

NMR3-01

Xerbo's Fury

A One-Round D&D LIVING GREYHAWK®
Nyronde and Environs Meta-Regional Adventure

Version 1.1

by James Zwiers

Rumors abound of pirates on the Nyr Dyv. The authorities seem indifferent, but someone is watching. Can you unravel the mystery of what is really happening on the Nyr Dyv? An adventure for Characters levels 4-14. Secrets on the Wind Part 1.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your

abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

4. Determine the character level for each of the PCs participating in the adventure.
5. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
6. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
7. If you are running a table of six PCs, add one to that average.

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure.

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

This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

This is a standard One-round Meta-Regional adventure, set in the Nyrond and Her Environs Meta-Region. Characters native to the Duchy of Urnst, the County of Urnst, Nyrond, The Theocracy of the Pale, or Ratik pay one Time Unit per round; all others pay two Time Units per Time Unit. Adventurer's Standard Upkeep costs

12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary and Background

Someone or something has been preying on trade ships traveling the Nyr Dyv. The navies of the Duchy and the County have tried to find the perpetrators but have so far failed.

In the past months the attacks have grown more frequent, and now even the trade across the Nyr Dyv is dubious. Clerics of Xerbo are furious and have posted an advertisement for help in guarding an important package as it is taken across the Nyr Dyv. The package is a lure to draw the attackers into the open, and with adventurers on board the clergy is hoping that they can be beaten and something about the attackers discovered.

Encounter 1 – The party sets out onto the Nyr Dyv. Native creatures of the Nyr Dyv attack the ship on the second day of the trip. These monsters are more that have been disturbed by the Isles of Woe.

Encounter 2 – Raiders attack two days later. They will flee when they start to lose, allowing the characters to give chase.

Encounter 3 – The heroes have followed their attackers back to their island base, and now have the chance to explore the island. While doing so they will discover the entrance to a cave complex.

Encounter 4 – The caves has two levels. The top level stores the goods that the raiders have acquired. The sheer quantity will likely bemuse most people because most raiders would have sold it somewhere.

Encounter 5 – The lower caves consists of sleeping chambers, and the holding areas for captives. The heroes may clue in that the captives are being eaten, but then they may not as well.

Encounter 6 – This encounter deals with what happens when the heroes find the captives and what their guard does.

Encounters 7 – The cultists of Syrul, a group of Yuan-ti from the jungles of Amedio, are here planning the next raid.

Encounter 8 – As the heroes are leaving they witness the approach of another vessel, carrying Yuan-ti. Seeing the freed hostages and the heroes the ships turns about and leaves, as the Yuan-ti on board scream a curse on the heroes.

In the conclusion the heroes will have a chance to learn that they were used. And will be taken back to wherever they need to go.

Introduction

The day finds you in a small outdoor market on the outskirts of Leukish in the Duchy of Urnst. The winter has given way to a pleasant spring morning. Glancing around, you saw a new notice tacked to the side of a fish vendors stall. It was a request for aid from the Temple of Xerbo & Osprem in Leukish.

If the PCs ask the vendor, a one Salton Ecker, he will explain that the priest in Luekish asked him to take this notice and place it on his cart. Since he can not read, he would be grateful to any PC who could tell him what it says. He will also explain that the shipping lanes have been plagued by pirates.

Assuming the PCs take the initiative and go to the temple, read the following. If they are resistant, use Ecker to encourage them.

Entering Leukish, you quickly find the temple. It is quiet inside and decorated with a water motif. An older man stands in front of the altar, he turns around as you enter, "Greetings, I am Father Silnas Kaste, how may I help you?"

Assuming the characters tell him about the advertisement he will continue.

"Ah, then you're here to help? Excellent. Please, follow me into my office and be seated. The temple must ship a particularly valuable article to our brethren in Radigast City in the County, and being followers of Xerbo we felt over the lake was appropriate. However, given the recent spate of missing ships and stolen cargoes we thought it might be best to hire some help. If you're willing then the Lady Spray leaves tomorrow on the first tide. Anything that is not obvious shipping materials will be yours to keep if you are attacked; if you are not attacked we will arrange for compensation."

Silnas will not reveal what the cargo is, and neither will the Captain of the ship when they meeting him.

Father Silnas Kaste: Male Suel Cleric 3 of Xerbo.

Encounter One – Sailing Into the Sunset

Finding the Lady Spray was easy enough. It is a green sloop, probably about 60 feet long. After hailing the ship you were granted permission to come aboard and met with the captain. Captain Zugern is a Suel man in his early thirties, he welcomed you aboard and then gave the orders to set sail. You are shown to your lodging, a pair of cabins below decks. Each cabin, located in the stern, has 3 hammocks and chests, as well as a washstand and a writing table.

The first day is beautiful weather. There is a nice breeze and you make good time as you strike out for Radigast city. However, the second day dawns in a bloom of red. The sailors are fearful and worried. The unease is broken by a loud crashing noise and the ship lurches.

The *Lady Spray* is a 65-foot long lap-strake constructed sloop. It is lateen rigged, with a single mast; draws 9 ft (her depth below water) and has a beam (width) of 15 ft. It needs 12 people to crew it, and can accommodate up to 15 passengers. It normally sails with a beam of 5ft (i.e. the sides are 5ft above the water).

Some marine creatures have attacked the ship. The creatures have been made angry and confused by the effects of the *Isles of Woe*. Note: At APL 2, the sahuagin is uncomfortable, it made it's first *freshwater sensitivity* check, but must make another one on the 4th round of combat. Also, the ships crew worries about keeping the ship working during the combat, and do not take part.

Captain Zugern: Male Suel Exp2/Rog2.

Crewmembers (12): Male/Female Com1/Exp2.

Creatures:

APL 4 (EL 5):

Sea Lion: hp 51; See *Monster Manual*.

Sahuagin: hp 11; See *Monster Manual*.

APL 6 (EL 7):

Sea Lion (3): hp 51; See *Monster Manual*.

APL 8 (EL 9):

Nyrrian Boatcrusher: hp 115; See *Appendix I*.

APL 10 (EL 11):

Nyrrian Boatcrusher (2): hp 115; See *Appendix I*.

APL 12 (EL 13):

Nyrrian Boatcrusher (4): hp 115; See *Appendix I*.

APL 14 (EL 15):

Nyrrian Boatcrusher (8): hp 115; See *Appendix I*.

Encounter Two – Not Again!

The two days after the attack have been pleasant, almost idyllic. You've seen no other ships, or creatures. The captain seems to be pleased, but has maintained the watches that he had his crew doing.

Allow the characters two days of healing and spells. If any of them wish to stand watch, which the captain does not need, then let them notice the approaching ship first if they make a spot check (DC 20). The ship is approaching at night. So, they can close to 60 ft. before they will be noticed. If the heroes notice the ship then give them one extra round (for a total of 2, otherwise they get 1 round). The crew of the *Lady Spray* will remain as far away from combat as possible, while tending to the fires that the attacks have set (to both provide illumination, and to scare their targets).

You are woken in the middle of the night by calls of, "Fire", followed closely by gurgling screams and the solid thud of something hard hitting the deck above you.

The attacker's ship is called the *Sea Dragon*. She is 45 feet long lap-strake constructed carrack. She has a single mast and is lateen rigged; her beam (width) is 10ft, and she draws 5 feet (her depth below water). Her gunnels are 8ft above the waterline. When the first hero gets on deck read the following:

Spread before you is a scene from the land of nightmares. The flaring fires spread across its deck light the ship. Swinging over on ropes from another ship that can be just made out in the darkness are several figures, dressed in black and bearing what look like rapiers. The crew of the Lady Spray, scattered like seed for chickens, are frantically trying

to put out the fires while staying as far away from the raiders as possible.

The raiders will retain a hold of their ropes at all times. When 2 of the raiders have gone down the remainder will all ready actions to return to their ship and leave (they also leave their dead or dying companions behind). The crew of the attacking vessel will always have readied actions to sail; in preparation for if their allies should fail. The *Sea Dragon* will keep 20 ft. between herself and their target (the *Lady Spray*) at all times. When the attacking crew are ready to flee their crew will throw prepared flasks that will detonate and set fire to the *Lady Spray*, forcing the heroes to stay behind to put out fires.

Captain Zugern: Male Suel Exp2/Rog2.

Crewmembers (12): Male/Female Com1/Exp2.

Creatures:

APL 4 (EL 6):

Superior Crew (6): hp 27; See *Appendix II*.

APL 6 (EL 8):

Superior Crew (6): hp 37; See *Appendix II*.

APL 8 (EL 10):

Superior Crew (6): hp 47; See *Appendix II*.

APL 10 (EL 12):

Superior Crew (6): hp 57; See *Appendix II*.

APL 12 (EL 14):

Superior Crew (6): hp 67; See *Appendix II*.

APL 14 (EL 16):

Superior Crew (6): hp 77; See *Appendix II*.

Tactics: The superior crewmembers will attempt to gain a flank as soon as possible. When a third of their numbers have dropped they will flee, giving the heroes the opportunity to chase them.

Encounter Three – The Chase Is On

You're fighting the raiders when suddenly they break off, return to their ship, and then set sail. Captain Zugren looks to you and pleads for your help in putting out the fires that litter his deck.

The PCs have a choice at this point. They can either give chase to the raiders or put out the fires. Since the ship isn't going to follow the raiders yet, the PCs must leave the ship to do so.

It will take at least half (rounded up) of the PCs to contain the fire. Any less and the ship will catch fire and sink.

On the other hand, if the PCs give chase to the Sea Dragon they can catch it and continue the fight. The opposing crew, however, will attempt to scuttle the ship if it is boarded. The PCs will have to make a spot check (DC 18 + APL) to notice the efforts of the crew. If they do spot them it is a simple matter to stop them but they must do it on their next action or it is too late.

This could leave the PCs with one lake and no boats. If that happens, they get a strange piece of luck. Floating in the water near where the Sea Dragon went down is a map showing its course. This will lead them to the island. Of course, it will take them another TU to get rescued and report back to the temple. The temple will send them (and the rest of the crew of the *Lady Spray*) out on another vessel to the island to continue the adventure. Remove any future references to the Sea Dragon, as it no longer exists.

If the PCs manage to capture the Sea Dragon they will find the map described above in the captain's cabin. They can make for the island with the Sea Dragon in tow. This also allows them to make a frontal assault in the Sea Dragon while retaining the element of surprise. Adjust the rest of the scenario to take this into account.

Once the fire is put out the heroes can follow the raiders aboard the *Lady Spray*. If the heroes make no move to suggest giving chase then Captain Zugern will ask them as below.

Captain Zugern looks to you, "Do we give chase and finish them?"

If the characters say no, then the next day they will be attacked again (use the full combat from encounter 2) and given a second chance. If they still refuse then the

adventure is over for them. If they give chase then continue.

All day you follow the raiders as they flee. They seem to draw slowly ahead from you, despite your best efforts. As the last vestiges of sunlight die in the cloudless sky you notice an island, rugged and ringed in cliffs, rising from the lake ahead; the raiders seem to be driving straight for it. As you approach the island, you can make out a series of small inlets, most with a sandy beach at their head. The raiders have disappeared behind the lee of the island.

If the heroes sail around the far side of the island then they will see the raiders pulling up to dock at the small camp/village. They have two possible landing routes: they can dock in town (and wander directly into the fight) or they can land in one of the smaller coves, and hike across the island to the camp/village. If they hike across the island use the following text:

Captain Zugern finds a small sheltered cove to lie up in. Grounding the boat on the sandy beach, he helps you disembark onto the island. The climb up the steep ravine, carved by a small creek, is hard but not as difficult as you had imagined. Reaching, after a short while, the plateau at the top you can see that the island is mostly flat on top, with only a slight peak in the center. The most notable feature of the island is the lack of any major vegetation. There are a few scarce grasses, but no trees, even shrubs are stunted and withered. A short time later you have reached the cliffs behind the village on the island and are looking down upon it.

The village is composed of a series of small wooden buildings. Set into the cliff face is a large stone structure; it looks like some type of temple. You can see people walking around in the village; they don't seem to have noticed you yet.

In either case, the heroes will have to fight the remaining raiders. The numbers below should be modified to reflect those that perished in their failed sea attack.

Creatures:

Captain Zugern: Male Exp2/Rog2.

Crewmembers (12): Male/Female Com1/Exp2.

APL 4 (EL 6):

Superior Crew (6): hp 27; See *Appendix II*.

APL 6 (EL 8):

Superior Crew (6): hp 37; See *Appendix II*.

APL 8 (EL 10):

Superior Crew (6): hp 47; See *Appendix II*.

APL 10 (EL 12):

Superior Crew (6): hp 57; See *Appendix II*.

APL 12 (EL 14):

Superior Crew (6): hp 67; See *Appendix II*.

APL 14 (EL 16):

Superior Crew (6): hp 77; See *Appendix II*.

Tactics: The superior crew will try for flanking as often as possible. They will fight to the death.

Encounter Four – Finally, Some Action

Having removed the remainder of the raiders you were free to explore the island. The wooden buildings seemed to be used for housing; there was nothing of note to be found other than old bed rolls. All that remains to be looked into is the stone temple structure.

It is hard to say for sure what religion, if any, used to use it, but looking through the open doors it is possible to discern it's current use: storing goods. The inside of the building has stacks of crates along both walls. At the back you can make out, in the dim light, what looks like a door to more chambers, with what might be more crates still.

The crates of interest are:

- 4 crates of high quality temple candles, each has the Holy Symbol of Pholtus inlaid in gold leaf on the side. (Theocracy of the Pale)
- 5 crates (containing a variety of swords) labeled Vardushi Shipping. (Nyronnd)
- 1 crate (containing gambling markers and a few gems) labeled L.F.O. (Nyronnd)
- 6 crates (containing furs, ivory and gems) labeled Manilae Trading (Nyronnd)
- 4 crates (containing fine cloth) labeled House Schtrauer (Duchy & County of Urnst)

- 5 crates (containing rigging for ships) labeled House Kaste (Duchy of Urnst)
- 2 crates (each containing an altar stone dedicated to Bralm) labeled House Verle (Duchy of Urnst)

The locations that are listed in parentheses indicate the headquarter nation of the trading group (be they a merchant house, cartel, trade guild, or etc). A knowledge local check (DC 25 or 20 for specific to that region) will reveal that information.

In addition to those crates, that chamber and the two beyond it contain another 73 unlabelled crates filled with a variety of non-perishable trade goods.

Note: Taking these goods, as personal possessions, while possible, will earn people the enmity of the owners of the goods (if in a labeled crate) or the enmity of the Church of Xerbo and Osprem is unlabelled. Taking them with the intent of returning them at the soonest opportunity is not only possible but looked upon favorably. Taking the crates will not give the heroes more treasure than the maximum value listed in the *Adventure Record*.

The last room, probably almost 200 feet into the cliff face, contains a shaft, about 25 feet in diameter, which plunges down into the darkness. Carved into the edges of the shaft are six ladders.

The shaft leads to the first of the caves below the island. Have each character make a Climb check to descend the ladders (DC 5), just to raise tension. Animal followers will have difficulty continuing from here on, but any creative solution to the problem should work. The shaft is 80 feet deep (to the floor of the next chamber, the shaft itself ends after 60 feet and the ladders continue as wooden ladders the remaining 20 feet).

Encounter Five – Caves of Despair

As you descend the carven ladders you begin to hear noises: skittering feet, a vague wailing or moaning sound, something that might be dim chanting and possibly a raspy voice talking in low tones somewhere in the tunnels. Having reached the bottom of the ladder you find yourself in a natural cave. Stacked near the edges of the room are the remains of several crates, it looks and smells like they once contained food, which has long since rotted away.

These tunnels are damp, dark and smell like mildew. There is dripping water, and small patches of harmless

green sea slime. The tunnels form a small maze, and have various rooms that extend off them. Each room is detailed below, or in Encounters Six (room A) and Seven (room C).

Room B

This room, seemingly drier and cleaner than the others you've seen, has six beds. At the foot of each bed is a single wooden chest.

The beds have fine quality feather mattresses and nice clean linen. At APL 14 one chest is trapped with a *Glyph of Warding*. The chests contain various mundane goods worth nothing as they have been damaged by their time in the caves. A note can also be found with a search check (DC 15+APL); if the note is found give them handout #1.

APL 4-12: No Trap

APL 14:

Glyph of warding: *Inflict Serious Wounds* (3d8+6); Will save for half damage (DC 21); Search (DC 30); Disable Device (DC 32).

Room D

This chamber has a small river running through the back, and it smells bad in here. Whoever lives down here probably uses this as a toilet.

This is indeed the toilet for the cultists and the captives.

Room E

The floor in this room has a series of cracks running in spidery lines across its surface. It smells of damp and there is a faint mist in the air. Every so often you hear a soft boom.

This cave was too close to the edge of the island and the waves have broken through the rock overtime. Every so often a large wave hits just the right way to send a gush of water spraying into the room; this happens just then the heroes are in the room. Have them make a Reflex save (DC 20) to avoid the water as it sprays out of the cracks on the floor. Failure indicates that they get wet.

Room F

This room is peculiar amongst the others you have seen down here. It is relatively dry and there are crates stacked along one wall. Against the far wall is a hearth with a large pot simmering on it. There is no one in the room.

This room is where the food for the captives is prepared. The crates contain spoiled foodstuffs, and the cauldron contains a bland gray-green substance. If anyone tastes the substance tell them that it tastes disgusting. There is nothing of value in this room.

Encounter Six – More Hostages

Room A

This room is filled with people, chained and whimpering. Sitting at a table, playing cards are a pair of guards. They see you and start to draw their weapons, and then they think better of it and drop their weapons to the floor and surrender. As they do so the mass of people cheer loudly.

There are 17 hostages here; all are malnourished. Five of the hostages are separate from the others, and have caught *Filth Fever*. Rescuing these people is difficult at best because many can barely walk. Those who are diseased are unconscious and must be carried, requiring those who are carrying them to make a Fortitude save or contract *Filth Fever*. If the characters take the time to talk to them, the captives will relay the following:

There were more of us, 24 in total. They took the others, one a day. Not sure where they went, but we never heard from them again.

Captives (17): hp 1d3-1; Male/Female Com1 or Exp1.

Encounter Seven – Into the Shadowed Depths

Room C

As you are approaching this room you hear some kind of staccatoed hissing.

If the PCs continue forward, read the following.

As you round a bend you see, clustered about a table, several creatures. They are talking in some foreign tongue. The one on the far side of the table seems to have noticed you and is moving to attack.

There is a group of Yuan-ti here; they were discussing tactics in the Yuan-ti tongue. One of the halfbloods has Snakebite (see treasure summary), at higher APL's this is the sorcerer. See *Appendix III* for details on the attackers in addition to other references.

Creatures:

APL 4 (EL 7):

Yuan-ti, Halfblood (2): hp 38.

APL 6 (EL 9):

Yuan-ti, Halfblood (2): hp 38.

Yuan-ti, Abomination: hp 67.

APL 8 (EL 11):

Yuan-ti, Halfblood (2): hp 38.

Yuan-ti, Abomination (2): hp 67.

Yuan-ti, Pureblood (2): hp 27.

APL 10 (EL 13):

Yuan-ti, Abomination Fighters (2): hp 115.

Yuan-ti, Halfblood Sorcerer: hp 62.

Yuan-ti, Halfblood Cleric: hp 66.

Yuan-ti, Pureblood Rogue: hp 57.

Yuan-ti, Pureblood Bard: hp 49.

APL 12 (EL 15):

Yuan-ti, Abomination Fighters (2): hp 137.

Yuan-ti, Halfblood Sorcerer: hp 72.

Yuan-ti, Halfblood Cleric: hp 80.

Yuan-ti, Pureblood Rogue: hp 69.

Yuan-ti, Pureblood Bard: hp 59.

APL 14 (EL 17):

Yuan-ti, Abomination Fighters (2): hp 159.

Yuan-ti, Halfblood Sorcerer: hp 82.

Yuan-ti, Halfblood Cleric: hp 94.

Yuan-ti, Pureblood Rogue: hp 81.

Yuan-ti, Pureblood Bard: hp 69.

Tactics: Abominations will charge into combat, using their impressive strength and combat abilities to destroy the invaders. The halfbloods will also enter melee combat. The sorcerer will use his defensive spells before entering melee with his scimitar. The cleric will attempt to use his deathwatch and deathknell to fell opponents as they near death. The purebloods will enter melee. The rogue will attempt to sneak attack people while the bard will sing in the Yuan-ti language to inspire courage. He will also attempt to heal his friends if they get too injured.

Encounter Eight – Won't it End?

Read the following when the heroes emerge from the caverns, hopefully with the captives.

As you help the captives out of the caverns you see a ship at the dock. It becomes clear that it is not the Lady Spray; however, as those on deck have noticed you and seem to be getting ready to set sail. People are scrambling over the rigging as the ship pulls away, and on the poop deck [the rear of the ship] you see another posse of those snake-like creatures you dispatched in the caves. The let out a hissing scream at you as the ship pulls out of the bay.

Please note that the ship is over 400 feet away and will, in all likelihood, get away. If the PCs manage to catch the boat use the same statistics from Encounter 2. This fight, however, does not gain the PCs extra XP and should be discouraged.

After a short wait the Lady Spray pulls into the bay from the opposite direction to where the raiders went; the Lady Spray is towing the ship of the now deceased raiders behind her; Captain Zugern explains that they towed it away after observing the battle to hide it so that additional raiders would not be suspicious when they found a docked boat without any crew. Captain Zugern ushers you on board and ensures that the freed captives will be well cared for. He also makes sure that the recovered cargoes are stored.

Conclusion

Two days later you pull into the bustling port city of Radigast in the County of Urnst. The freed captives are helped off the ship and to a nearby temple of Xerbo and Osprem to be healed and cured of disease. Captain Zugern asks you to come to his chambers. Once there he begins to speak.

"Please sit. The mission has been a success with the discovery of who is behind these raids. The delivery was a hoax designed to draw them out. Now the priests of Xerbo and Osprem can move against their island stronghold and protect those who sail the seas with trade. Now we get to business, what would you like done with the recovered cargo? And as arranged, the Sea Dragon is yours."

If the heroes keep it then they get enmity with each group that goods are kept from. If they return it then they get an influence with each group.

If the heroes earn the influence with the Church of Xerbo & Osprem, then they can use that immediately, at a 1 Time Unit cost, to have *Snake Bite* (the APL4-12

version) removed at no additional cost (however, the influence is expended). The APL 14 version must be removed under normal guidelines as there are no clerics of Xerbo or Osprem of sufficient level in the County or Duchy of Urnst.

"Excellent choice. Now, I and the Lady Spray are returning to Leukish, if you would like to come you may."

The End

Experience Point Summary

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

Challenge-based Experience

Encounter One

Defeat the Aquatic Monsters	
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp
APL 14	450 xp

Encounter Two/Three

Defeat the Raiders	
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp
The Effective EL of this combat is lowered due to the Raiders fleeing when they start to lose.	

Encounter Seven

Defeat the Yuan-ti Cultists	
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp

Challenge-based Experience Maximums

APL 4	540 xp
APL 6	720 xp
APL 8	900 xp

APL 10	1080 xp
APL 12	1260 xp
APL 14	1440 xp

Role-playing/Objective Experience

Encounter Nine

Return the Stolen Goods to their Owners.

APL 4	60 xp
APL 6	90 xp
APL 8	120 xp
APL 10	150 xp
APL 12	180 xp
APL 14	210 xp

Discretionary role-playing award

Award each player no more than this amount. You may award different amounts to different players.

APL 4	75 xp
APL 6	90 xp
APL 8	105 xp
APL 10	120 xp
APL 12	135 xp
APL 14	150 xp

Roleplaying Experience Maximums

APL 4	135 xp
APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp
APL 14	360 xp

Total possible experience:

APL 4	675 xp
APL 6	900 xp
APL 8	1125 xp
APL 10	1350 xp
APL 12	1575 xp
APL 14	1800 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the

time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

Encounter Two/Three

Defeat the Raiders.

APL 4–L: 240 gp; C: 0 gp; M: 0 gp.

APL 6–L: 90 gp; C: 0 gp; M: six *+1 breastplates* (112 gp each per suit).

APL 8–L: 242 gp; C: 0 gp; M: six *+1 breastplates* (112 gp each per suit).

APL 10–L: 82 gp; C: 0 gp; M: six *+1 rapiers* (193 gp each per weapon), six *+1 breastplates* (112 gp each per suit).

APL 12–L: 82 gp; C: 0 gp; M: six *+1 rapiers* (193 gp each per weapon), six *+1 breastplates* (112 gp each per suit).

APL 14–L: 0 gp; C: 0 gp; M: six *+1 rapiers* (193 gp each per weapon), six *+1 breastplates* (112 gp each per suit), six *+1 bucklers* (97 gp each per shield).

Encounter Seven

Defeat the Cultists.

APL 4–L: 165 gp; C: 0 gp; M: 0 gp.

APL 6–L: 165 gp; C: 0 gp; M: 0 gp.

APL 8–L: 317 gp; C: 0 gp; M: 0 gp.

APL 10–L: 247 gp; C: 0 gp; M: 0 gp.

APL 12–L: 193 gp; C: 0 gp; M: +1 *breastplate* (112 gp), +1 *whip* (192 gp).

APL 14–L: 183 gp; C: 0 gp; M: +1 *breastplate* (112 gp), +1 *whip* (192 gp), +1 *scimitar* (192 gp), +1 *studded leather* (97 gp), *periapt of wisdom* +2 (333 gp), 2 *cloaks of elvenkind* (167 gp each).

Adventure Maximums

If the total value of treasure received exceeds the AR maximum, award the AR maximum instead.

APL 4: 405 gp; AR maximum 600 gp.

APL 6: 927 gp; AR maximum 800 gp.

APL 8: 1231 gp; AR maximum 1250 gp.

APL 10: 2159 gp; AR maximum 2100 gp.

APL 12: 2409 gp; AR maximum 3000 gp.

APL 14: 3855 gp; AR maximum 6000 gp.

Special

Snakebite

Snakebite appears to be a common +1 scimitar, however, it is cursed. When it is un-bonded the first person to pick-it up becomes cursed. The bearer of the weapon cannot attack snakes or Yuan-ti. In addition, it grants a –2 profane penalty to Charisma due to the small scales that grow on your hands and arms (they do not however, give any bonus to Armor Class; this only applies to people who don't already have scales). A *Remove Curse* spell cast at 12th level will remove the sword. Any person after that who picks it up will get cursed. Removing the curse destroys the sword.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *bestow curse*; *Market Price:* 8,302 gp.

Keen Snakebite

Snakebite appears to be a +1 keen scimitar, however, it is cursed. When it is un-bonded the first person to pick-it up becomes cursed. The bearer of the weapon cannot attack snakes or Yuan-ti. In addition, it grants a –4 profane penalty to Charisma due to the small scales that grow on your hands and arms (they do not however, give any bonus to Armor Class; this only applies to people who don't already have scales). A *Greater Remove Curse* spell cast at 16th level will remove the sword. Any person after that who picks it up will get cursed. Removing the curse destroys the sword.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, *empowered bestow curse*; *Market Price:* 18,302 gp.

Influence or Enmity

The character has gained the favor or enmity of those parties listed below, the region to which the favor belongs is in parentheses:

- ☐ Church of Pholtus (Theocracy of the Pale)
- ☐ Vardushi Shipping (Nyronnd)
- ☐ L.F.O. (Nyronnd)
- ☐ Manilae Trading (Nyronnd)
- ☐ House Schtrauer (County & Duchy of Urnst)
- ☐ House Kaste (Duchy of Urnst)
- ☐ House Verle (Duchy of Urnst)
- ☐ Church of Xerbo & Osprem in the Urnst States (County & Duchy of Urnst)

The Sea Dragon

The *Sea Dragon*, a lapstrake constructed caravel, was used to prey on shipping on the Nyr Dyv. During these exploits she was not well cared for and so needs some repairs before being in top condition. (See below for more information)

The *Sea Dragon* is 45 feet long lap-strake constructed carrack. She has a single mast and is lateen rigged; her beam (width) is 10ft, and she draws 5 feet (her depth below water). Her gunnels are 8ft above the waterline.

Using the Sea Dragon

She requires a crew of 6 and a captain (with at least 5 ranks in Profession (sailor)) to sail. The crew and the captain may be followers and/or cohort acquired through the Leadership feat, or they may be hired. Each crewmember that must be hired cost 2 gp per TU. Hiring a captain costs 5 gp per TU.

Repairing the Sea Dragon

Each adventure you may invest some money in repairing the *Sea Dragon*. These investments can only be made in even 100 gp sums (to simplify accounting), although at most 500 gp can be invested at once. Every time this is done it should be initialed both here, and in the notes section on the appropriate Adventure Record. Each 100 gp invested raises the current market value by 100 gp. The maximum market value is 10,000 gp (meaning this may be done at most 50 times).

Prerequisites: Craft (boat building) 10 ranks; *Market Price:* 5,000 gp.

Adventure Record Access

APL 4

Sea Dragon (Adventure; see above).

Upgrading existing masterwork weapon to +1 (Regional; cost varies; DMG)

Wand of Cure Light Wounds (Meta-Regional; 750gp; DMG)

APL 6

As for APL 4 plus

Upgrading existing masterwork armor and shields to +1 (Regional; cost varies; DMG)

APL 8

As for APLs 4-6

APL 10

As for APLs 4-8 plus

APL 12

As for APLs 4-10 plus

Keen Snakebite (Adventure; 8320 gp; See above)

APL 14

As for APLs 4-12 plus

Periapt of Wisdom +2 (Adventure; 4000 gp; DMG)

Cloak of Elvenkind (Adventure; 2000 gp; DMG)

Appendix I – Aquatic Creatures

Nyrrian Boatcrusher (from *Living Greyhawk Journal 4*): CR 9; Huge Beast (Aquatic); HD 11d10+55; hp 115; Init +1; Spd 15 ft., swim 40 ft.; AC 16 (touch 9, flat-footed 15) [[+1 Dex, -2 size, +7 natural]]; Atk +14 melee (2d6+12, bite), +9 melee (2d6+4, gore), +9 melee (1d6+4, tail slam); SQ Darkvision 60ft. low-light vision, power dive; Face/Reach 10ft. by 20ft./10 ft.; AL N; SV Fort +12, Ref +8, Will +4; Str 27, Dex 12, Con 20, Int 2, Wis 13, Cha 11.

Skills and Feats: Hide -7, Listen +16, Spot +10.

Power Dive (Ex): When in water, the Boatcrusher can dive downward (at any angle up to 45° from straight down) and move up to four times its speed as a double move.

Skills: A Nyrrian Boatcrusher receives a +8 racial bonus to Listen checks and a +4 racial bonus to Spot checks.

Appendix II – Ship's Crews

All APL's

Captain Zugern: Male Human Exp2/Rog2; CR 3; Medium Humanoid; HD 2d6+2d6+3; hp 21; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [[+3 Dex, +3 armor, +1 buckler]]; Atk +2 melee [(1d6-1, 18-20/x2, masterwork scimitar)]; SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +0, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +10, Climb +6, Diplomacy +2, Innuendo +8, Intuit Direction +8, Jump +5, Profession (Sailor) +8, Spot +8, Tumble +12, Use Rope +10; Dodge, Mobility, Toughness.

Possessions: masterwork scimitar, masterwork studded leather, masterwork buckler, ring of feather falling, potion of cure moderate wounds, 2 potions of cure light wounds.

Crewmembers: Mixed Human Com1/Exp2; CR 2; Medium Humanoid; HD 1d4+2d6+3; hp 15; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [[+1 Dex, +1 armor]]; Atk +2 melee [(1d6+1, club)]; +2 ranged [(1d4, range 50ft., sling)]; AL N; SV Fort +1, Ref +1, Will +4; Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance+8, Climb+7, Jump+9, Listen+3, Profession (Sailor)+5, Spot+5, Swim+2, Tumble+10, Use Rope+6; Alertness, Skill Focus (Profession (Sailor), Tumble).

Possessions: club, sling, 50 sling bullets, padded armor.

APL 4

Superior Crew: Male Human Rog5; CR 5; Medium Humanoid; HD 5d6+5; hp 27; Init +4; Spd 20 ft.; AC 19 (touch 14, flat-footed 19) [[+4 Dex, +4 armor, +1 buckler]]; Atk +8 melee [(1d6+1, 18-20/x2, rapier)]; SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge (Dex to AC); AL NE; SV Fort +2, Ref +8, Will +1; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Appraise +9, Balance +9, Climb +6, Escape Artist +9, Hide +9, Move Silently +9, Profession (Sailor) +8, Swim +9, Tumble +9, Use Rope +12; Quick Draw, Weapon Finesse (Rapier), Weapon Focus (Rapier).

Possessions: rapier, masterwork chainshirt, masterwork buckler.

APL 6

Superior Crew: Male Human Rog7; CR 7; Medium Humanoid; HD 7d6+7; hp 37; Init +8; Spd 20 ft.; AC 20

(touch 13, flat-footed 20) [[+3 Dex, +6 armor, +1 buckler]]; Atk +10 melee [(1d6+1, 18-20/x2, rapier)]; SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge (Dex to AC, can't be flanked); AL NE; SV Fort +3, Ref +9, Will +2; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Appraise +11, Balance +11, Climb +8, Escape Artist +11, Hide +11, Move Silently +11, Profession (Sailor) +10, Swim +11, Tumble +11, Use Rope +14; Improved Initiative, Quick Draw, Weapon Finesse (Rapier), Weapon Focus (Rapier).

Possessions: rapier, +1 breastplate, masterwork buckler.

APL 8

Superior Crew: Male Human Rog9; CR 9; Medium Humanoid; HD 9d6+9; hp 47; Init +8; Spd 20 ft.; AC 20 (touch 13, flat-footed 20) [[+3 Dex, +6 armor, +1 buckler]]; Atk +12/7 melee [(1d6+1, 18-20/x2, masterwork rapier)]; SA Sneak Attack +5d6; SQ Evasion, Uncanny Dodge (Dex to AC, can't be flanked); AL NE; SV Fort +4, Ref +10, Will +3; Str 12, Dex 19, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Appraise +13, Balance +13, Climb +10, Escape Artist +13, Hide +13, Move Silently +13, Profession (Sailor) +12, Swim +13, Tumble +13, Use Rope +16; Combat Reflexes, Improved Initiative, Quick Draw, Weapon Finesse (Rapier), Weapon Focus (Rapier).

Possessions: masterwork rapier, +1 breastplate, masterwork buckler.

APL 10

Superior Crew: Male Human Rog11; CR 11; Medium Humanoid; HD 11d6+11; hp 57; Init +8; Spd 20 ft.; AC 20 (touch 13, flat-footed 20) [[+3 Dex, +6 armor, +1 buckler]]; Atk +14/9 melee [(1d6+2, 18-20/x2, +1 rapier)]; SA Sneak Attack +6d6; SQ Evasion, Uncanny Dodge (Dex to AC, can't be flanked, +1 vs. traps), Opportunist; AL NE; SV Fort +4, Ref +11, Will +3; Str 12, Dex 19, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Appraise +15, Balance +15, Climb +12, Escape Artist +15, Hide +15, Move Silently +15, Profession (Sailor) +14, Swim +15, Tumble +15, Use Rope +18; Combat Reflexes, Improved Initiative, Quick Draw, Weapon Finesse (Rapier), Weapon Focus (Rapier).

Possessions: +1 rapier, +1 breastplate, masterwork buckler.

APL 12

Superior Crew: Male Human Rog13; CR 13; Medium Humanoid; HD 13d6+13; hp 67; Init +9; Spd 20 ft.; AC 20 (touch 13, flat-footed 20) [[+3 Dex, +6 armor, +1 buckler]]; Atk +16/11 melee [(1d6+2, 18-20/x2, +1 rapier)]; SA Sneak Attack +7d6; SQ Evasion, Uncanny Dodge (Dex to AC, can't be flanked, +1 vs. traps), Opportunist; AL NE; SV Fort +5, Ref +13, Will +4; Str 12, Dex 20, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Appraise +17, Balance +18, Climb +14, Escape Artist +18, Hide +18, Move Silently +18, Profession (Sailor) +16, Swim +17, Tumble +18, Use Rope +21; Combat Reflexes, Improved Critical (Rapier), Improved Initiative, Quick Draw, Skill Mastery (Balance, Escape Artist, Tumble, Use Rope), Weapon Finesse (Rapier), Weapon Focus (Rapier).

Possessions: +1 rapier, +1 breastplate, masterwork buckler.

APL 14

Superior Crew: Male Human Rog15; CR 15; Medium Humanoid; HD 15d6+15; hp 77; Init +9; Spd 20 ft.; AC 21 (touch 13, flat-footed 21) [[+3 Dex, +6 armor, +2 buckler]]; Atk +18/13/8 melee [(1d6+2, 18-20/x2, +1 rapier)]; SA Sneak Attack +8d6; SQ Evasion, Uncanny Dodge (Dex to AC, can't be flanked, +2 vs. traps), Opportunist; AL NE; SV Fort +6, Ref +14, Will +5; Str 12, Dex 20, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Appraise +19, Balance +20, Climb +16, Escape Artist +20, Hide +20, Move Silently +20, Profession (Sailor) +18, Swim +19, Tumble +22, Use Rope +23; Combat Reflexes, Improved Critical (Rapier), Improved Initiative, Quick Draw, Skill Focus (Tumble), Skill Mastery (Balance, Escape Artist, Tumble, Use Rope), Weapon Finesse (Rapier), Weapon Focus (Rapier).

Possessions: +1 rapier, +1 breastplate, +1 buckler.

Appendix III – Yuan-ti

APL 4

Halfblood: Yuan-ti Halfblood (Snaketail); CR 5; Medium Monstrous Humanoid; HD 7d8+14; hp 52; Init +5; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 natural]]; Atk +9/4 melee [(1d6+2, 18-20/x2, Snake Bite)]; SA Psionics, Constrict, Spell-like Abilities; SR 16; AL LE; SV Fort +4, Ref +7, Will +8; Str 12, Dex 12, Con 14, Int 16, Wis 16, Cha 24.

Skills and Feats: Concentration +14, Hide +11, Knowledge (Arcana) +8, Knowledge (Navigation) +8, Knowledge (Nobility) +8, Listen +12, Spot +11; Alertness, Blind-Fight, Expertise, Improved Initiative, Quicken Spell-Like Ability, Skill Focus (Concentration).

Psionics (Sp): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: Snakebite (see Treasure Summary).

Halfblood: Yuan-ti Halfblood (Snakehead); CR 5; Medium Monstrous Humanoid; HD 7d8+14; hp 52; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 natural]]; Atk +9/4 melee [(1d6+3, bite)]; SA Psionics, Poison; SR 16; AL LE; SV Fort +4, Ref +6, Will +12; Str 14, Dex 12, Con 14, Int 18, Wis 24, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +7, Hide +7, Knowledge (religion) +10, Listen +19, Spot +16; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Initiative, Weapon Focus (bite).

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

APL 6

Abomination: Yuan-ti abomination (Snake-form); CR 7; Large Monstrous Humanoid; HD 9d8+45; hp 93; Init +2; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 21 (touch 11, flat-footed 19) [[-1 size, +2 Dex, +10 natural]]; Atk +14/9 melee [(2d6+9+poison, 19-20/x2, bite)]; Face/Reach 5 ft. by 5 ft./10 ft.; SA Psionics, Poison, Improved Grab, Constrict; SR 16; AL LE; SV Fort +8, Ref +8, Will +10; Str 22, Dex 14, Con 20, Int 18, Wis 18, Cha 16.

Skills and Feats: Climb +26, Hide +10, Knowledge (Politics) +10, Listen +12, Spot +12, Swim +7; Alertness, Blind-Fight, Dodge, Improved Critical (bite), Mobility, Spring Attack.

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

Improved Grab (Ex): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Halfblood: Yuan-ti Halfblood (Snaketail); CR 5; Medium Monstrous Humanoid; HD 7d8+14; hp 52; Init +5; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 natural]]; Atk +9/4 melee [(1d6+2, 18-20/x2, Snake Bite)]; SA Psionics, Constrict, Spell-like Abilities; SR 16; AL LE; SV Fort +4, Ref +7, Will +8; Str 12, Dex 12, Con 14, Int 16, Wis 16, Cha 24.

Skills and Feats: Concentration +14, Hide +11, Knowledge (Arcana) +8, Knowledge (Navigation) +8, Knowledge (Nobility) +8, Listen +12, Spot +11; Alertness, Blind-Fight, Expertise, Improved Initiative, Quicken Spell-Like Ability, Skill Focus (Concentration).

Psionics (Sp): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: Snakebite (see Treasure Summary).

Halfblood: Yuan-ti Halfblood (Snakehead); CR 5; Medium Monstrous Humanoid; HD 7d8+14; hp 52; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 natural]]; Atk +9/4 melee [(1d6+3, bite)]; SA Psionics, Poison; SR 16; AL LE; SV Fort +4, Ref +6, Will +12; Str 14, Dex 12, Con 14, Int 18, Wis 24, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +7, Hide +7, Knowledge (religion) +10, Listen +19, Spot +16; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Initiative, Weapon Focus (bite).

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

APL 8

Abomination: Yuan-ti abomination (Snake-form); CR 7; Large Monstrous Humanoid; HD 9d8+45; hp 93; Init +2; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 21 (touch 11, flat-footed 19) [[-1 size, +2 Dex, +10 natural]]; Atk +14/9 melee [(2d6+9+poison, 19-20/x2, bite)]; Face/Reach 5 ft. by 5 ft./10 ft.; SA Psionics, Poison, Improved Grab, Constrict; SR 16; AL LE; SV Fort +8, Ref +8, Will +10; Str 22, Dex 14, Con 20, Int 18, Wis 18, Cha 16.

Skills and Feats: Climb +26, Hide +10, Knowledge (Politics) +10, Listen +12, Spot +12, Swim +7; Alertness, Blind-Fight, Dodge, Improved Critical (bite), Mobility, Spring Attack.

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

Improved Grab (Ex): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Halfblood: Yuan-ti Halfblood (Snaketail); CR 5; Medium Monstrous Humanoid; HD 7d8+14; hp 52; Init +5; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 natural]]; Atk +9/4 melee [(1d6+2, 18-20/x2, Snake Bite)]; SA Psionics, Constrict, Spell-like Abilities; SR 16; AL LE; SV Fort +4, Ref +7, Will +8; Str 12, Dex 12, Con 14, Int 16, Wis 16, Cha 24.

Skills and Feats: Concentration +14, Hide +11, Knowledge (Arcana) +8, Knowledge (Navigation) +8, Knowledge (Nobility) +8, Listen +12, Spot +11; Alertness, Blind-Fight, Expertise, Improved Initiative, Quicken Spell-Like Ability, Skill Focus (Concentration).

Psionics (Sp): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: Snakebite (see Treasure Summary).

Halfblood: Yuan-ti Halfblood (Snakehead); CR 5; Medium Monstrous Humanoid; HD 7d8+14; hp 52; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 natural]]; Atk +9/4 melee [(1d6+3, bite)]; SA Psionics, Poison; SR 16; AL LE; SV Fort +4, Ref +6, Will +12; Str 14, Dex 12, Con 14, Int 18, Wis 24, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +7, Hide +7, Knowledge (religion) +10, Listen +19, Spot +16; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Initiative, Weapon Focus (bite).

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

APL 10

Snakeform Abomination Fighter: Male Yuan-ti abomination (Snakeform) Ftr2; CR 9; Large Monstrous Humanoid; HD 9d8+2d10+55; hp 115; Init +6; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 21 (touch 11, flat-footed 19) [[-1 size, +2 Dex, +10 natural]]; Atk +16/11/6 melee [(2d6+9+poison, 19-20/x2, bite)]; Face/Reach 5 ft. by 5 ft./10 ft.; SA Psionics, Poison, Improved Grab, Constrict; SR 16; AL LE; SV Fort +11, Ref +8, Will +10; Str 22, Dex 14, Con 20, Int 18, Wis 18, Cha 16.

Skills and Feats: Climb +28, Hide +10, Jump +20, Knowledge (Politics) +10, Listen +14, Spot +18, Swim +20; Alertness, Blind-Fight, Dodge, Expertise, Improved Critical (bite), Improved Initiative, Mobility, Spring Attack, Weapon Focus (bite).

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

Improved Grab (Ex): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Snake-tailed Halfblood Sorcerer: Male Yuan-ti Halfblood (Snaketail) Sor2; CR 7; Medium Monstrous Humanoid; HD 7d8+2d4+18; hp 62; Init +5; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 natural]]; Atk +10/5 melee [(1d6+2, 18-20/x2, Snake Bite)]; SA Psionics, Constrict, Spell-like Abilities; SR 16; AL LE; SV Fort +4, Ref +7, Will +11; Str 12, Dex 12, Con 14, Int 16, Wis 16, Cha 24.

Skills and Feats: Concentration +16, Hide +13, Knowledge (Arcana) +15, Knowledge (Navigation) +9, Knowledge (Nobility) +9, Listen +17, Spot +15; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Initiative, Quicken Spell-Like Ability, Skill Focus (Concentration).

Psionics (Sp): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: Snakebite (see Treasure Summary).

Spells Known (6/6; base DC = 17 + spell level):
0—[*Dancing Lights*, *Daze*, *Flare*, *Ray of Frost*, *Resistance*]; 1st—[*Burning Hands*, *Shield*].

Familiar: Tiny Viper: Tiny Animal; HD 9; hp 31; Init +3; Spd 20 ft., climb 15 ft., swim 15 ft.; AC 18 (touch 15, flat-footed 15) [[+2 size, +3 Dex, +3 natural]]; Atk +13 melee (poison, Bite); SA: Poison (Ex); SQ: Scent (Ex); AL LE; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Snake-headed Halfblood Cleric of Syrul: Male Yuan-ti Halfblood (Snakehead) Clr2; CR 7; Medium

Monstrous Humanoid; HD 7d8+2d8+18; hp 66; Init +5; Spd 30 ft.; AC 24 (touch 11, flat-footed 23) [[+1 Dex, +5 natural, +8 armor]]; Atk +10/5 melee [(1d6+3, 19-20/x2, bite)]; SA Psionics, Poison; SR 16; AL LE; SV Fort +7, Ref +6, Will +15; Str 14, Dex 12, Con 14, Int 18, Wis 24, Cha 16.

Skills and Feats: Concentration +14, Diplomacy +15, Hide +7, Knowledge (religion) +10, Listen +21, Spellcraft +16, Spot +21; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Critical (bite), Improved Initiative, Weapon Focus (bite).

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

Possessions: full plate.

Spells Prepared (4/4; base DC = 17 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (2)]; 1st—[*Cause Fear*, *Divine Favor*, *Obscuring Mist*, *Protection from Good**, *Shield of Faith*].

*Domain spell. *Domains:* [Evil (You cast Evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)].

Pureblood Rogue: Male Yuan-ti Pureblood Rog2; CR 7; Medium Monstrous Humanoid; HD 6d8+2d6+16; hp 57; Init +7; Spd 20 ft.; AC 19 (touch 13, flat-footed 16) [[+3 Dex, +1 natural, +5 armor, +1 buckler]]; Atk +6 melee [(1d6+1, 18-20/x2, masterwork scimitar)]; SA Psionics, Spell-like Abilities, Sneak Attack +1d6; SQ: Evasion; SR 16; AL LE; SV Fort +4, Ref +11, Will +9; Str 12, Dex 16, Con 14, Int 18, Wis 18, Cha 16.

Skills and Feats: Balance +7, Climb +5, Concentration +12, Disguise +13, Escape Artist +7, Hide +11, Jump +5, Knowledge (religion) +6, Listen +13, Move Silently +11, Pick Pocket +7, Spot +15, Tumble +11; Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Improved Initiative, Mobility.

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: masterwork scimitar, masterwork breastplate, masterwork buckler.

Pureblood Bard: Male Yuan-ti Pureblood Bar2; CR 7; Medium Monstrous Humanoid; HD 6d8+2d6+8; hp 49; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 13) [[+2 Dex, +1 natural, +2 armor, +1 buckler]]; Atk +10/5 melee [(1d2 subdual, masterwork whip)]; SA Psionics, Spell-like Abilities, Bardic Song; SQ: Bardic Knowledge; SR 16; AL LE; SV Fort +3, Ref +10, Will +11; Str 10, Dex 14, Con 12, Int 18, Wis 16, Cha 22.

Skills and Feats: Balance +7, Concentration +12, Disguise +12, Escape Artist +7, Hide +13, Jump +5, Knowledge (Local) +9, Knowledge (Politics) +10, Listen +5, Move Silently +12, Perform +16, Spot +12, Tumble +7; Alertness, Blind-Fight, Expertise,

Improved Initiative, Improved Trip, Quick Draw, Weapon Finesse (Whip).

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: masterwork whip, masterwork studded leather, masterwork buckler.

Spells Known (3/2; base DC = 18 + spell level): 0—[*Daze*, *Flare*, *Ghost Sound*, *Prestidigitation*, *Resistance*]; 1st—[*Cure Light Wounds*, *Sleep*].

APL 12

Snakeform Abomination Fighter: Male Yuan-ti abomination (Snakeform) Ftr4; CR 11; Large Monstrous Humanoid; HD 9d8+4d10+65; hp 137; Init +6; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 21 (touch 11, flat-footed 19) [[-1 size, +2 Dex, +10 natural]]; Atk +18/13/8 melee [(2d6+11+poison, 19-20/x2, bite)]; Face/Reach 5 ft. by 5 ft./10 ft.; SA Psionics, Poison, Improved Grab, Constrict; SR 16; AL LE; SV Fort +12, Ref +9, Will +11; Str 22, Dex 15, Con 20, Int 18, Wis 18, Cha 16.

Skills and Feats: Climb +30, Hide +14, Jump +22, Knowledge (Politics) +10, Listen +14, Spot +18, Swim +20; Alertness, Blind-Fight, Dodge, Expertise, Improved Critical (bite), Improved Initiative, Mobility, Spring Attack, Weapon Focus (bite), Weapon Specialization (bite), Whirlwind Attack.

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

Improved Grab (Ex): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Snake-tailed Halfblood Sorcerer: Male Yuan-ti Halfblood (Snaketail) Sor4; CR 9; Medium Monstrous Humanoid; HD 7d8+4d4+22; hp 72; Init +5; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 natural]]; Atk +12/7 melee [(1d6+2, 18-20/x2, Snake Bite)]; SA Psionics, Constrict, Spell-like Abilities; SR 16; AL LE; SV Fort +5, Ref +8, Will +12; Str 12, Dex 12, Con 14, Int 16, Wis 16, Cha 25.

Skills and Feats: Concentration +18, Hide +13, Knowledge (Arcana) +15, Knowledge (Navigation) +9, Knowledge (Nobility) +9, Listen +17, Spellcraft +11, Spot +15; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Initiative, Quicken Spell-Like Ability, Skill Focus (Concentration), Weapon Focus (Scimitar).

Psionics (Sp): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: Snakebite (see Treasure Summary).

Spells Known (6/8/5; base DC = 17 + spell level): 0—[*Dancing Lights*, *Daze*, *Flare*, *Ghost Sound*, *Ray of Frost*, *Resistance*]; 1st—[*Burning Hands*, *Mage Armor*, *Shield*]; 2nd—[*Web*].

Familiar: Tiny Viper: Tiny Animal; HD 11; hp 36; Init +3; Spd 20 ft., climb 15 ft., swim 15 ft.; AC 19 (touch 15, flat-footed 16) [[+2 size, +3 Dex, +4 natural]]; Atk +13 melee (poison, Bite); SA: Poison (Ex); SQ: Scent (Ex); AL LE; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Snake-headed Halfblood Cleric of Syrul: Male Yuan-ti Halfblood (Snakehead) Clr4; CR 9; Medium Monstrous Humanoid; HD 7d8+4d8+22; hp 80; Init +5; Spd 30 ft.; AC 24 (touch 11, flat-footed 23) [[+1 Dex, +5 natural, +8 armor]]; Atk +12/7 melee [(1d6+3, 19-20/x2, bite)]; SA Psionics, Poison; SR 16; AL LE; SV Fort +8, Ref +7, Will +16; Str 14, Dex 12, Con 15, Int 18, Wis 24, Cha 16.

Skills and Feats: Concentration +16, Diplomacy +15, Hide +11, Knowledge (religion) +10, Listen +23, Spellcraft +18, Spot +21; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Critical (bite), Improved Initiative, Silent Spell, Weapon Focus (bite).

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

Possessions: full plate.

Spells Prepared (5/5/4; base DC = 17 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (3)]; 1st—[*Cause Fear*, *Deathwatch*, *Divine Favor*, *Obscuring Mist*, *Protection from Good**, *Shield of Faith*]; 2nd—[*Death Knell* (2), *Hold Person* (2), *Invisibility**].

*Domain spell. *Domains:* [Evil (You cast Evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)].

Pureblood Rogue: Male Yuan-ti Pureblood Rog4; CR 7; Medium Monstrous Humanoid; HD 6d8+4d6+20; hp 69; Init +7; Spd 20 ft.; AC 20 (touch 13, flat-footed 20) [[+3 Dex, +1 natural, +6 armor, +1 buckler]]; Atk +8/3 melee [(1d6+1, 18-20/x2, masterwork scimitar)]; SA Psionics, Spell-like Abilities, Sneak Attack +2d6; SQ: Evasion, Uncanny Dodge (Dex to AC); SR 16; AL LE; SV Fort +5, Ref +12, Will +10; Str 12, Dex 17, Con 14, Int 18, Wis 18, Cha 16.

Skills and Feats: Balance +7, Climb +5, Concentration +12, Disguise +16, Escape Artist +13, Hide +13, Jump +5, Knowledge (religion) +6, Listen +19, Move Silently +13, Pick Pocket +7, Spot +19, Tumble +12; Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Improved Initiative, Mobility, Spring Attack. **Psionics (Sp):** See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: masterwork scimitar, +1 breastplate, masterwork buckler.

Pureblood Bard: Male Yuan-ti Pureblood Bar4; CR 9; Medium Monstrous Humanoid; HD 6d8+4d6+10; hp 59; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 13) [[+2 Dex, +1 natural, +2 armor, +1 buckler]]; Atk +12/7 melee [(1d2 subdual, masterwork whip)]; SA Psionics, Spell-like Abilities, Bardic Song; SQ: Bardic

Knowledge; SR 16; AL LE; SV Fort +4, Ref +11, Will +12; Str 10, Dex 15, Con 12, Int 18, Wis 16, Cha 22.

Skills and Feats: Balance +7, Concentration +14, Disguise +12, Escape Artist +7, Hide +15, Jump +5, Knowledge (Local) +9, Knowledge (Politics) +10, Listen +5, Move Silently +15, Perform +19, Spot +12, Tumble +13; Alertness, Blind-Fight, Combat Reflexes, Expertise, Improved Initiative, Improved Trip, Quick Draw, Weapon Finesse (Whip).

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: +1 whip, masterwork studded leather, masterwork buckler.

Spells Known (3/4/2; base DC = 18 + spell level):
0—[*Dancing Lights*, *Daze*, *Flare*, *Ghost Sound*, *Prestidigitation*, *Resistance*]; 1st—[*Cure Light Wounds*, *Sleep*, *Summon Monster I*]; 2nd—[*Cat's Grace*, *Levitate*].

APL 14

Snakeform Abomination Fighter: Male Yuan-ti abomination (Snakeform) Ftr6; CR 13; Large Monstrous Humanoid; HD 9d8+6d10+75; hp 159; Init +6; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 21 (touch 11, flat-footed 19) [[-1 size, +2 Dex, +10 natural]]; Atk +20/15/10 melee [(2d6+11+poison, 19-20/x2, bite)]; Face/Reach 5 ft. by 5 ft./10 ft.; SA Psionics, Poison, Improved Grab, Constrict; SR 16; AL LE; SV Fort +13, Ref +10, Will +12; Str 22, Dex 15, Con 20, Int 18, Wis 18, Cha 16.

Skills and Feats: Climb +32, Hide +15, Jump +22, Knowledge (Politics) +10, Listen +15, Spot +19, Swim +24; Alertness, Blind-Fight, Cleave, Dodge, Expertise, Improved Critical (bite), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (bite), Weapon Specialization (bite), Whirlwind Attack.

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

Improved Grab (Ex): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Snake-tailed Halfblood Sorcerer: Male Yuan-ti Halfblood (Snaketail) Sor6; CR 11; Medium Monstrous Humanoid; HD 7d8+6d4+26; hp 82; Init +5; Spd 30 ft. climb 20 ft., swim 20 ft.; AC 16 (touch 11, flat-footed 15) [[+1 Dex, +5 natural]]; Atk +13/8 melee [(1d6+2, 12-20/x2, Keen Snake Bite)]; SA Psionics, Constrict, Spell-like Abilities; SR 16; AL LE; SV Fort +6, Ref +9, Will +13; Str 12, Dex 12, Con 14, Int 16, Wis 16, Cha 27.

Skills and Feats: Concentration +20, Hide +13, Knowledge (Arcana) +15, Knowledge (Navigation) +9, Knowledge (Nobility) +9, Listen +17, Spellcraft +11, Spot +19; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Critical (Scimitar), Improved Initiative, Quicken Spell-Like Ability, Skill Focus (Concentration), Weapon Focus (Scimitar).

Psionics (Sp): See *Monster Manual*.

Constrict (Ex): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: Keen Snakebite (see *Treasure Summary*).

Spells Known (6/8/7/5; base DC = 18 + spell level): 0—[*Dancing Lights*, *Daze*, *Flare*, *Ghost Sound*, *Prestidigitation*, *Ray of Frost*, *Resistance*]; 1st—[*Burning Hands*, *Grease*, *Mage Armor*, *Shield*]; 2nd—[*Endurance*, *Web*]; 3rd—[*Haste*].

Familiar: Tiny Viper: Tiny Animal; HD 11; hp 41; Init +3; Spd 20 ft., climb 15 ft., swim 15 ft.; AC 20 (touch 15, flat-footed 17) [[+2 size, +3 Dex, +5 natural]]; Atk +13 melee (poison, Bite); SA: Poison (Ex); SQ: Scent (Ex);

AL LE; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8; Weapon Finesse (bite).

Snake-headed Halfblood Cleric of Syrul: Male Yuan-ti Halfblood (Snakehead) Clr6; CR 11; Medium Monstrous Humanoid; HD 7d8+6d8+26; hp 94; Init +5; Spd 30 ft.; AC 24 (touch 11, flat-footed 23) [[+1 Dex, +5 natural, +8 armor]]; Atk +13/8 melee [(1d6+3, 19-20/x2, bite)]; SA Psionics, Poison; SR 16; AL LE; SV Fort +9, Ref +8, Will +17; Str 14, Dex 12, Con 15, Int 18, Wis 26, Cha 16.

Skills and Feats: Concentration +18, Diplomacy +19, Hide +11, Knowledge (religion) +10, Listen +24, Spellcraft +20, Spot +22; Alertness, Blind-Fight, Cleave, Combat Casting, Expertise, Improved Critical (bite), Improved Initiative, Power Attack, Weapon Focus (bite).

Psionics (Sp): See *Monster Manual*.

Poison (Ex): See *Monster Manual*.

Possessions: full plate, periapt of wisdom +2.

Spells Prepared (5/5/5/4; base DC = 18 + spell level): 0—[*Cure Minor Wounds* (2), *Guidance* (3)]; 1st—[*Cause Fear*, *Deathwatch*, *Divine Favor*, *Obscuring Mist*, *Protection from Good**, *Shield of Faith*]; 2nd—[*Cure Moderate Wounds*, *Death Knell* (2), *Hold Person* (2), *Invisibility**]; 3rd—[*Bestow Curse* (2), *Cure Serious Wounds*, *Magic Circle against Good**, *Prayer*].

*Domain spell. *Domains:* [Evil (You cast Evil spells at +1 caster level.); Trickery (Bluff, Disguise and Hide are class skills.)].

Pureblood Rogue: Male Yuan-ti Pureblood Rog6; CR 7; Medium Monstrous Humanoid; HD 6d8+6d6+24; hp 81; Init +7; Spd 20 ft.; AC 20 (touch 13, flat-footed 20) [[+3 Dex, +1 natural, +6 armor, +1 buckler]]; Atk +9/4 melee [(1d6+2, 15-20/x2, +1 scimitar)]; SA Psionics, Spell-like Abilities, Sneak Attack +3d6; SQ: Evasion, Uncanny Dodge (Dex to AC, can't be flanked); SR 16; AL LE; SV Fort +6, Ref +13, Will +11; Str 12, Dex 17, Con 14, Int 18, Wis 18, Cha 16.

Skills and Feats: Balance +7, Climb +5, Concentration +12, Disguise +18, Escape Artist +15, Hide +25, Jump +13, Knowledge (religion) +6, Listen +21, Move Silently +15, Pick Pocket +8, Spot +21, Tumble +15; Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Improved Critical (Scimitar), Improved Initiative, Mobility, Spring Attack.

Psionics (Sp): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

Possessions: +1 scimitar, +1 breastplate, masterwork buckler, cloak of elvenkind.

Pureblood Bard: Male Yuan-ti Pureblood Bar6; CR 11; Medium Monstrous Humanoid; HD 6d8+6d6+12; hp 69; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [[+2 Dex, +1 natural, +3 armor, +1 buckler]]; Atk +13/8 melee [(1d2+1 subdual, 19-20/x2, +1 whip)]; SA Psionics, Spell-like Abilities, Bardic Song; SQ: Bardic Knowledge; SR 16; AL LE; SV Fort +5, Ref +12, Will +13; Str 10, Dex 15, Con 12, Int 18, Wis 16, Cha 22.

Skills and Feats: Balance +7, Concentration +16, Disguise +12, Escape Artist +7, Hide +27, Jump +5, Knowledge (Local) +9, Knowledge (Politics) +10, Listen +5, Move Silently +17, Perform +21, Spot +14, Tumble +17; Alertness, Blind-Fight, Combat Reflexes, Expertise, Improved Critical (Whip), Improved Initiative, Improved Trip, Quick Draw, Weapon Finesse (Whip).

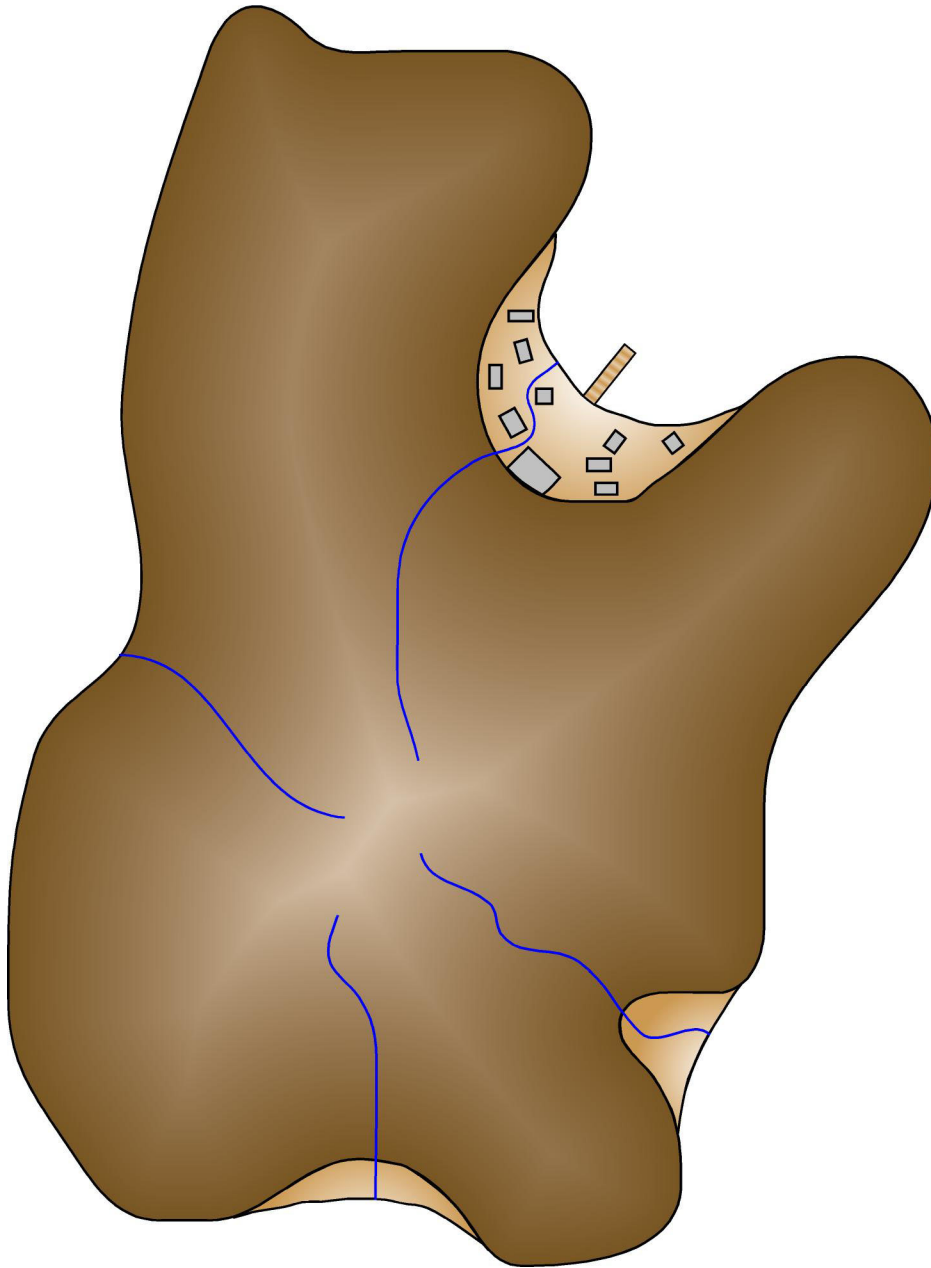
Psionics (Sp): See *Monster Manual*.

Spell-like Abilities: See *Monster Manual*.

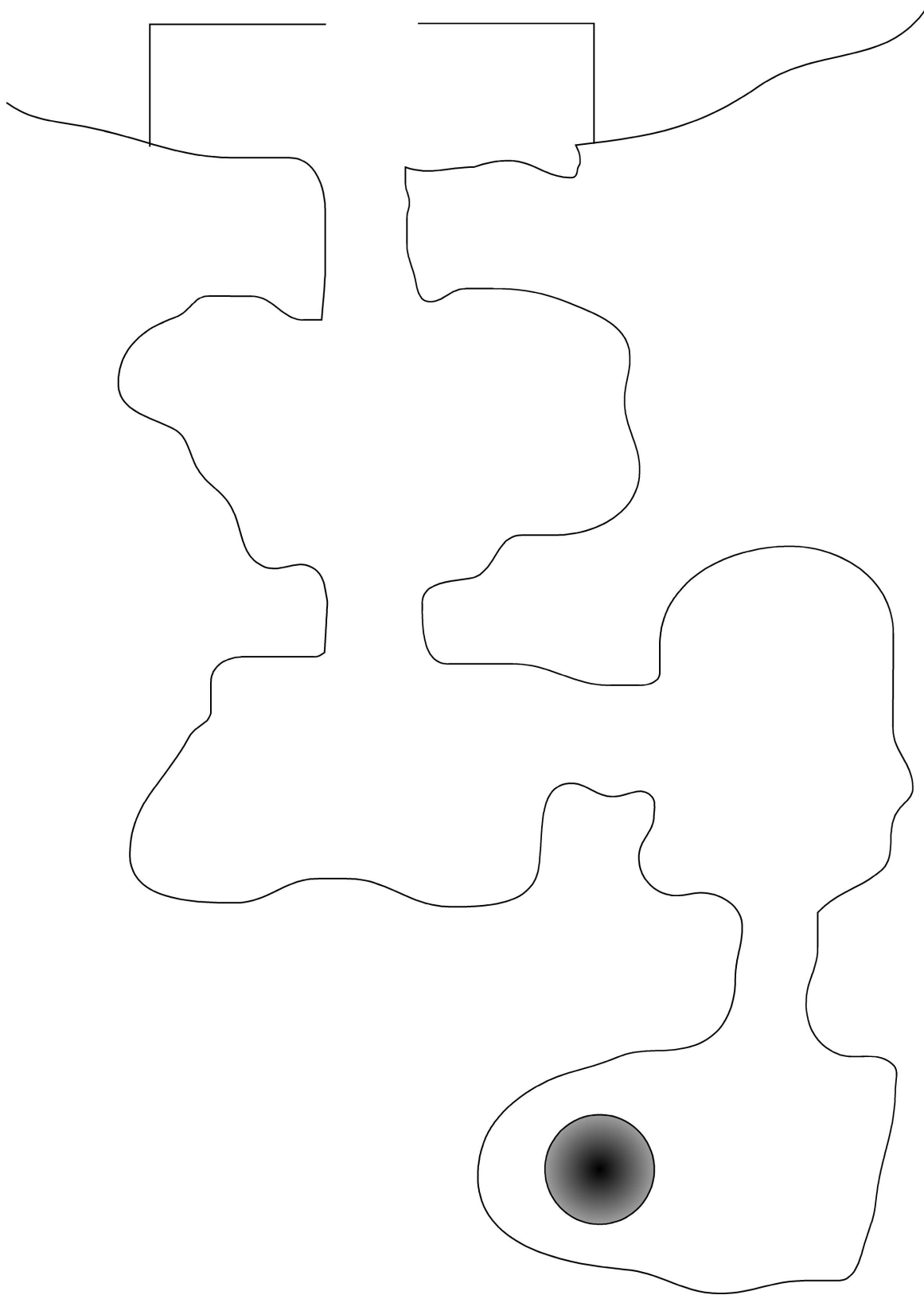
Possessions: +1 whip, +1 studded leather, masterwork buckler, cloak of elvenkind.

Spells Known (3/5/4; base DC = 18 + spell level):
0—[*Dancing Lights*, *Daze*, *Flare*, *Ghost Sound*, *Prestidigitation*, *Resistance*]; 1st—[*Cure Light Wounds*, *Grease*, *Sleep*, *Summon Monster I*]; 2nd—[*Cat's Grace*, *Hold Person*, *Levitate*].

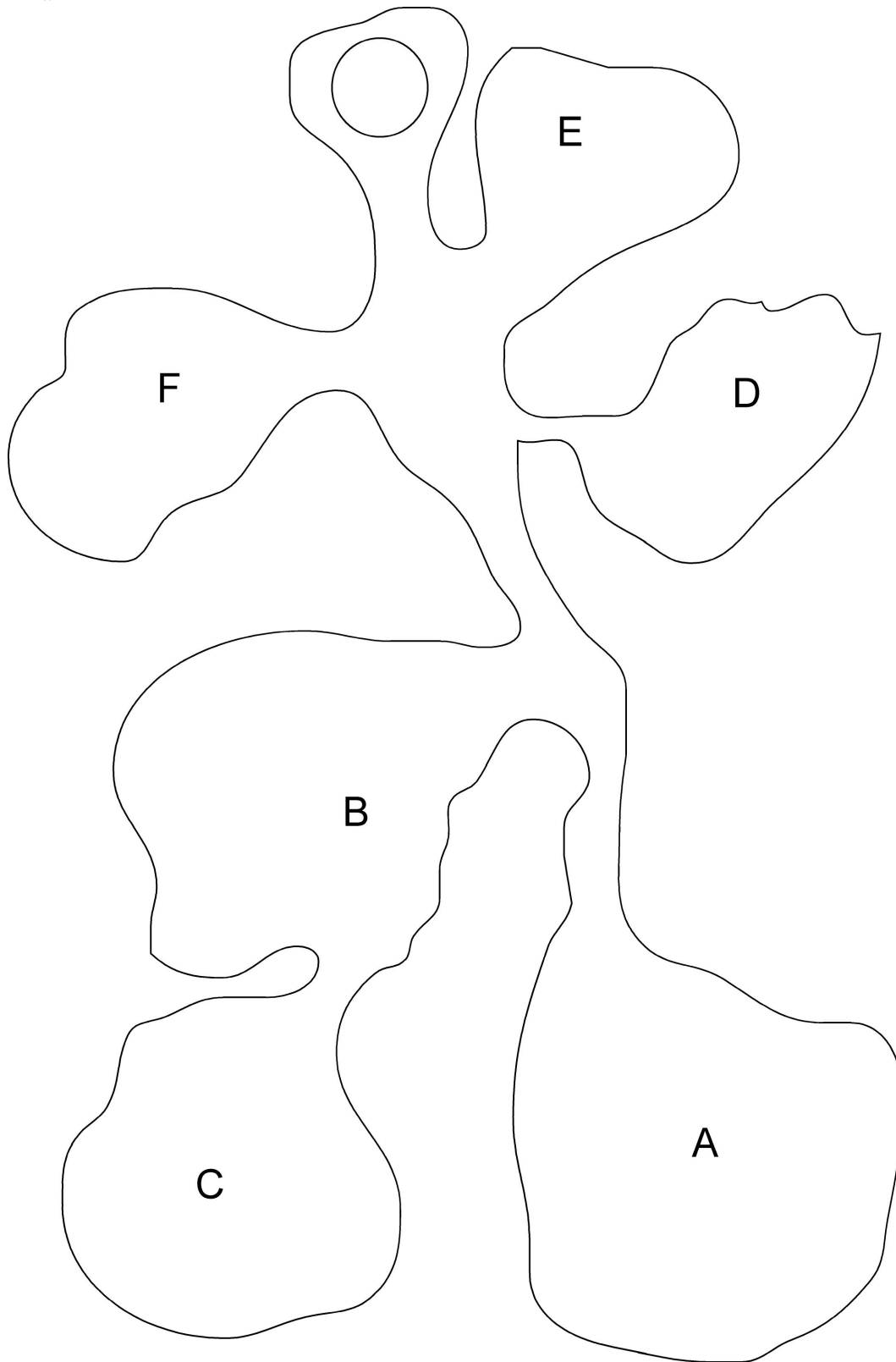
Map #1 – The Island



Map #2 – The Upper Caves



Map #3 – The Lower Caves



Player's Handout #1 – The Mysterious Note

Seeker,

The path is not yet open; your work is not done. Continue to scavenge what you may.

The time is not yet upon us; the rise of the snake is nearing, but is not yet nigh at hand.

*Be prepared,
Shadow*