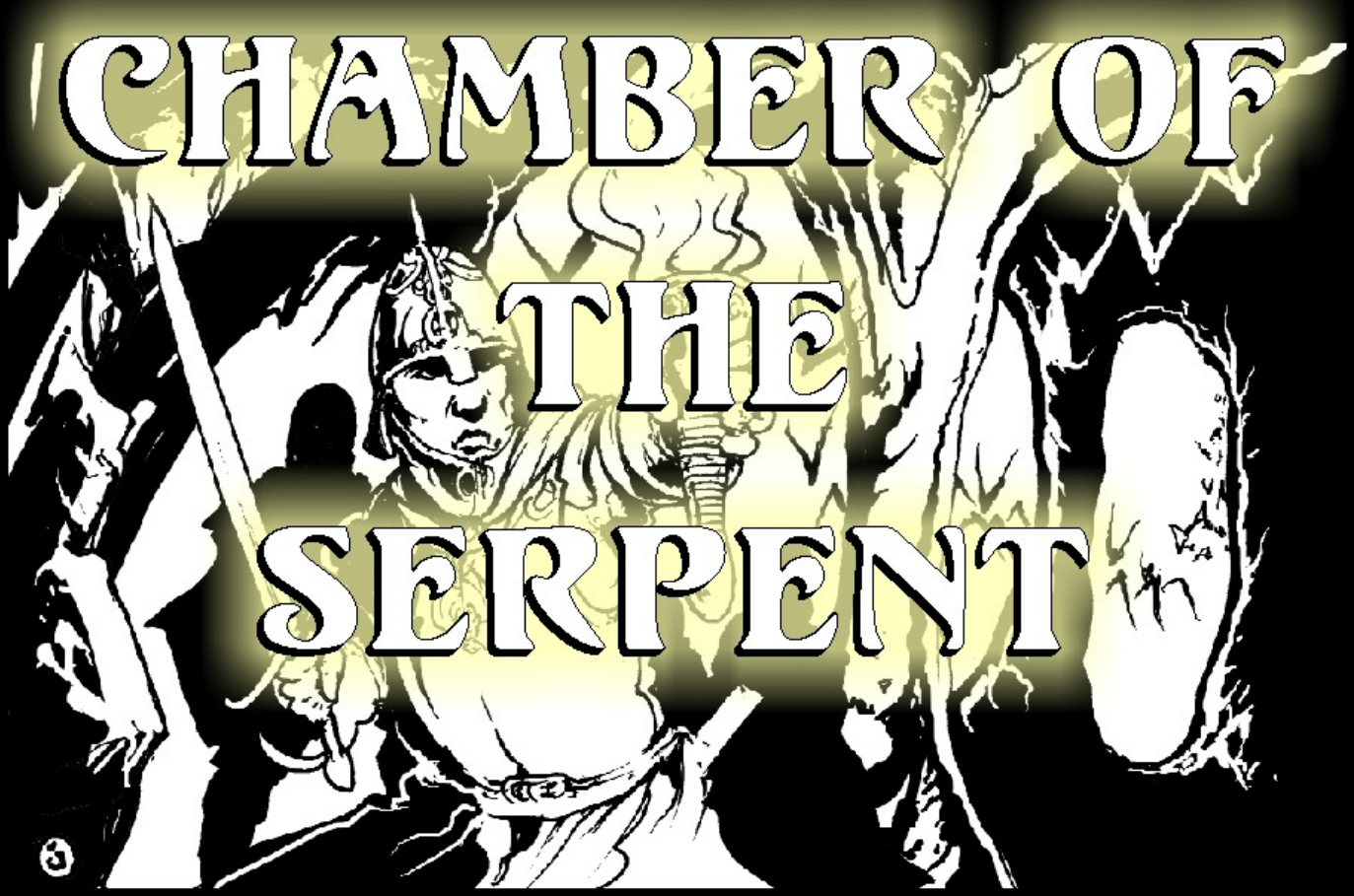


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OLD SCHOOL ADVENTURES

DEADLY ENCOUNTERS

CHAMBER OF THE SERPENT



By J

NRP

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CHAMBER OF THE SERPENT

Deep beneath the Wild Hills legends tell of tunnels and chambers of ancient and ill repute. Few have set out to explore the halls and of those, fewer still have returned. Those that have returned brought with them tales of strange artifacts and architecture hinting at the nonhuman identity of the creators. They also brought with them items of gold and jewels guarded by deadly traps and strange, hostile creatures.

You may have been among those who dismiss such tales as yarns spun by those more adept at garnering free mugs of ale than wielding a blade or slinging a spell, if not for a recent encounter. While passing a chilly night in a warm tavern with an even warmer mug of ale, you met a man with a strange tale to tell. The apparent sole survivor of an expedition, the grizzled warrior spoke of the strange halls, deadly monsters and the wealth of kings. As proof of his tale, he produced a triangular piece of gold the size of his hand, fashioned in the form of coiling snakes each with a tiny emerald eye.

After much deliberation over many more mugs of ale, you and your companions decided to set out to explore these halls for yourselves and discover your own fortunes.

About

Welcome to *Chamber of the Serpent*, the first release in the *Deadly Encounters* series. *Chamber of the Serpent* brings you a detailed adventure site, including a map, tables to generate details of areas and a detailed description of the major encounter(s). This adventure also includes new monsters, new spells and new treasures. In addition, you'll find a set of cards with stats for all the new material, so you can keep the information handy.

You can play *Chamber of the Serpent* as is, solo or with a group, with or without a GM, connect it to another adventure site, including other *Deadly Encounter* titles, expand on it with your own material and so on. If you want to expand on the site, you can choose to have one or more of the corridor areas link to other areas. You could also add secret doors, trap doors, stairs, elevators, chutes, teleport chambers and other features to the map.

If you don't want to expand on the site, you can have the ends of the corridors be walls or choked with fallen rubble. As an added option, you could also use the map as the starting point for an adventure site and, by using products such as the *Dungeon Deck* and other titles in the *Universal Adventures* series, expand on the site as desired, either before or during play.

Note: A Turn in this adventure is equivalent to a round in most games. During a turn characters can move their round-based movement and take an action, such as cast a spell, search, attack, pick a lock and so forth.

Playing the Adventure

Chamber of the Serpent is designed for 4 to 6 characters of 1st to 3rd level. You can play the adventure solo or with a group, with or without a GM. If you want to play with miniatures, you can use the *Across the Realms* floor plans set to lay the dungeon out with full-color floor plans.

The game normally begins with the characters at the Start area of the adventure, as indicated on the map. After reading the Start section, the game begins on Turn 1.

The Turn

Each turn is divided into three phases or steps – the Action Phase, Event Phase and End Phase. During the Action Phase characters and monsters move and take actions as normal for the RPG you are playing. The only exceptions are when a character moves into a numbered or lettered area, searches an area or interacts with a feature.

When a character moves into a previously unexplored area with a number or letter the character's Action Phase pauses while you setup the area. If the area is numbered (also referred to as a chamber) roll on the Encounter and Feature tables to determine what is discovered. If the area is marked with a letter (also referred to as a room) do not roll on the tables. Instead, refer to the description of each area to determine any encounters, features and special tables used.

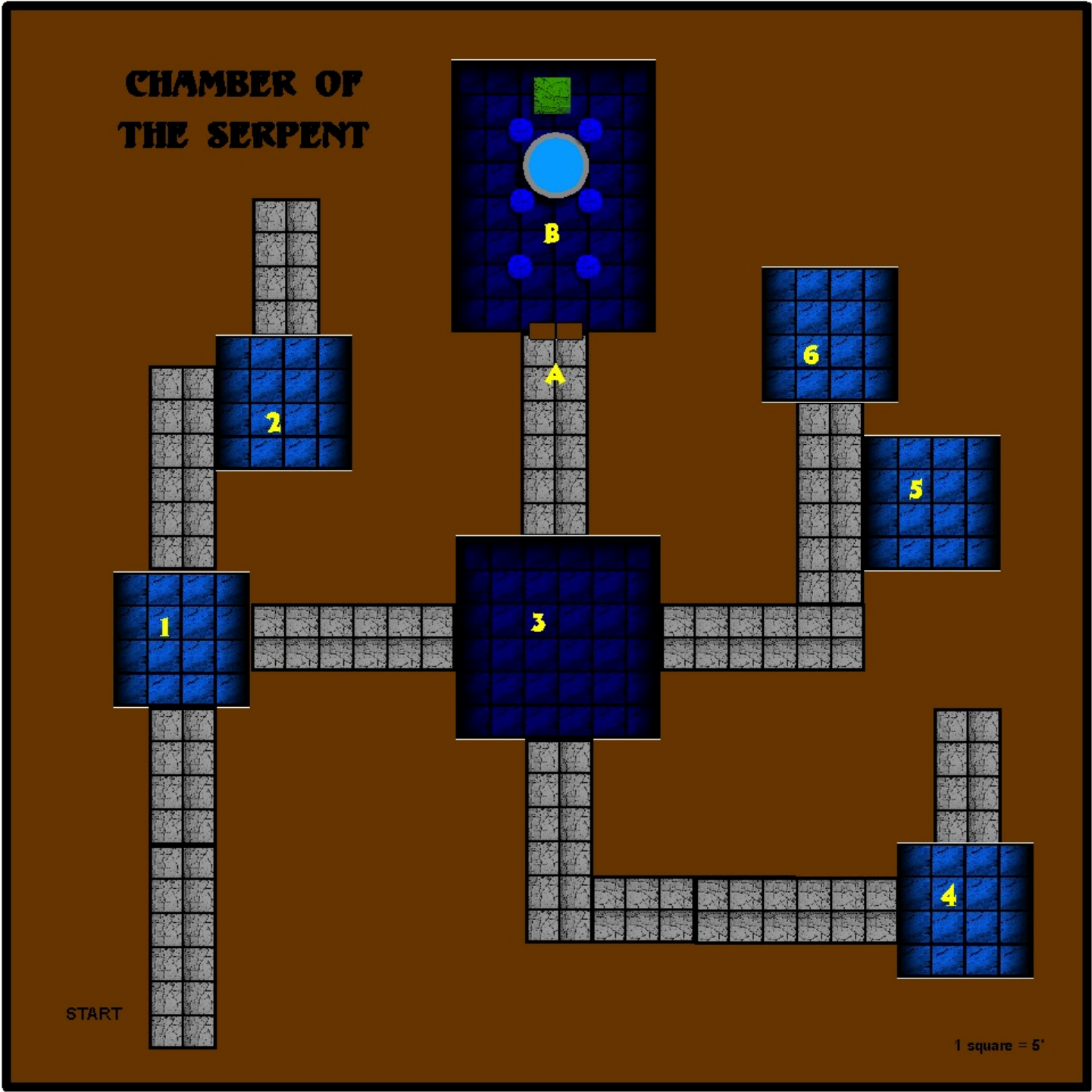
Each character can only search each corridor or chamber once. Rooms may have their own search rules, otherwise treat them as chambers. When a character searches, roll on the appropriate search table. If a rolled entry is preceded by a box, check off the box. If a checked box is rolled a second time, treat it as a "nothing found" result.

Similarly, if a character interacts with a feature, such as searching a statue or opening a chest, roll on the appropriate table to determine what happens. Some features allow a character to roll more than once, each taking one turn.

If you are the GM, you can choose a result from a table rather than roll. If you are playing without a GM and a character with an ability to locate and disarm traps encounters a trap, you can make the appropriate die rolls. Success indicates the trap was disarmed.

After all actions are taken, the Event Phase begins. During the Event Phase, an event check is made for each corridor or area that one or more characters occupies. If an encounter occurs, monsters are placed on the floor plan and surprise checks made. If the monsters surprise the characters, the monsters take immediate actions. Otherwise actions are not taken until the following Action Phase. After the Event Phase, any bookkeeping is done and the current turn ends.

CHAMBER OF THE SERPENT



A. Doors of the Serpent

The corridor ends in a pair of stout, ornate doors. A triangular gold plate is set in the center, where the two doors come together, embossed with the image of a hooded cobra's head, fangs barred and tongue extended.

A brass ring hangs from each door, each a few inches below the gold plate. If a character attempts to open a door, roll on the following table.

d100	Result
01 - 25	As you reach for the ring, a loud hissing emanates from the gold plate. Roll 1d6. 1. A pair of winged serpents fly into the corridor. 2. A winged serpent flies into the corridor. 3. 2 - 4 fire beetles scuttle into the corridor. 4. The character must Save or be paralyzed with fear for 1d4 turns. 5. Add 10 to the next Event roll. 6. Nothing happens.
26 - 35	The translucent image of a snake's head lashes out from the gold plate, striking the character's hand. The character must save vs poison or suffer 1d6 damage.
36 - 49	The translucent image of a snake with red eyes rears out of the gold plate. The character must save vs spells or become confused, as the spell, for d6 turns.
50 - 64	The translucent image of a snake with red eyes rears out of the gold plate and begins swaying back and forth. Each character within sight must save vs spells or become hypnotized and unable to act or move. Success indicates the character need not roll again this encounter. Failure means the character can roll again each turn. The snake attacks once per turn (AC 3, HD 2, HP 12), each hit temporarily drains 1 point of Strength. The snake can only be harmed by magic.
65 - 74	If the character succeeds at a Open Door check, the door opens. Either way a ghost snake forms in the middle of the corridor.
75 - 89	A successful open door check indicates the door opens.
90 - 94	The door opens and the gold plate falls to the floor. The plate is magical, although the specific purpose is currently unknown, and worth 500 gold.
95 - 00	The door opens and the gold plate falls to the floor. The plate is magical, although the specific purpose is currently unknown, and the snake's head is set with two ruby eyes. The total value is 1,000 gold.

The gold plate is the source of the magic that guards the door and once removed the door can be opened without incident. In contrast, so long as the plate is attached to the door the door will resist all magical attempts to open it.

B. Chamber of the Serpent

The wan light of a luminous pool illuminates this large room. Relief carvings of stone serpents writhe and wind around great stone pillars that vanish into the shadows of the vaulted ceiling. At the head of the pool, a stone serpent rises from a green dias, wings spread and fangs gleaming in the pale green light. Bones, rubble, tattered rags and rusted arms and armor litter the floor, all covered by the dust of ages.

The chamber is guarded by a trio of winged serpents (HP) lurking on ledges in the shadows above. They will glide down and attack once the character move 15' or more into the room, gaining +1 on surprise.

If the characters approach within 5' of the pool, roll d100.

d100	Result
01 - 25	The water begins to bubble at the center and a column of luminous mist rises from the depths, forming a ghost snake (HP). The ghost snake can strike any target within 5' of the pool. If no targets are available, the ghost dissolves at the end of the turn.
26 - 35	A foul, chill mist rises from the pool, quickly filling the room and animating 7 - 12 skeletons (HP 5 each). The skeletons are scattered throughout the room.
36 - 50	The character sees the image of a giant snake's head within the depths of the pool. The character must save against spells or be paralyzed for 3 - 6 turns. Success indicates the character is overcome with fear. As their next action, the character must move as far away from the pool as their movement rate allows. The character cannot return to the pool for d6 turns.
51 - 60	A winged serpent flies down from above, attacking the character (HP).
61 - 90	Nothing happens.
91 - 00	The glow within the pool intensifies. If the character spends an action staring into the depths, roll 1d6 + characters Wisdom bonus. If the result is 6+, the character sees one of the chambers. Roll 1d6 to determine which chamber the character sees. If the chamber has not already been visited, roll encounter and features and note the results. The image lasts one turn.

If a character searches the room, roll d100.

D100	Result
01 - 25	1d6 skeletons animate and attack.
26 - 35	Trap! The character trips an arrow trap. Save vs Breath or take 1d6 damage.
36 - 49	The character is attacked by a giant centipede.
50 - 65	Nothing.
66 - 80	You discover d100 gold.
81 - 90	You discover 1d6 gems worth 25 gold each.
91 - 95	☐ A scroll of <i>cure light wounds</i> .
96 - 00	☐ A +1 sword.

Each time a character approaches within 5' of the dias, roll d100.

d100	Result
01 - 20	Trap! Poison gas sprays from the statue's mouth in a 5' radius. Everything in the area takes 2d6 poison damage, save vs poison for half damage.
21 - 35	A guardian serpent uncoils from a pillar and attacks.
36 - 49	The statue lashes out, attacking the character as a 3 HD monster. The bite inflicts 2d4 damage. After attacking the statue reverts to normal.
50 - 64	The statue flaps its wings menacingly.
65 - 79	You spot d100 gold coins scattered beneath the statue.
80 - 89	You discover 2d6 10 gcv and 2d6 50 gcv gems.
90 - 00	☐ You discover d100 gold and Adder Fang.

If a character searches the dias, roll d100.

d100	Result
01 - 20	A winged serpent glides out of the shadows and attacks.
21 - 35	A ghost snake rises from the dias and attacks.
36 - 49	Trap! Poison gas sprays from the dias in a 5' r. Everything in the area takes 2d6 poison damage, save vs poison for half damage.
50 - 65	Nothing.
66 - 75	You discover d100 x 2 gold coins.
76 - 89	You discover 2d6 gems worth 50 gold each.
90 - 00	☐ You discover a secret compartment. Inside is 600 gold coins, 4 objects of gold and jade with a snake theme (1d6 x 50 gold each), a cleric scroll of <i>serpent's gaze</i> , a magic-user scroll of <i>shock bolt</i> and a <i>ring of resist poison</i> .

If a character drinks from the pool, roll d100. Each character can only drink once.

d100	Result
01 - 15	The character is teleported to a random chamber.
16 - 25	A green glow surrounds the character. All attacks against the character are at +2 for next 8 hours.
26 - 30	Before the character drinks, a winged serpent glides down from above and attacks.
31 - 39	Nothing happens.
40 - 49	+1 Charisma
50 - 59	+1 Intelligence
60 - 69	+1 Wisdom
70 - 79	+1 Strength
80 - 89	+1 Dexterity
90 - 00	+1 Strength



Events: All Areas

Roll d100 each turn.

d100	Event
01 - 10	Encounter 1 Ghoul
11 - 20	A random character falls in a 10' deep pit.
21 - 25	Rubble fall from the ceiling striking a random character for 2d4 damage, save vs breath for half.
26 - 30	Encounter 1 Winged Serpent
31 - 35	Encounter 1 - 4 Fire Beetles
36 - 40	Encounter 1d6 Skeletons
41 - 45	Encounter 2d4 Giant Rats
46 - 00	No event.

Search: Chambers and Corridors

Roll d100 whenever a character searches a chamber or corridor.

d100	Search Result
01 - 05	A ghoul comes across you as you search.
06 - 10	Trap! You trigger an ancient arrow trap. Save vs breath or take 1d6 damage.
11 - 15	A skeleton animates and attacks.
16 - 20	Trap! As you search you fall into a 10' deep pit.
21 - 25	A giant centipede scuttles out of the shadows and attacks.
26 - 50	You find nothing.
51 - 65	You discover d100 silver and 3d6 gold coins.
66 - 75	You discover a sack of d100 gold coins.
76 - 85	You discover a pouch of 1d6 gems worth 25 gold each.
86 - 90	You discover 1d4 gems worth 50 gold each.
91 - 92	☐ You discover a potion of <i>healing</i> .
93 - 94	☐ You discover a scroll of <i>magic missile</i> .
95 - 96	☐ You discover a scroll of <i>cure light wounds</i> .
97 - 98	☐ You discover a potion of <i>gaseous form</i> .
99	☐ You discover a +1 <i>shield</i> .
00	☐ You discover +1 <i>chain mail</i> .

Encounters: Chambers

Roll d100 each time you enter a chamber for the first time each expedition.

d100	Encounter
01 - 05	1 Guardian Serpent
06 - 10	1 Ghost Snake
11 - 20	1 Crab Spider
21 - 30	2 - 5 Fire Beetles
31 - 40	3 - 6 Skeletons
41 - 50	5 - 12 Giant Rats
51 - 94	No Encounter
95 - 98	Roll 1d6 to determine the row on the table and double the number encountered. Roll twice for treasure. <i>For example, if a 3 were rolled the party would encounter 2 crab spiders.</i>
99 - 00	Roll 1d6 as above, but roll twice. Roll twice for treasure.

Features: Chambers

Roll d100 the first time a chamber is entered.

d100	Feature
01 - 10	Sarcophagus
11 - 20	Statue of a Snake
21 - 30	Bones
31 - 40	Pit of Ash
41 - 50	Lever
51 - 80	No features
81 - 90	Chest
91 - 00	Roll Twice

Sarcophagus

Roll d100 if a character attempts to open.

d100	Result
01 - 10	A wight in the sarcophagus. Roll for treasure.
11 - 25	A pair of ghouls rush into the chamber. You can roll again.
26 - 35	Trap! Poison gas, 2d6 damage, save for half.
36 - 50	A skeleton animates and attacks.
51 - 75	Empty.
76 - 90	Silver and turquoise jewelry worth 1d6 x 100 gold.
91 - 00	☐ +1 <i>spear</i>

Snake Statue

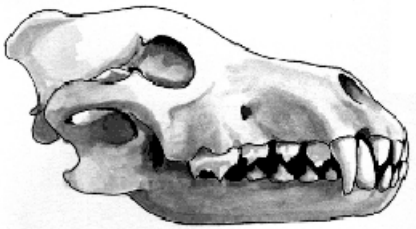
A large stone statue of a snake rises from the chamber floor. Roll d100 if the statue is searched.

d100	Result
01 - 15	While you search, a winged serpent flies into the chamber. You can roll again after the battle.
16 - 25	While you search, a 3 - 6 skeletons march into the chamber. You can roll again after the battle.
26 - 35	Trap! Poison gas sprays from the statue's mouth in a 5' radius. Everything in the area takes 2d6 poison damage, save vs poison for half damage.
36 - 49	The statue emits a loud hiss. Divide Event roll by two.
50 - 75	You discover 5d6 x 10 gold around statue.
76 - 90	You discover two emeralds eyes worth 250 gold each.
91 - 00	☐ You discover a secret compartment containing gold jewelry worth 3d6 x 50 gold and a magic-user scroll of <i>shield</i> .

Bones

A large number of gnawed bones litter the floor. If the bones are searched, roll d100.

d100	Result
01 - 10	A ghost snake forms.
11 - 20	Two ghouls rush out of the shadows.
21 - 35	3 - 6 skeletons animate and attack.
36 - 50	Nothing.
51 - 65	You discover d100 silver and d100 gold.
66 - 75	☐ You discover a silver sword and chain mail armor.
76 - 90	☐ You discover a scroll of <i>bless</i> .
91 - 95	☐ You discover a potion of <i>invisibility</i> .
96 - 00	☐ You discover a +1 <i>shield</i> .



Pit of Ash

A 10' deep, 10' square pit full of ash sets in the center of this chamber. If the ashes are searched, roll d100.

d100	Result
01 - 15	2 - 5 fire beetles scurry up out of the ashes. You can roll again after the battle.
16 - 25	1 - 4 giant centipedes burrow through the ashes. You can roll again after the battle.
26 - 40	1 - 6 skeletons march into the chamber.
41 - 65	Nothing.
66 - 80	You discover a sack of d100 gold.
81 - 90	A chest.
91 - 95	☐ On a bony finger is a +1 <i>ring of protection</i> .
96 - 00	☐ You find a <i>fire stone</i> .

Lever

An ancient lever sticks from a slot in the wall. If you pull the lever down, roll d100.

d100	Result
01 - 15	Trap! Poison gas sprays from the slot, forming a 10' diameter cloud in front of the lever. Everything in the area takes 2d6 poison damage, save vs poison for half damage.
16 - 25	The sound of a chain rattling through a metal pipe echoes through the chamber. A second later, a 20' deep pit opens beneath your feet.
26 - 35	Rubble falls from the ceiling. The character takes 2d6 damage, save vs breath for half.
36 - 45	The lever is stuck. After successful open door check, you can roll again.
46 - 60	Nothing happens.
61 - 70	☐ A panel slides open revealing a compartment. Inside is a magic-user scroll of <i>detect magic</i> , <i>read magic</i> and <i>light</i> .
71 - 80	☐ A panel slides open revealing a compartment containing a cleric scroll of <i>detect magic</i> , <i>light</i> and <i>bless</i> .
81 - 90	☐ A panel slides open revealing a compartment containing a <i>potion of healing</i> and a silver dagger.
91 - 95	☐ A panel slides open revealing a compartment that contains a <i>Helm of Comprehending Languages</i> and <i>Read Magic</i> .
96 - 00	☐ A panel slides open revealing a compartment containing a chest.

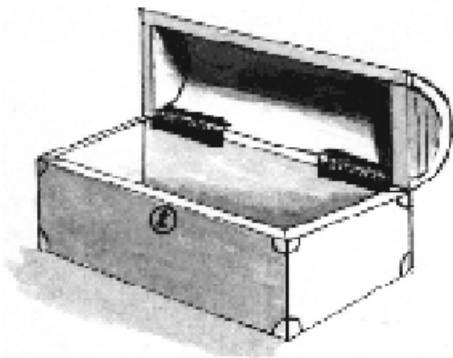
Chest

If an attempt is made to open the chest, roll d100.

d100	Result
01 - 15	The chest is locked and trapped with a poison needle. Save or take 2d4 damage.
16 - 25	The chest is locked and trapped with a poison needle. Save vs poison or be paralyzed for 1d6 turns.
26 - 50	The chest is locked.
51 - 00	The chest is not locked or trapped.

If a chest is opened, roll d100 to determine contents.

d100	The chest contains...
01 - 20	nothing
21 - 40	1d6 x 250 copper coins
41 - 55	1d6 x 200 silver coins
56 - 70	1d6 x 100 gold coins
71 - 80	3d6 gems worth 50 gold each
81 - 85	☐ 500 gold and a <i>potion of healing</i>
86 - 90	☐ 1d6 x 100 gold and a magic-user scroll of <i>protection from evil</i>
91 - 95	☐ gold and silver jewelry worth 2d6 x 100 gold
96 - 00	☐ 500 gold and +1 <i>chain mail</i>



Treasure

After an encounter in a chamber, roll d100

d100	Result
01 - 25	None
26 - 40	2d6 x 100 copper coins and a two-handed sword
41 - 50	2d6 x 100 silver coins, a shield and a long bow
51 - 55	2d6 x 50 gold coins, a sword and thieves tools
56 - 60	2d6 x 100 gold coins, a mace and scale mail armor
61 - 65	1d6 x 100 gold, a staff and 1d6 gems worth 50 gold each
66 - 70	☐ 1d6 x 100 gold, a battle axe and a <i>potion of levitation</i>
71 - 75	☐ 1d6 x 50 gold, a +1 <i>dagger</i> , and 1d6 gems worth 25 gold each.
76 - 80	☐ 1d6 x 75 gold, 1d6 gems worth 50 gold each, and a <i>rope of climbing</i> .
81 - 85	☐ 1d6 x 100 gold and a +1 <i>shield</i> .
86 - 90	☐ 1d6 x 125 gold and jewelry worth 3d6 x 50 gold.
91 - 95	☐ 2d6 gems worth 50 gold each and a cleric scroll of <i>serpent's gaze</i> and <i>resist poison</i> .
96 - 00	☐ 2d6 x 100 gold and magic-user scroll of <i>shock bolt</i> and <i>web</i> .



Monsters

Ghoul [AL C; MV 90' (30'); AC 6; HD 2; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9].

Giant Centipedes [AL N; MV 60' (20'); AC 9; HD ½; #AT 1; DG Poison; SV 0; ML 7].

Giant Crab Spider [AL N; MV 120' (40'); AC 7; HD 2; #AT 1; DG 1d8 + Poison (save +2), surprise 1-4; SV F 1; ML 7].

Giant Fire Beetle [AL N; MV 120' (40'); AC 4; HD 1+2; #AT 1; DG 2d4; SV F1; ML 7].

Giant Rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; #AT 1; DG 1d3 + disease; SV F 1; ML 8].

Skeletons [AL C; MV 60' (20'); AC 7; HD 1; #AT 1; DG 1d6; SV F 1; ML 12].

Wight [AL C; MV 90' (30'); AC 5; HD 3; #AT 1; DG energy drain; SV F3; ML 12; harmed only by magic and silver].

New Monsters

Ghost Snake

Alignment: Chaotic
Movement: 120' (40')
Armor Class: 3
Hit Dice: 3
Attacks: 1
Damage: 1d4 + chill
Save: F3
Moral: 12

Ghost snakes are incorporeal undead monsters that take the form of giant, 10' long snakes, made of smoke or mist. The bite of a ghost snake inflicts 1d4 damage and the chill touch reduces dexterity by 1 point. After 6 turns, lost dexterity returns at a rate of 1 point per turn. Ghost snakes can only be harmed by magic and are turned as wights.

Guardian Snake

Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 3
Attacks: 1
Damage: 1d6
Save: F3
Moral: 12

Guardian snakes are stone constructs, animated, and fashioned to look like snakes, five to eight feet long. They attack by biting, which inflicts 1d6 damage. They can be harmed by normal weapons, but are immune to mind-affecting magic, poison and disease.

Winged Serpent

Alignment: Chaotic
Movement: 90' (30')
Fly: 150' (50')
Armor Class: 5
Hit Dice: 2
Attacks: 1
Damage: 1d4 + poison
Save: F2
Moral: 9

Winged serpents have the bodies of snakes, five to eight feet long, and large, bat-like wings. They attack by biting, which inflicts 1d4 damage and requires the target to save vs poison or take an additional 1d4 damage.

New Magic-user Spells

Shock Bolt

Level: 1
Duration: Instant
Range: 90'

Unleashes a small bolt of electricity at a single target, inflicting 1d4 points of damage per level of the caster, save vs spell for half damage.

New Cleric Spells

Serpent Gaze

Level: 1
Duration: 3 turns +1 turn per level
Range: 60'

The spell causes the caster's eyes to glow for one turn. During that time the caster can direct their gaze at a single target within range. The target must make a save against spells or be drawn into a hypnotic trance and be unable to move or take action for the duration. The target can make another save each turn to break out of the trance. The spell is broken if the target takes damage.

Resist Poison

Level: 2
Duration: 6 turns
Range: 30'

The target gains a +2 bonus on saves against poison. In addition, if the poison inflicts damage, the damage is automatically halved. If the save is made, no damage is taken.

New Magic Items

Adder Fang

This short sword appears to be made of a single piece of brass, although it is very light and hard. The blade is two sharpened spikes with a gap in the middle and there is an emerald in the pommel. The weapon functions as a +1 short sword that also adds 1 to the wielder's armor class. If the attacker wields a weapon, the armor class bonus is increased to +2, as the weapon easily parries and catches enemy weapons. If disarming rules are used, the weapon increases the chance of disarming a foe by +10%.

Ring of Resist Poison

This ornate silver ring is set with jade. When worn, the wearer gains all the benefits of a resist poison spell.

Fire Stone

When held and the user concentrates, this fist-sized, craggy chunk of black stone will emit a flame 3" high. The flame will shed light as a torch, even if immersed in water, and can be used to ignite flammable materials.

Ghost Snake

Alignment: Chaotic
Movement: 120' (40')
Armor Class: 3
Hit Dice: 3
Attacks: 1
Damage: 1d4 + chill
Save: F3
Moral: 12

Ghost snakes are incorporeal undead monsters that take the form of giant, 10' long snakes, made of smoke or mist. The bite of a ghost snake inflicts 1d4 damage and the chill touch reduces dexterity by 1 point. After 6 turns, lost dexterity returns at a rate of 1 point per turn. Ghost snakes can only be harmed by magic and are turned as wights.

Guardian Snake

Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 3
Attacks: 1
Damage: 1d6
Save: F3
Moral: 12

Guardian snakes are stone constructs, animated, and fashioned to look like snakes, five to eight feet long. They attack by biting, which inflicts 1d6 damage. They can be harmed by normal weapons, but are immune to mind-affecting magic, poison and disease.

Winged Serpent

Alignment: Chaotic
Movement: 90' (30')
Fly: 150' (50')
Armor Class: 5
Hit Dice: 2
Attacks: 1
Damage: 1d4 + poison
Save: F2
Moral: 9

Winged serpents have the bodies of snakes, five to eight feet long, and large, bat-like wings. They attack by biting, which inflicts 1d4 damage and requires the target to save vs poison or take an additional 1d4 damage.

Shock Bolt

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Unleashes a small bolt of electricity at a single target, inflicting 1d4 points of damage per level of the caster, save vs spell for half damage.

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Range: 30'

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This short sword appears to be made of a single piece of brass, although it is very light and hard. The blade is two sharpened spikes with a gap in the middle and there is an emerald in the pommel. The weapon functions as a +1 short sword that also adds 1 to the wielder's armor class. If the attacker wields a weapon, the armor class bonus is increased to +2, as the weapon easily parries and catches enemy weapons. If disarming rules are used, the weapon increases the chance of disarming a foe by +10%.

Ring of Resist Poison

This ornate silver ring is set with jade. When worn, the wearer gains +2 on saves against poison. In addition, if the poison inflicts damage, the damage is automatically halved. If the save is made, no damage is taken.

Fire Stone

When held and the user concentrates, this fist-sized, craggy chunk of black stone will emit a flame 3" high. The flame will shed light as a torch, even if immersed in water, and can be used to ignite flammable materials.

MONSTER

SPELL

TREASURE

MONSTER

SPELL

TREASURE

MONSTER

SPELL

TREASURE

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