach 10 ft./5 ft. SA spells, roar, pounce, rake (2d4+3); SQ DR 10/magic, SR 16, poison immunity, fire resistance 20; AL NE; SV Fort +11, Ref +7, Will +7; Str 23, Dex 10, Con 18, Int 18, Wis 19, Cha 19

Skills: Concentration +18, Intimidate +15, Listen +16, Spot +16; **Feats:** Alertness, Blind-Fight, Cleave, Combat Casting, Flyby Attack, Great Cleave, Power Attack.

Spells (Ex): Unholy sphinxes cast divine spells as a 5th level cleric from the cleric spell list and from the Death, Evil, and Trickery domains.

Roar (Su): Twice per day, the unholy sphinx can unleash a powerful roar. The first time it roars, all creatures within 250 ft. must succeed at a Fortitude save (DC 19) or be paralyzed for 1d6 rounds, and those within 90 ft. are deafened for 2d6 rounds (no save).

The second time it roars during the same encounter, all creatures within 250 ft. must succeed at a Fortitude Save (DC 19) or take 2d4 points of temporary Strength damage for 2d6 rounds. In addition, any Medium or smaller creatures within 90 feet must succeed at a Fortitude save (DC 19) or be thrown to the ground and take 2d8 points of damage. The force of this roar deals 50 points of damage to any stone or crystalline object within 90 ft. Magic items and held or carried items can avoid damage with a successful Reflex save (DC 19).

Pounce (Ex): If an unholy sphinx leaps upon a foe during the first round of combat, it can make a full attack even if has already taken a move action.

Rake (Ex): An unholy sphinx that pounces on an opponent can make two rake attacks with its hind legs (+15 melee) for 2d4+3 points of damage.

Blessings of Set

The evil snake god of darkness and the night sometimes sees fit to bestow upon his followers special features to aid them in doing his bidding. These individuals often appear monstrous thanks to their unholy blessings and are usually shunned by civilized lands.

The Blessings of Set may be applied to any living, corporeal creature with a nongood alignment (referred to hereafter as the base creature).

Appendages (Constrictor): A pair of lengthy constrictor-like tentacles sprout from the base creature's back. The appendages of Medium or Large base creatures function as

medium constrictor snakes; huge or larger base creatures have appendages that function as giant constrictor snakes. Base creatures of Small or smaller size may not be granted this Blessing.

The appendages may make bite attacks or may grapple and constrict as per the MM description for the appropriate size category of constrictor snakes.

Challenge Rating: +1 to base creature

Level Adjustment: +2

Appendages (Viper): A pair of viper-like tentacles sprout from the base creature's back. The size of the vipers corresponds to the size of the base creature (i.e.: a Tiny creatures have tiny appendages, Medium creatures have medium appendages; however, any creature larger than Huge still has only huge viper appendages.) Base creatures of Diminutive size or smaller may not be granted this Blessing.

The appendages make bite attacks and have poison effects as per the MM description for the appropriate size category of viper snakes.

Challenge Rating: +1 to base creature

Level Adjustment: +2

Croc-Headed: The base creature's face is distorted into a long, scaly snout, displaying a prominent mouth full of sharp teeth. Medium and Large creatures gain a Medium-sized crocodile head while Huge and larger get the head of a giant crocodile.

Base creatures with this Blessing not only gain the powerful bite attack of a crocodile, but they are also granted the Special Qualities (hold breath and low-light vision) and the Special Attack (improved grab – with bite attack only).

Damage for the Medium-sized head's bite is 1d8 + the base creature's Strength bonus; the Giant crocodile's bite deals 2d8 + the base creature's Strength bonus.

The bite attack for the croc-head replaces any existing bite attacks of the base creature.

Challenge Rating: +1 to base creature

Level Adjustment: +2

Scales: The base creature's skin becomes scaly. Sometimes the scales cover the creature's entire body, offering tremendous protection, but this is rare.

Base creatures with this Blessing gain a Natural Armor bonus ranging from +2 (partial scale coverage) to +5 (complete coverage). This bonus replaces the base creature's existing Natural Armor.

Challenge Rating: +1 to base creature (for +2 bonus); +2 to base creature (for +5 bonus)

Level Adjustment: +2 (for +2 bonus); +4 (for +5 bonus)

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