

ADVANCED ADVENTURES MODULE #38

White Dragon Run II

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AN ADVENTURE FOR CHARACTER LEVELS 2-5



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White Dragon Run

Introduction: Return to the little village of White Dragon Run! At the edge of civilization—the place where monsters are a constant threat and adventurers thrive—reputations are made or broken, and deeds are performed only to be set in verse decades after the real story is long lost. On this thin line between country and chaos lies White Dragon Run, the last stop for the civilized before the well-trodden road becomes the weed-infested trail leading to creatures that would rather fight than herd, fish or farm.

There's a fortune to be made for the up and coming adventurer with the strength, the wile, and the cunning to strike out against dangers both natural and unnatural. White Dragon Run is the final stop before meeting one's destiny behind the sword, stave, dagger, or holy symbol.

White Dragon Run II contains four new adventure locations in the Skathernes: The Sane Hermit, The Rainbow In The Dark, the rare and unusual Ambulatory Tower, and the deadly Temple of the Snake God. Included in this expansion of White Dragon Run is the description of the Skathernes and the village of White Dragon Run proper. This allows any newcomers to fully run the area just as those who already own White Dragon Run. White Dragon Run II is for levels 2-5, slightly tougher than the original levels of 2-4. This allows those who've already played through White Dragon Run the opportunity to return to their old stomping grounds, but still allows you to fully integrate I and II as a seamless whole.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

Notes for the Game Master: Consisting of the village itself and its inhabitants, tables for developing the surrounding wilds, and four encounter locations ready for play, White Dragon Run II is an adventure scenario geared for PC's of levels 3-5. The GM should familiarize himself with every aspect of this module before attempting to run it for his players; the more he knows about the denizens of this area, the more he will be able to bring them to life for play.

The surrounding wilds are filled with several encounters that will to test the party and help (or hinder) their goals. The two sample dungeons provide the meat of the game; here the party will find the gold and glory they seek... or a quick death.

There is no right or wrong path of play here. There is no grand conclusion nor overarching plot. White Dragon Run is an open field for players to do as they wish subject to the judgments of the GM. This is the place for new players (or PCs) to flex their muscles, learn the rules, find out what they can or can't do, and explore the possibilities of play. The GM is greatly encouraged to develop this material for his campaign, to expand as play develops, and to change whatever within that doesn't fit his personal views.

This module contains a number of distinct names for geographical features, peoples, and gods. If these names do not fit your general campaign world, feel free to change them. It is best to place this scenario somewhere on the edge of civilization and away from the populated and well-charted areas of your game world.

Local Geography: The general area surround the village is known by the locals as the Skathernes, with the name deriving from the Skath Hills ranging to the north and west. The general byway leading to more populated areas extends to the southeast with another less traveled road coming into the village from the south.

At one time, the Skaths presented excellent mining opportunities for those seeking gold and silver. As the mines proved to be rather shallow and played out, other sources in less dangerous areas drew the miners from here, and White Dragon Run shrank in size from its former days. Indeed, there are mines and mining tunnels extending throughout this area. What the GM has on the map is

not a tenth of the adventuring potential here should the players seek to explore every nook and cranny of this area.

The village itself takes its name from the stream which runs through it on a northeast to southwest direction from the Skaths and into a nearby river. The Run is fed by many small streamlets throughout the area and provides adequate silt in the late winter months as it rises to make for excellent farmland along its banks.

In this region lie three major wooded areas: the dangerous Auranas and the Minimir both crowd next to the hills while the (slightly) safer Lathergraves stand between White Dragon Run and the majority of the County.

The entire Skathernes falls under the lordship of Count Ontos of Wylm. Ontos cannot normally be bothered to show up in this region in order to fulfill his normal liege duties, and has thus placed a garrison in White Dragon Run with which to keep the peace here (and the wild denizens of the Skaths out). Despite his foppish ambience and his obsession with courtly goings-on in his castle south of White Dragon Run and elsewhere, Ontos is keenly aware that the Skathernes is the one area in his County where the humanoids could potentially gather and cause trouble for the rest of the realm. As such, he will have no qualms about sending additional troops to reinforce the garrison should necessity require it. After notification, additional troops will arrive within a full day of very hard riding.

THE SKATHERNES

Should the party wish to explore the countryside surrounding White Dragon Run, below are several encounter tables suited for each geographical area. Tables are given for daylight and nighttime encounters.

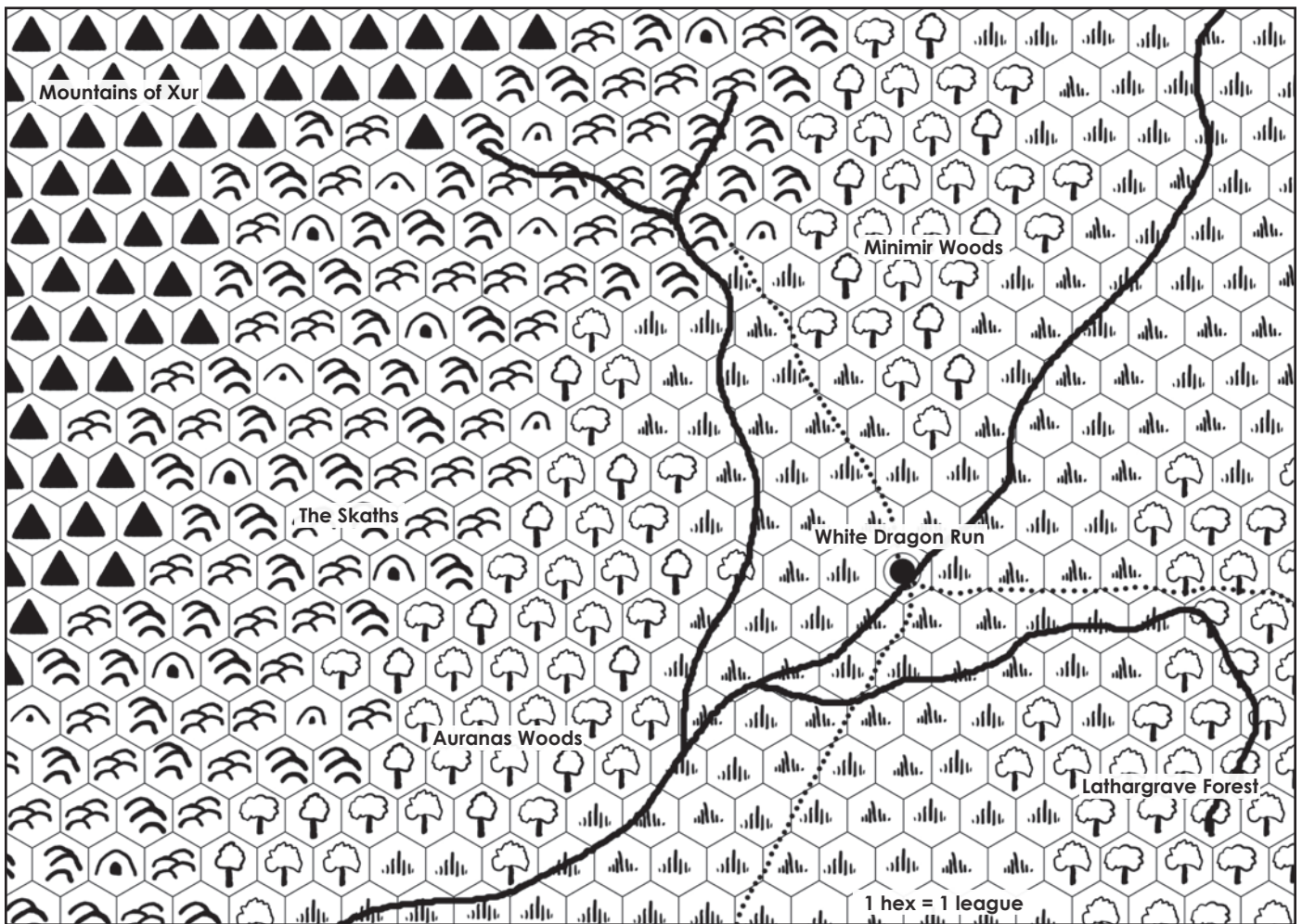
Auranas and Minimir Woods: Daytime encounters (check once per every two hours; a 1 on a 1d6 indicates an encounter, then roll 2d6 for specific encounter with 2d6x10 indicating how many yards away)

- 2 - 1-4 **Brownies** (AC 3, HD 1/2, HP 2 each, ATK 1, DAM 1-3)
- 3 - 1-8 **Sprites** (AC 6, HD 1, HP 5 each, ATK 1, DAM 1-4 and special)
- 4 - 2-8 **Elves** (AC 5, HD 1+1, HP 7 each, ATK 1, DAM 1-8 by bow or longsword)
- 5 - 2-8 **Wolves** (AC 7, HD 2+2, HP 14 each, ATK 1, DAM 2-5)
- 6 - 2-12 **Orcs** (AC 6, HD 1, HP 5 each, ATK 1, DAM 1-6 with spears and shortswords)
- 7 - 2-8 **Gnolls** (AC 5, HD 2, HP 10 each, ATK 1, DAM 1d6 or 1-8 with spears and longswords)
- 8 - 2-16 **Kobolds** (AC 7, HD 1/2, HP 3 each, ATK 1, DAM 1-4)
- 9 - 1-6 **Zombies** (AC 8, HD 2, HP 12 each, ATK 1, DAM 1-8)
- 10 - 1-8 **Huge Centipedes** (AC 9, HD 1/4, HP 2 each, ATK 1, DAM poison)
- 11 - 1-2 **Ogres** (AC 5, HD 4+1, HP 25 each, ATK 1, DAM 1-10)
- 12 - 2-8 **Quicklings** (AC -3, HD 1/4, HP 7 each, ATK 3, DAM 1-4/1-4/1-4)

Nighttime encounters (check once per every hour; a 1 on a 1d6 indicates an encounter. Roll 1d8 to determine encounter)

- 1 - 1-10 **Zombies** (AC 8, HD 2, HP 12 each, ATK 1, DAM 1-8)
- 2 - 2-16 **Gnolls** (AC 5, HD 2, HP 10 each, ATK 1, DAM 1-6 or 1-8 with spears and longswords)
- 3 - 2-16 **Wolves** (AC 7, HD 2+2, HP 14 each, ATK 1, DAM 2-5)
- 4 - 2-12 **Orcs** (AC 6, HD 1, HP 5 each, ATK 1, DAM 1-6 with spears and shortswords)
- 5 - 1-4 **Ogres** (AC 5, HD 4+1, HP 25 each, ATK 1, DAM 1-10)
- 6 - 1-4 **Worgs** (AC 6, HD 4+4, HP 20 each, ATK 1, DAM 2-4)
- 7 - 1-12 **Bandits** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 or 1-8 by shortbows or longswords)
- 8 - 1-10 **Berserkers** (AC 7, HD 1, HP 7 each, ATK 1, DAM 2-9 by axes)

MAP OF THE SKATHERNES



Lathargrave Forest: Day or night (check once per every two hours; a 1 on a 1d6 indicates an encounter, then roll 1d6 for specific encounter with 2d6x10 indicating how many yards away)

- 1 - 2-24 **Merchants** (AC 9, HD 1-1, HP 4 each, ATK see monster description)
- 2 - 2-8 **Elves** (AC 5, HD 1+1, HP 7 each, ATK 1, DAM 1-8 by bow or longsword)
- 3 - 2-12 **Halfings** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 by shortbows)
- 4 - 1-12 **Bandits** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 or 1-8 by shortbows or longbows)
- 5 - 2-12 **Goblins** (AC 6, HD 1-1, HP 5 each, ATK 1, DAM 1-6 by shortbows)
- 6 - 1-3 **Giant blowflies** (AC 6, HD 3, HP 15 each, ATK 1, DAM 2-9 + special)

White Dragon Run: Traveling within 2 miles of the Run (except within 1 hex of the village itself) will result in monster checks from this table (check once per every two hours; a 1 on a 1d6 indicates an encounter, then roll 1d8 for specific encounter with 2d6x10 indicating how many yards away).

- 1 - 1-3 **Crocodiles** (AC 4, HD 3, HP 18 each, ATK 2, DAM 2-8/1-12)
- 2 - 1-6 **Giant frogs** (AC 7, HD 3, HP 21 each, ATK 1, DAM 1-3, 1-6 or 2-8)
- 3 - 2-12 **Batrachians** (AC 6, HD 1, HP 7 each, ATK 1, DAM 2-9 by spear)
- 4 - 2-8 **Merchant men** (AC 8, HD 1, HP 4 each, ATK 1, DAM 1-8 by longbows)

- 5 - 2-12 **Zombies** (AC 8, HD 2, HP 14 each, ATK 1, DAM 1-8)
- 6 - 1-3 **Giant crayfish** (AC 4, HD 4+4; HP 24 each, ATK 2, DAM 2-12/2-12)
- 7 - 1-3 **Giant poisonous toads** (AC 7, HD 2, HP 16 each, ATK 1, DAM 2-5 + poison)
- 8 - 2-16 **Wolves** (AC 7, HD 2+2, HP 14 each, ATK 1, DAM 2-5)

The Skaths: Daytime encounters (check once per every two hours; a 1 on a 1d6 indicates an encounter, then roll 1d8 for specific encounter with 2d6x10 indicating how many yards away)

- 1 - 1-12 **Zombies** (AC 8, HD 2, HP 12 each, ATK 1, DAM 1-8)
- 2 - 2-20 **Gnolls** (AC 5, HD 2, HP 10 each, ATK 1, DAM 1-6 or 1-8 with spears and longbows)
- 3 - 2-20 **Wolves** (AC 7, HD 2+2, HP 14 each, ATK 1, DAM 2-5)
- 4 - 2-16 **Orcs** (AC 6, HD 1, HP 5 each, ATK 1, DAM 1-6 with spears and shortbows)
- 5 - 1-6 **Ogres** (AC 5, HD 4+1, HP 25 each, ATK 1, DAM 1-10)
- 6 - 1-8 **Worgs** (AC 6, HD 4+4, HP 20 each, ATK 1, DAM 2-8)
- 7 - 1-12 **Bandits** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 or 1-8 by shortbows or longbows)
- 8 - 1-12 **Berserkers** (AC 7, HD 1, HP 7 each, ATK 1, DAM 2-9 by axes)

Nighttime encounters (check once per every hour; a 1 on a 1d6 indicates an encounter. Roll 1d8 to determine encounter)

- 1 - 1-4 **Wights** (AC 5, HD 4+3, HP 27 each, ATK 1, DAM 1-4 + level drain)
- 2 - 1-3 **Ghasts** (AC 4, HD 4, HP 24 each, ATK 3, DAM 1-4/1-4/1-8 + paralyzation and stench)

- 3 - 1-6 **Shadows** (AC 7, HD 3+1, HP 16 each, ATK 1, DAM 1-6 + ability drain)
- 4 - 1-8 **Worgs** (AC 6, HD 4+4, HP 20 each, ATK 1, DAM 2-8)
- 5 - 2-8 **Gnolls** (AC 5, HD 2, HP 10 each, ATK 1, DAM 1-6 or 1-8 with spears and longswords)
- 6 - 1-4 **Giant spiders** (AC 4, HD 4+4, HP 16 each, ATK 1, DAM 1-8 + poison and webs)
- 7 - 1-8 **Giant ticks** (AC 4, HD 3, HP 18 each, ATK 1, DAM 1-4 + 1-6 blood drain + disease)
- 8 - 2-20 **Stirges** (AC 8, HD 1+1, HP 8 each, ATK 1, DAM 1-3 + blood drain)

POPULATING THE SKATHERNES

To make this area truly unique to your own game, a randomization method for filling each hex is detailed below.

When moving into a hex not already described elsewhere, roll 1d6 and consult the following table. Note that an encounter of 6 doubles the chance of a wandering monster encounter (which should not be ignored regardless of what is determined below).

1-3	Nothing
4	Dead bodies
5	Camp
6	Ruins

Once the encounter type is determined, consult the appropriate table.

Dead bodies: the result of some battle or raid as determined below (1d8):

- 1 2-24 **Orcs**
- 2 1-20 **Goblins**
- 3 2-20 **Humans**
- 4 1-6 **Adventurers** (general make up: 50% F, 25% C, 20% MU, 5% other class)
- 5 1-3 wrecked wagons
- 6 2-8 **Gnolls**
- 7 2-8 **Elves**
- 8 1 **Young Dragon**



Sir Kallan - Garrison Commander

A 1 in 6 indicates some treasure left behind on the dead bodies. Roll as appropriate for the encounter and reduce to roughly 20%.

Camps: small camps of various intelligent creatures as determined below (1d8). Roll stats and treasure as appropriate.

- 1 1-10 **Humans**
- 2 2-12 **Orcs**
- 3 2-8 **Batrachians**
- 4 1-12 **Lizardmen**
- 5 1-8 **Elves**
- 6 2-12 **Hobgoblins**

Ruins: Generate ruins from the following table (1d6): Any individual ruin will be haunted on a 1-2 on 1d4, and if not haunted, will be occupied on a 1-2 on a 1d4.

Ruin	Haunted Occupied	
1 Village	2-16 Ghouls	2-24 Orcs
2 Temple	2-16 Skeletons	2-20 Hobgoblins
3 House	2-8 Zombies	2-16 Bandits
4 Manor	1-4 Shadows	1-6 Bugbears
5 Tower	1-3 Wights	2-20 Kobolds
6 Garrison	1 Poltergeist	2-8 Lizardmen

With ruin encounters, roll stats and treasure as appropriate.

A. The Village of White Dragon Run

The village is governed by a panel of three prominent citizens with almost-absolute say over the affairs of the area: the Triune. Any decision made by the Triune can be over-ruled by Count Ontos (should he desire to do so), but since the Count tends not to meddle in trivial local affairs, that is a rare event.

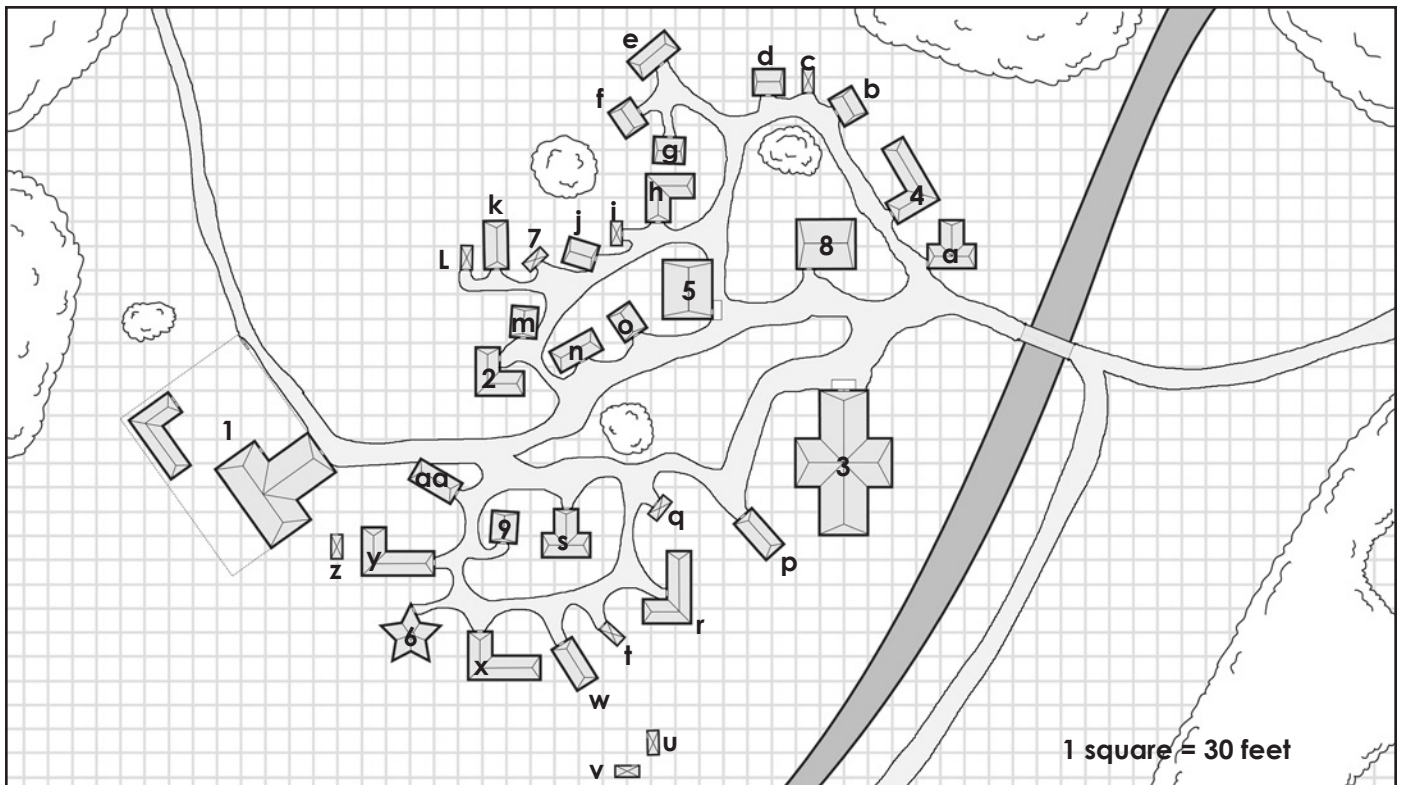
Sir Kallan, the garrison commander, is first in the Triune and acts as its governor. Landan the paladin and Janra the Priestess serve as the other two regular members. Their method of decision making is rather enlightened; Sir Kallan must abide by any majority vote in the Triune. Defendants appearing before the Triune are subject to their whims, but may appeal any unfavorable ruling to Lord Ontos himself. Prisoners are hustled off to the garrison for dungeon residency or put in the stocks as the Triune decides.

The Triune cannot meet if Sir Kallan is not available. Should either of other two members not be available, they have chosen alternates as follows: Landan's alternates are Smoke then Zeller; Janra's alternates are Worst then Omrey

The Rumor Mill: assorted legends, both fact and fancy, have sprung up over the years about this region. Provided below is a long list of rumors (marked T or F according to veracity) which can be gained at the Tavern and from talking to locals. Rumors can be rolled at random on a 1d20 or chosen.

- 1. There are abandoned mines at the end of the northwest road. (T)
- 2. Beware the undead that walk in the Mimir Woods! (T)
- 3. Worst hosts secret gambling sessions in a hidden place with no cut going into the royal coffers. (T)
- 4. The land west of the Run is littered with the bodies of dead adventurers like yourself! (basically T)
- 5. Smoke the magician once fought a band of orcs to a standstill in the Skaths. (T)
- 6. An abandoned temple sits somewhere in the Skaths. (T)
- 7. A young gold dragon was recently killed by humanoids from the Skaths. (T)
- 8. Sir Kallan is really chaotic evil and has the entire council fooled through use of a magic ring. (F)
- 9. Alf the baker is really an assassin. (T)

THE VILLAGE OF WHITE DRAGON RUN



10. There is an abandoned garrison near the mines at the end of the northwest road. (T)
11. Morale in the garrison is low due to the mysterious deaths of four soldiers. (F)
12. Zeller has a fortune buried somewhere on his property! (T)
13. Shadows of the local patrol sometimes take on a life of their own! (F)
14. Smoke keeps skeletons as servants in his house. (F)
15. Janra the priestess keeps a book that details many secrets of the Skaths. (T)
16. Count Ontos is afraid to travel here because Worst's wife Mana has sworn to kill him on sight. (F)
17. Janra knows a major force of humanoids is brewing to the northwest capable of easily overwhelming the garrison, but won't tell Sir Kallan. (F)
18. The great mountains of Xur beyond the Skaths form an almost impenetrable barrier. (T)
19. Four mysterious and powerful adventurers passed through this town a fortnight ago on their way to the Skaths. It is said they seek a strange golden golem capable of imparting deep magics. (T)
20. Elves will stop anyone trying to enter the Skaths through the Auranas Woods. (F)

and wields a **longsword +1**. Typical gear when encountered out of garrison includes: a spear, 3 daggers, a warhorse, saddlebags with several days rations and water and 50 gp.

2 company commanders, **Gahrin** and **Mordoon** (male human and male elf, Neutral, 3rd level fighters, AC4; HP 18 and 24). Each wears a chainmail hauberk and carries a shield while wielding a longsword. Typical gear when encountered out of garrison includes: a spear, 2 daggers, a warhorse, saddlebags with several days rations and water and 30 gp.

4 squad sergeants, **Bahr**, **Omlee**, **Dennen**, and **Vorse** (all male humans, Neutral, 2nd level fighters, AC4; HP 12, 12, 14, 10). Each wears a chainmail hauberk and carried a shield while wielding a broadsword. Typical gear when encountered out of garrison includes: a spear, a dagger, a riding horse, saddlebags with several days rations and water and 20 gp.

4 squads of mounted soldiers, 10 in each squad (all male humans, Neutral, 1st level fighters, AC; HP as listed below). They each wear leather armor, carry a shield and wield a shortsword. Typical gear when encountered out of garrison includes: a spear, a daggers, a riding horse, saddlebags with several days rations and water and 2d6 gp each.

KEY TO THE VILLAGE OF WHITE DRAGON RUN

1. **VILLAGE GARRISON:** The forces of Lord Ontos maintain an outpost here to protect the byways running through this town. The garrison maintains a foot patrol through the streets and a roving cavalry normally reaching no further than 10 miles from the village center. If brigand activity is detected or reported, elements of the local militia will be summoned to take over village security while the entire garrison will mount to deal with the problem. The garrison consists of one commander and 46 mounted soldiers in two buildings: the garrison proper and a fenced yard with stable within.

Garrison commander, **Sir Kallan** (male half-elf, Lawful Neutral, 5th level fighter, AC 1, HP 37) wears **platemail +1**, carries a shield

For tracking purposes, the hit points of each is tabled here:

- 12 x 3 HP (3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3)
- 10 x 5 HP (5, 5, 5, 5, 5, 5, 5, 5, 5, 5)
- 10 x 6 HP (6, 6, 6, 6, 6, 6, 6, 6, 6, 6)
- 8 x 7 HP (7, 7, 7, 7, 7, 7, 7, 7)

The troops of the garrison will be courteous and just toward all villagers and newcomers unless given a good reason not to be. Lawbreakers will be brought here and placed in the dungeon after judgment by the Triad. The town patrol consists to two soldiers moving about at all times. In an emergency, one will deal with the situation while the other sounds his horn toward the garrison for reinforcements before joining his comrade.

2. HOME OF LANDAN: **Landan** (male human, Lawful Good, 3rd level paladin, AC 8 or 0, 30 HP). At home, he wears no armor but carries his **longsword +1**. When needed, he possesses platemail and a **shield +1**. His mount is a normal warhorse and he possesses 450 gp, 380 sp, and a bag of 20 gems worth 100 gp each.

Landan was sent here by his order (The Knights of Astilarian) with an eye toward keeping tabs on any uprisings of evil that may filter down out of the Skaths. He is courteous but restrained and will not normally help the PCs unless the situation is dire. Should the party alert him to any significant evil forces in the area, he will confer with Sir Kallan and then go out to investigate for himself.

3. CHURCH OF ONEN: dedicated to Onen, the deity of force and protection, this building is one of the oldest in the village having been built on the site of a shrine to another god (Gaevud) over twelve decades ago. Onen is the patron deity of Lord Ontos.

The priestess **Janra** resides here along with her two assistants. Janra (human female, Lawful Neutral, 4th level cleric, AC 9 or 3, 28 HP) normally does not wear armor, though she has a suit of platemail for combat. Her weapon is a **footman's mace +1** which is always nearby, and she always carries a **staff of compulsion** (as a badge of office; 17 charges). Her two assistants, **Crantz** and **Gilda** (human male and female, Lawful Neutral, 2nd level clerics, AC 10 or 5, 16 and 14 HP) serve her faithfully in all things. Each has chainmail stored nearby in case of need, and both keep a footman's mace. Crantz possesses a **ring of fire resistance** while Gilda wears **boots of speed**. All three clerics pool their monetary resources into the church's coffers: 900 gp, 1400 sp, and 2390 ep. The altar ware is gold-plated and worth 1,200 gp total.

The clerics here will be friendly to all strangers and will heal the wounded if called upon to do so at a substantially reduced



Janra - Priestess of Onen

rate of 10 gp per HP healed. Janra knows a great deal of local folklore and could be persuaded to part with pertinent information with the right donation to the temple's coffers. Hidden in the temple's small library is the Wide Book of Genth; should Janra feel the party needs access to this tome, she will allow it under supervision.

The Wide Book of Genth is a large and ponderous tome full of lore both real and fiction concerning the Skathernes and the varied ruins in the hills. It details the incursion of man into this area some 250 years ago, the various mining expeditions that came to little, the rise of Sardrus the Meq and his small kingdom here, and many other topics of interest. See APPENDIX A for excerpts that can be read aloud to the players, and feel free to add details as you develop them.

4. HOME OF OMREY: This attractive building is the domicile of **Omrey** who passes himself off as a retired merchant, but is really a retired thief from a larger city (human male, Neutral, 3rd level thief, AC 8, 18 HP). Omrey no longer practices his former trade. If his confidence is somehow gained by someone who speaks "his language" he will imply having certain skills useful in a dungeon situation. He will not, however, join the party on any expeditions.

Omrey knows as much of the local lore as Janra does, and is freer with it... especially after a pint or two at the tavern. He will prove to be a valuable source of information if treated well.

Omrey carries a **dagger +2** on his person at all times, but wears no armor. He also carries 70 gp and 43 sp, and has a large stash buried under the rear stoop of his house (2000 gp, a crystal statue worth 750 gp, and a necklace worth 800 gp). His pet weasel, Victor, is very intelligent and will quickly alert Omrey to anyone approaching the house.

5. TWELVE TOES INN AND TAVERN: The village inn sits near the middle of town and is a haunt for locals and travelers alike. This large inn is owned and operated by the husband and wife team of **Wornst Twelve Toes** (human male, Neutral, 2nd level fighter, AC 8, HP 14, ATK 1, DAM 1-8 with longsword) and his lovely wife **Mana** (human female, Neutral, 0-level, AC 9, HP 3, ATK 1, DAM 1-4 with rolling pin). Wornst does indeed have six toes on each foot, and will display them if asked.

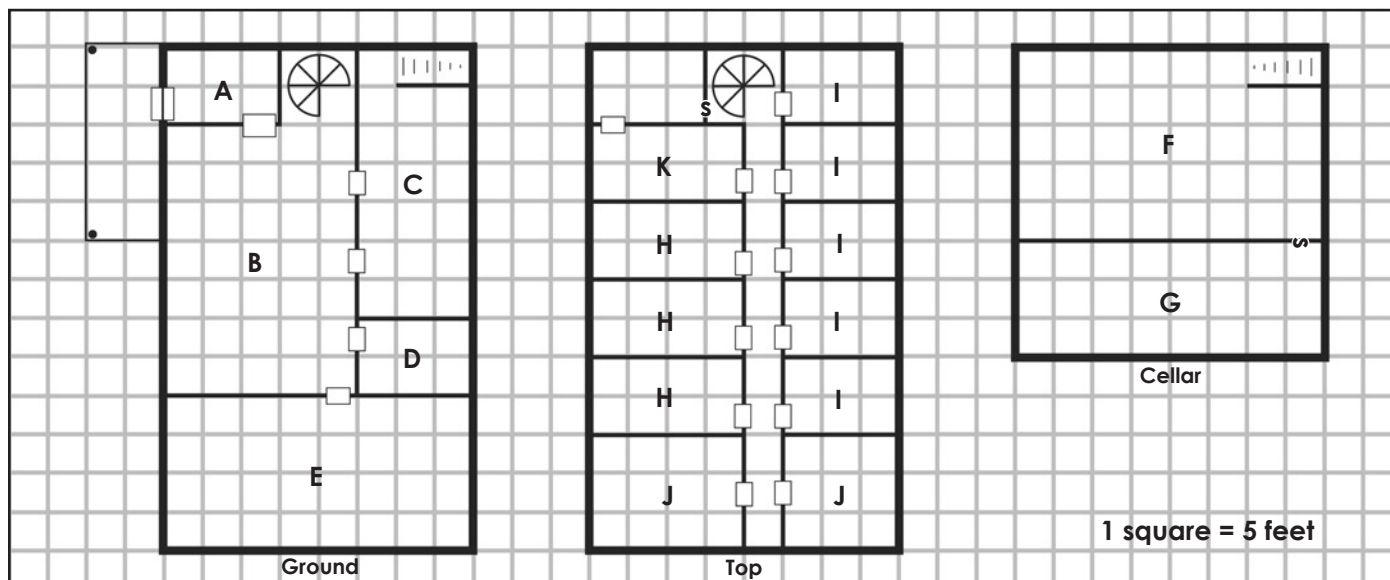
Their staff includes 4 barmaids; **Shasta, Kelle, Miranda, and Greya** (human females, Neutral, 0-level, HP, ATK 1, DAM 1-3 with knives; Greya has a CHA of 7 which causes her public relations problems sometimes with the patrons) and one stable boy named Buckley (human male aged 10, Neutral, 0-level, HP, ATK 1, DAM 1-3 via knife).

The inn serves three meals a day at reasonable prices:

Breakfast, plain	10 cp
Breakfast, fancy	2 sp
Dinner, plain	12 cp
Dinner, fancy	3 sp
Supper, plain	15 cp
Supper, fancy	4 sp
Ales of various kinds	1-5 ep
Beer, various quality	2-5 ep
Wine, locally brewed	1 gp per bottle
Wine, imported	5 gp per bottle
Rotgut	5 cp per mug
Wornst's home brew*	5 sp per mug

*Wornst brews a particularly potent form of muscadine wine behind the inn. A patron who wishes to try it must first swear aloud in front of witnesses that he will not hold the inn

TWELVE TOES INN AND TAVERN



responsible for what happens. Any PC drinking the home brew must make a save vs. poison at -2 or become violently drunk for 1d3 hours. Each point of CON above 14 negates a penalty point (thus the PC may wind up with a bonus to the roll). During this period of mind-numbing drunkenness the PC is effectively under the control of the GM.

The inn also provides lodging as follows:

- 5 single rooms at 1 gp per night (roll 1d6 upon arrival by the party to see how many are already occupied)
- 3 double rooms at 10 sp per night per head (roll 1d3 upon arrival to see how many are already occupied).
- a large common sleeping area which can accommodate 30 (roll 1d20 upon arrival to see how many spaces are already occupied)

The stables for the inn are shared with the garrison for extra security. The stable boy will put up and feed horses and other normal mounts for 5 cp per day (additional considerations such as medical care cost extra).

The inn is further described as below:

GROUND FLOOR KEY

- A. CLOAK ROOM: The front porch leads to this the cloak room for hanging hats, coats and capes. A bell on the front door signals an entry, and a barmaid will rush to take all outer garments from patrons as needed.
- B. MAIN ROOM: The tavern room is spacious and well heated and lit. The two doors leading to the kitchen are constantly opening and closing with barmaids rushing to fill orders from the patrons. There is no bar here; all drink orders are filled in the kitchen. A spiral staircase leads to the rooms above.

At any given time during the day or evening, 2d6 commoners are here drinking or eating. The chance of finding a notable towns-person in those hours is as follows:

Person	Day	Evening
Kallan	20%	40%
Gahrin	10%	40%
Mordoon	10%	40%
Landan	15%	10%
Janra	25%	40%
Crantz	25%	35%

Gilda	25%	35%
Omrey	50%	75%
Smoke	40%	70%
Zeller	60%	90%
1-3 garrison guards	65%	75%

C. KITCHEN: This is usually a busy place any time of the day or evening. Meals and drinks are prepared here among the several tables, crates and boxes. A stairwell leads to the cellar below.

D. PRIVATE ROOM: This room can be rented for 10 sp an evening for private meals, conversation, and games.

E. COMMON SLEEPING ROOM: The common room is large, dusty and full of floor mattresses. Despite the best attempts at keeping it clean, sleeping here will give a PC a 25% chance of contracting lice.



Worst Twelve Toes - Innkeeper

THE CELLAR KEY

F. CELLAR: This storage space holds several barrels of beer and assorted other alcoholic drinks. Crates hold vegetables and fruits, while various meats hang on hooks from the walls.

G. GAMBLING DEN: A secret door leads to another room where private gambling takes place on a semi-regular basis. On any given evening, there will be 0-9 patrons here partaking of vices not generating taxes for the realms. Neither Worst nor his fellow innkeeper staff will speak of this room to anyone they don't know extremely well, since Worst takes a 5 gp fee up front every night.

TOP FLOOR KEY

H. DOUBLE ROOMS: The two beds in these rooms are in fair condition and disease and vermin free.

I. SINGLE ROOMS: The beds here are nicer than the double occupancy beds.

J. MAID'S QUARTERS. Two maids live in each room.

K. OWNER'S QUARTERS. The front room provides sitting space, while the bedroom holds a comfortable large bed, and a secret door for access to the stairwell. A large chest (locked) holds 1500 gp, 890 sp, 230 ep, and 140 pp.

6. SMOKE THE MAGICIAN'S HOME: Here resides **Smoke the magician** (male human, Lawful Good, 3rd level magic user, AC 7, HP 10, ATK 1, DAM 1-6 by staff or spells). His typically memorized spells are:

1st level: **charm person, sleep**

2nd level: **detect evil**



Elmorth- Jeweler



Smoke - Magician

His spell book also holds the following spells which he may learn if given notice as needed: 1st level - **identify, magic missile**; 2nd level - **continual light, esp**

Smoke faithfully serves his Lord Ontos and lives here as an extra set of eyes in case of trouble. He has journeyed into the Skaths on occasion with some friends (who have since departed for larger gains), and knows something of the border hills nearby. He will freely share what information he knows with adventurers he trusts.

Smoke will tolerate no evil; should he suspect any of the arriving party harbor evil tendencies, he will quietly alert Landan and let him take care of the matter.

7. ZELLER'S HOME: this small stone house is the residence of Zeller, a retired soldier of his Lordship's forces. **Zeller** (male human, Neutral, 2nd level fighter, AC10 or 4, HP 14) is still young enough to journey where he will, but prefers the quiet of the rural village. He will discourage visitors and their questions. He normally does not wear armor or carry a weapon, but keeps a suit of **splintmail +1** and a **longsword +1** handy in case of action. He has 230 gp and 1,000 sp hidden under his mattress and carries 1d20 gp on his person at all times.

8. VILLAGE STORE: Run by **Astla Datyn** (human male, 0-level, AC 9, HP 2), this store carries a general supply of household equipment and tools at 10% markup over list prices. Adventurers may find needed equipment subject to the following availability factors:

Type of equipment	In stock chance
Armor (each type)	45%
All melee weapons	65%
All missile weapons	75%
Clothing (each type)	45%
Lighting equipment (each type)	75%
Miscellaneous	50%
Riding animals (each type)	55%
All other animals	40%

Astla is resupplied once per fortnight, so all chances reset once the wagon comes in. Special orders can be made on three weeks turnaround at 115% normal cost.

9. **JEWELLER: Elmoth** (elf female, Chaotic Good, 2nd level thief, AC 7, 11 HP), the proprietor of this establishment, will buy and sell gems and jewelry here. Elmoth is the lone female elf in White Dragon Run and her worthy grace and beauty attracts attention from all in the village. She is especially interested in any rare items coming from out of the Skaths. She will buy items at 80% of assessed value, and will sell items for 110%. She currently has on hand: 45 gems worth 100 gp each, 20 gems worth 250 gp each, 5 gems worth 500 gp each, and 7 pieces of jewelry worth 100-500 gp each. Elmoth pays the town watch to keep a close eye on her place of business, so thieves would do well to ply their trade elsewhere.

THE COMMON FOLK OF WHITE DRAGON RUN

The following list gives brief details of the commoners who make up the bulk of the village's population. The GM should make up additional information on the fly as needed should any of these domiciles be approached by the PCs.

All encountered on this list are 0 level NPCs with 1-3 HP possible. All males are in the militia except in homes marked with 3 males (where only 2 are militia-ready). Any given household will possess 1-20 gp, 2-40 sp and 10-100 cp.

Each building is marked on the village map by a corresponding letter. Construction/Condition gives a general description of how the building looks. The occupants are listed according to the

number of adult males/adult females/children present at any given time (children are considered youths under the age of 13 and not militia-ready). Occupation signifies the primary work of the adult occupants.

Construction/Condition	Occupants	Occupation
A. stone/frame - good	1/1/5	mason
B. stone - good	1/1/4	farmer
C. frame - fair	2/2/4	hunter
D. frame - good	1/2/4	shepherd
E. frame - fair	3/2/5	farmer
F. stone - good	1/2/4	shepherd
G. stone - fair	1/2/3	farmer
H. frame - poor	2/1/2	weaver
I. frame - fair	2/2/0	farmer
J. stone/frame - good	1/1/2	clothier
K. stone/frame - fair	1/1/1	farmer
L. stone - good	3/2/1	farmer
M. frame - poor	2/2/1	shepherd
N. frame - poor	2/2/3	farmer
O. stone - good	2/2/7	farmer
P. stone/frame - good	2/1/4	smith
Q. stone/frame - good	1/2/3	bowyer
R. stone/frame - fair	1/2/8	butcher
S. stone/frame - poor	2/2/5	carpenter
T. stone - fair	1/2/0	fisherman
U. stone - good	2/2/3	farmer
V. stone - good	2/2/5	mason
W. frame - good	3/2/3	baker
X. frame - fair	1/1/2	carpenter
Y. frame - fair	1/1/1	hunter
Z. frame - good	2/2/3	farmer
AA. stone/frame-good	1/1/1	miller



THE SANE HERMIT

In the past few months the woods around White Dragon Run have gained a new resident: **Thevegon Arkenskep, Initiate of the 5th Circle**. Thevegon is a half-elf who's recently retired from adventuring after a terrible betrayal and now seeks solitude and silence in the woods surrounding White Dragon Run. Thevegon's decided to live an entire year, experiencing all the seasons, in the local forests before deciding what needs to be done to improve the woods to their full potential. He has yet to choose any animal companions from the woods, but he will be doing so shortly. More

than likely they will mostly be wolves, as they are the dominant large mammal species of the area.

Thevegon's home is in a huge hollowed out oak tree whose entrance is about 8 feet up from the ground. He's named the tree "Majesty" and has brought in a few hand carved wooden utensils as well as moss and leaves he uses as bedding. The only part of his adventuring past he brought with him (except his personal gear) is a locked wooden chest containing 549 gp and 342 sp.

Thevegon will be indifferent to the player characters unless they're doing something obviously damaging to the woods. He will support them (using his healing/cure spells) if they indicate they're actively working to eliminate the undead that creep into the woods out of the Skaths, but he'll never willingly join any action with the PCs—he decided his adventuring days are over and anything he does in the future he will do alone.

Thevegon is the only creature outside of the intelligent undead in the area that knows about the Ambulatory Tower (see full entry below). He's seen it move about the hills during the night while he's flying around in owl shape, and in only the few months that he's been here, he's figured out its pattern and will be willing to venture such information to the characters in the hopes of having them destroy it. He's seen zombies exit the tower, but he knows nothing else.

GMs should consider having the players encounter Thevegon as a random encounter in any of the woods around White Dragon Run. He's looking for a group of adventurers to aim at the Ambulatory Tower (see below, he's concerned about its zombie animating abilities) and would even go so far as to offer 100 gp to a group who risks venturing within as an incentive.

Thevegon Arkenkep: 7th-level half-elf druid, AC 6, HP 36, ATK 1, DAM 2-7+1 by spear +1 or spells, SA 7th-level druid abilities). He wields a **spear +1** (16 STR) and wears **leather armor +1** and **gloves of missile snaring**. He carries with him a good carving knife, a small wood axe, a canteen, and the key to his chest. His typically prepared spells (16 WIS) are:

- 1st level: **detect magic, entangle, invisibility to animals, predict weather, speak with animals** (x2)
- 2nd level: **charm person or mammal** (x2), **create water, cure light wounds** (x2), **produce flame**
- 3rd level: **hold animal, neutralize poison, tree**
- 4th level: **cure serious wounds**

THE RAINBOW IN THE DARK

The Skathernes holds a magnificent secret: the **rainbow in the dark**. This powerful magical wonder has lain hidden until recently discovered by a group of four mysterious adventurers who passed through White Dragon Run a fortnight ago on their way to the Skaths in pursuit of a strange golden golem capable of imparting deep magics. They did not find the golem they were looking for, but they did discover something else quite interesting in their diggings—a cave long ago isolated by a cave-in containing a magical rainbow that grants special powers!

The high-level adventurers moved onward in their search for the golden golem, but not before their presence was noted by a lone bugbear scout out of the Xur Mountains. This bugbear immediately investigated the cave complex, found it suitable for inhabitation (a cave with a fresh water source is a great find), and returned to his band, who then followed him to their new home. They've been there for a little over a week, and believe they have found a new permanent home for their entire tribe.

The bugbears are just about to send out a scout to notify the entire tribe of their wonderful new home. The trip there will take two days, it will take another four to gather the tribe together, and then two more days back. Unless the PCs do something about the bugbears here, an entire tribe (three bands) will arrive in about a week's time. This will certainly be of interest to Sir Kallen, garrison commander of White Dragon Run.

This band of bugbears is composed of 12 **male bugbears** (SZ L, AC 5, HD 3+1, HP 15 each, ATK 1, DAM 2-8 or 1-6 spear, SA 50% surprise), 1 **bugbear leader** (SZ L, AC 4, HD 3+1, HP 22, ATK 1, DAM 2-8 +1 or 1-6 +3 with **spear +2**, SA 50% surprise, SD +2 to saves against magic), 6 **female bugbears** (SZ M, AC 5, HD 1+1, HP 6 each, ATK 1, DAM 1-8, SA 50% surprise) and 4 **young bugbears** (SZ S, AC 7, HD 1-4

hp, HP 2 each, ATK 1, DAM 1-4, SA 50% surprise). The females and young fight only in life-or-death situations.

Each has touched the **rainbow in the dark** (AREA 4) and gained a unique benefit as described below:

- 1 **male, 1 young:** All non-magical missiles deal 1 fewer point of damage per die
 - 2 **males, 2 females:** All magical missiles deal 1 fewer point of damage per die
 - 1 **male, 1 female, 1 young:** +4 to saves against poison and petrification
 - 2 **male, 1 female:** All breath weapons deal 2 fewer points of damage per die
 - 2 **male, 1 female:** Cannot be detected by location/detection magics
 - 2 **male, the leader, 1 young:** +2 to saves against magic
 - 2 **male, 1 female, 1 young:** AC is improved by 1 step
1. **BUGBEAR COMMUNAL ROOM:** The bugbears congregate in this area during the day, cooking, quietly conversing, and making plans regarding the tribes soon-to-be migration and occupation of this area. At any time during the day, 8 of the male bugbears are here, as well as all the females and young. The remaining males are off hunting/gathering food.

During the night, two bugbear guards stand watch, remaining remarkably still and silent (surprise on 4 in 6) throughout.

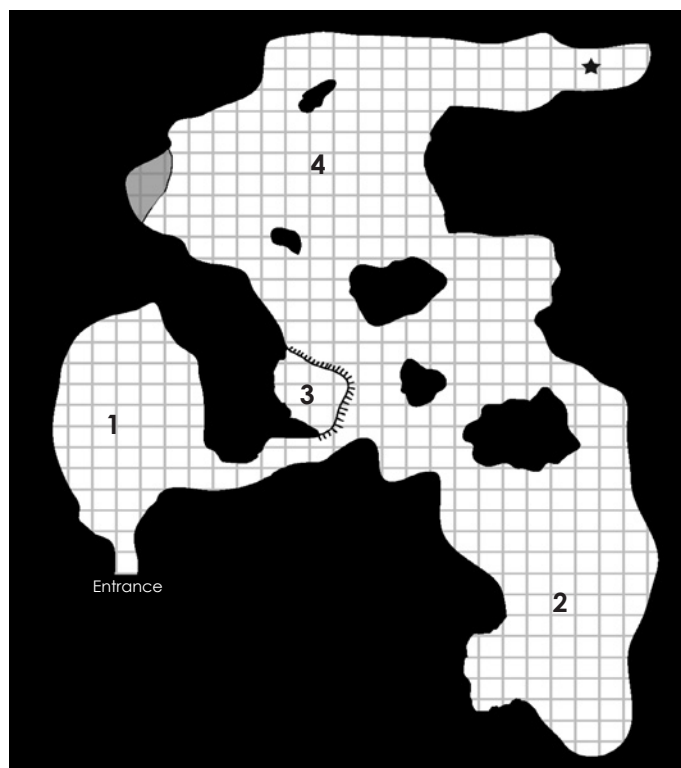
2. **BUGBEAR SLEEPING QUARTERS:** This area of the caves contains all the sleeping pallets of the band. Excluding the guards in AREA 1, the entire band sleeps together.

The band's treasure is kept here in two large locked chests (keys are with the bugbear leader). The chest contains 4,356 cp, 1,204 sp, 2,973 ep, and 8 gems (two 10 gp, five 50 gp, one 100 gp).

3. **CAVE FISHER CYST:** On a ledge about 30 feet off the ground a **giant cave fisher** (SZ L, AC 4, HD 6, HP 12, ATK 2, DAM 2-18,

THE RAINBOW IN THE DARK

EACH SQUARE EQUALS 10 FEET



SA adhesive trap line) has gone dormant, encasing itself in a fibrous, rocky cyst. This cave fisher grew to a tremendous size when the cave system was still open only to found itself in desperate straits when it collapsed. Eventually it shut its metabolism down, but not before creating a protective cyst to protect it as it slept.

The bugbears are by nature a quiet race not prone to making unnecessary noise even when young, and as such have not roused the cave fisher in their midst. But if any protracted loud noise (for instance melee) occurs anywhere in the cave system, the cave fisher awakens. After two rounds it starts cutting its way out of its cyst, a process taking three more rounds. Once it emerges, it immediately seeks out prey, targeting the smallest targets if presented such an opportunity.

Although very large for its species, it is in an emaciated state and significantly weaker than normal (only 2 hp per HD). It will fight to the death for it must feed or die. Anything that the cave fisher kills is immediately drained of its blood. This dose of fresh sustenance will add 1 hp per HD of drained creature to the cave fisher's hp until it reaches 24 hp, at which point it will need to normally recuperate.

4. THE RAINBOW IN THE DARK: This large cave lacks anything of interest except a giant quartz crystal (standing 3 feet tall and weighing 500 lbs.) that lightly pulses with a dim internal light. Once per day, for about 5 minutes a shaft of light brought down into the pitch-black cavern through a crack filled with plain quartz crystals hits the giant quartz, creating the rainbow in the dark. Those who enter the rainbow gain different permanent benefits based upon the initial colors contacted. A special extra effect occurs if the rainbow crystal itself is touched while the rainbow in the dark occurs.

If it's unstated which color is deliberately touched, randomly roll to determine which color is first contacted. Individuals know which benefit they've gained upon acquisition.

Color	Effect
1. Red	All non-magical missiles deal 1 fewer point of damage per die
2. Orange	All magical missiles deal 1 fewer point of damage per die
3. Yellow	+4 to saves against poison and petrification
4. Green	All breath weapons deal 2 fewer points of damage per die
5. Blue	Character cannot be detected by location/detection magics
6. Indigo	+2 to saves against magic
7. Violet	Character's AC is improved by 1 step
8. Crystal	Character gains 1 point to the major characteristic of his class

All of the bugbears have touched the rainbow and worship it as a magical rainbow serpent sent from Hrulungguk (bugbear goddess of fertility) to increase the power and fertility of the band.

If the crystal is removed from the cave it loses its special powers. It is valued at 10,000 gp however, and if powdered bits of it are used with any of the various **prismatic** spells, they have their range, duration, and area of effect tripled.

THE AMBULATORY TOWER

The Ambulatory Tower is a tiny part of a multi-dimensional, multi-planar creature that concurrently resides in Hell, the Abyss, the

Ethereal, and the Astral planes. Most of it resides in a part of the Ethereal plane abutting the Negative Material plane from which it draws most of its sustenance. It is not intelligent in the manner commonly-measured, but it is self-aware in its own strange way.

On each plane, part of the creature appears as something recognized as a habitation. This serves to both disguise the creature from normal detection and also act as a lure for a wide variety of potential additional sources of food. On the prime material plane it appears as a squat, round tower, 30 feet in diameter and 30 feet tall. It is made out of a dark reddish stone that pulsates, as if with a double heartbeat. It is warm to the touch, and has a single man-sized stone door that easily opens on hinges lubricated by a blood-like substance. It appears only during the dark moon (which varies from 1.5 days during the summer to 3 days during the winter) of the lunar cycle, and it periodically grows multiple stone "legs" with which it moves itself at a lumbering 30 ft. per round for one hour out of every 10 it resides upon this plane (moving it 1,800 ft. from its starting location – roughly 1/3rd of a mile).

The Ambulatory Tower primarily acts as a "heat sink" for the creature and serves to ensure that it doesn't "overeat" the negative energy it feeds upon. This causes the tower to periodically excrete a negative energy wave every 2-24+10 rounds. The wave deals a single hit point of damage to all creatures within 100 ft. of the tower. A side-effect of this wave is to create and animate zombies from any skeletons or corpses that lie within the area.

As the map makes obvious, the interior of the creature is not bound by limits of space and is formed based upon the thoughts of the creatures that enter it—it reads information within the explorers mind to form semi-familiar structures within. For the PCs, this means it forms itself based upon their concepts of "cave," "dungeon," and "tower." Additionally, all of the furnishing and inhabitants are also created based upon the preconceptions of the characters: none of the material within the tower is truly real, nor are any of the inhabitants until they actually leave the tower. If the tower is destroyed before the PCs can exit, they'll find themselves where the tower once stood with all of their "loot" from the tower gone in a puff of smoke!

The interior of the tower is also not bound by limits of time. Every round spent within the tower is equal to a turn outside the tower. It's quite possible for characters to exit and find out that more than a single day has passed. Careful time-keeping is required while adventuring with the tower.

The response of the tower to intrusion by the characters should be considered analogous to an immune system response. The first time the characters enter, the tower will be unfamiliar with them and the creatures it creates to impede them (the monsters) will appear as if an artist roughly sculpted them from living tissue—they're not quite right, and they don't respond as accurately or quickly as does the real thing. Subsequent entries gradually improve on the appearance and capability of the creatures according to the below table.

Entry	Effect
First	-1 to hit and -1 to damage, creatures are obviously not what they seem
Second	-1 to hit, creature are almost as they normally appear
Third	Creatures are almost indistinguishable from their real counterparts
Fourth	+1 to hit, creatures are indistinguishable from real
Fifth	+1 to hit and +1 to damage
Sixth	+1 HD, +1 to hit and +1 to damage
Seventh+	+1 HD, +2 to hit and +2 to damage

GM Note: the material presented here is a genericized version of the tower that should be suitable for characters of the appropriate level. The monsters within are based upon the selection from the

local area under the assumption that the characters will have already encountered several of the various local types. However, it's strongly suggested that the PCs also encounter things unique to their experience: that one-eyed goblin with the yellow feather in its hair, the hippogriff the fighter once saw flying overhead, perhaps even a long-lost lover or family member. Customizing the Ambulatory Tower will result in a satisfying and unique experience, if the characters survive, of course!

When the characters first approach it is 75% likely that the tower has already released a way of negative energy resulting in 1-4 zombies (AC 8, HD 2, HP 12 each, ATK 1, DAM 1-8) lurking about the tower. If this hasn't occurred, start the 2-24+10 round clock for the 1st negative energy wave when the characters first see it (6d6+6x10 yards away). This causes nearby skeletons to animate and crawl out of the ground. Over the next 1-3 rounds the skeletons "grow" back their former flesh and become zombies.

All the doors in the tower are made of "wood" and locked (simple lock, +10% pick chance), except for the door on the northern balcony in AREA 3 and the false door beyond that (which is trapped, see description below).

There are no wandering monsters inside the tower until one of the players mentions the concept which creates the first wandering encounter 1d6 turns later. After that first encounter, use the following table.

Wandering monsters: Roll every third turn: a 1 on a 1d10 indicates an encounter. This table is similar to that of The Gray Temple in the original White Dragon Run based upon the assumption that the

players have been to the temple already. If they haven't, feel free to use another wandering monster table from a dungeon location they have been to. Remember to apply the entry modifiers above based upon the characters' entry.

- 1 - 2-8 **goblins** (AC 6, HD 1/2, HP 3 each, ATK 1, DAM 1-6)
- 2 - 2-8 **hobgoblins** (AC 5, HD 1+1, HP 6 each, ATK 1, DAM 1-8)
- 3 - 2-12 **giant rats** (AC 7, HD 1/2, HP 3 each, ATK 1, DAM 1-3)
- 4 - 1-2 **giant lizards** (AC 5, HD 3+1, HP 14 each, ATK 1, DAM 2-9)
- 5 - 1-2 **huge spiders** (AC 6, HD 2+2, HP 16 each, ATK 1, DAM 1-6 + poison)
- 6 - 1-2 **giant ticks** (AC 4, HD 3, HP 12 each, ATK 1, DAM 1-4 +1-6 + blood drain + disease)

1. PULSATING CAVE: The first cavern in the tower is a rough sphere, 60 feet in diameter, with entrances approximately in the middle. This area visibly pulsates, constricting down to a 50 feet in diameter sphere every round and then back to normal-sized. Any melee combat in this area is done with a -1 to hit.

Created in this area is a swarm of 13 **stirges** (AC 8, HD 1+1, HP 2, 3, 5 (x3), 7(x6), 8 (x2), 9 (x1), ATK 1, DAM 1-3 + blood drain). They're attached to the walls and 80% indistinguishable from them. They don't move until the characters enter the chamber. They will fight to the death and pursue retreating opponents. Unlike normal stirges, they never get full and the blood they drain drips out of them like water from a sponge until the fourth entry, whereupon they behave as normal.

To create/populate a customized area here, the theme of this chamber is "unpleasantness." Basically anything that's icky or makes someone's skin crawl would fit in here.

2: AGONY OF RETREAT: The top of this pit trap is locked until one of the orcs in AREA 3 pulls a lever. The lever releases the lock and the pit trap's cover is free to release under at least 100 lbs. The chance of finding this trap is +10% on the first visit, but returns to normal on subsequent visits.

The pit is only 10 feet deep (1d6 damage), but the walls and floor of the pit is lined with small tentacles upon which small mouths like a lamprey's grind and grip anything living within. The tentacles do 1-3 hit points of damage per round (-2 hp if plate is worn, -1 if chain or better is worn, minimum 1). They also slow down those they've latched upon down to half normal speed, making unpleasant "popping" sounds when pulled away from skin or armor.

There is an orc skeleton in the bottom of the pit still in its ring mail and armed with sword and flail. Scattered about the body are 9 ep. The skeleton animates after two rounds of activity in the pit. Over the next 1-3 rounds the skeleton "grows" back its former flesh, becoming a **zombie** (AC 6, HD 2, HP 11, ATK 1, DAM 1-8). The loot on this creature is real—a stupid orc wandered in, fled the stirges, and retreated before the other orcs only to die here.

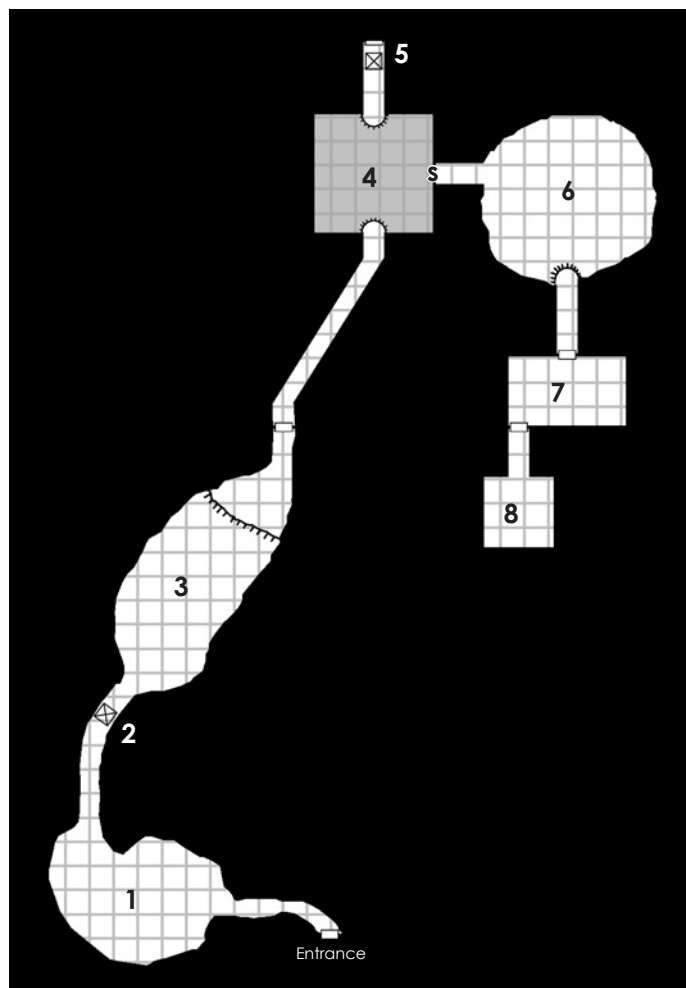
To create/populate a customized area here, the theme is "retreat is punished." Basically anything that makes retreat harder or punishes for retreating would fit in here.

3. LEDGE OF DOOM: A six foot escarpment topped with a 4 foot tall wall dominates the northeastern part of this room. Behind the wall are 11 **orcs** (AC 6, HD 1, HP 2 (x2), 3, 4, 5 (x2), 6 (x2), 7, 8 (x2) each, ATK 1, DAM varies based upon weapon). The orcs are alert to the party's presence if they take no precautions.

Five of the orcs are armed with axe (1-8) and bow (1-6, 12 arrows each) and they'll attack with missile weapons as soon as they see the party. The remaining six orcs are armed with axe (1-8) and spears (2-7). They'll guard their position, using their polearms to skewer/push any attempting to scale the escarpment/wall as well as attempting disarms (disarm if

THE AMBULATORY TOWER

EACH SQUARE EQUALS 10 FEET



attack hits AC8). In addition, the orcs will pull a lever coming out of the eastern wall once they believe all of the PCs have crossed over the pit trap of AREA 2.

If any of their kind is put to sleep by a spell, the others won't wake them if this is the first or second entry into the tower, but they will awaken their sleeping comrades if this is the third or higher entry.

The orcs have a small chest in which they keep their treasure containing 128 gp, 456 ep, and 324 sp.

To create/populate a customized area here, the theme of this chamber is "defensible." Basically anything that's fortified and difficult to overcome would fit in here.

4. FALSE BALCONY: Two opposing balconies overlook a 7-foot-deep pool of water in this room. From the southern balcony one can see a corridor continuing on the other side's balcony. The salt water is clear and via torch or lamp light the bottom can be seen as pale and sandy with no distinguishing features.

The water is magical. It can serve as fresh water although it seems salty. Additionally, any creature immersed in the water regenerates 1 hp per round.

A PC entering the water disturbs the 3 **stingrays** (AC 7, HD 1, HP 5 (x2), 7, ATK 1, DAM 1-3 plus poison) within, that are 90% concealed under the sandy floor. 1-3 of the stingrays attack once and then flee to a different part of the water away from the PC. If 3 or more PCs enter the water, however, the stingrays feel threatened and attack again. Any PC paralyzed by a stingray's poison begins drowning and dies after 3 rounds (+1 round if Con is 14 or higher).

The secret door in the west wall is under the water. Opening it requires a successful open doors check, upon which all the water behind it rushes into AREA 6.

To create/populate a customized area here, the theme of this chamber is "unobvious." Basically anything that's not as it seems or requires thought to overcome would fit in here.

5. WRONG WAY: The pit trap here is like that of AREA 2 above sans orc skeleton. The cover is unlocked when the false door is opened.

To create/populate a customized area here, the theme is "the obvious is often wrong." Basically anything that seems the obvious way forward that turns out to be significantly wrong would fit in here.

6. MAGICAL MUD: This large damp area is filled with mud 1 foot deep. When the secret door in AREA 5 opens, all of the magical water rushes out into here, covering the mud with about a foot of water and seeping to its bottom. This "charges up" 8 **mudmen** (AC 10, HD 2, HP 6, 8, 9, 10(x3), 11, 16, ATK 1, DAM special, SD +1 weapon to hit) who rise after a turn, attacking any within the area.

To create/populate a customized area here, the theme of this chamber is "magical." Basically anything that's obviously magical in origin would fit in here.

7. DRACONIC GUARDIAN: The door to this area is cold to the touch. Beyond the door, coiled up back upon itself and upon its treasure, is a **small young adult white dragon** (AC 3, HD 5, HP 20, ATK 3, DAM 1-4, 1-4, 2-12, SA breath weapon) that has a 60% chance to be sleeping. It does not speak, nor use magic.

The dragon's treasure consists of: 10,000 cp, 2,000 sp, 4,000 ep, three pieces of gold and silver jewelry (500 gp, 750 gp, 1,000 gp), a **cloak of elvenkind**, a **bag of holding** (250 lbs. limit), **horseshoes of speed**, a **scroll of protection from lycanthropes**, a **potion of delusion**, a **potion of ESP**, and a **potion of heroism**.

To create/populate a customized area here, the theme of this chamber is "powerful." Basically anything that the creatures entering the tower would consider an apex dungeon predator for would fit in here.

8. HEART OF DARKNESS: The center of this room contains a throbbing heart-like structure. It drips purple and orange fluids upon the damp ground and beats with a staccato double tap rhythm. Every other round, a wave of negative energy spews out of it, dealing 1-2 hp of damage to all within the room. This is the



primary connection of the creature to this plane: destroying it will destroy the Ambulatory Tower.

It is impervious to heat and cold, all magics of less than 6th level, and all physical damage dealt by weapons less than +3. It can be destroyed by acid. It can also be turned (as a wight) to be destroyed.

If the characters destroy the heart the tower starts to become hazy as it slowly edges out of this plane and back into another. The characters have very little time to get out with their loot intact—remember, the loot disappears if they're inside the tower when it disappears!

Once the heart is dead, have all the players close their eyes and ask them to choose a caller who will verbally describe the path back to the entrance of the tower. If the caller describes the path back in what you consider an accurate enough manner, the characters quickly fly through the air on that trajectory and keep their loot. If the caller fails by getting major directionals confused or some such, the party gets lost and tragically watches all their loot disappear into thin air along with the tower around them.

THE TEMPLE OF THE SNAKE GOD

The temple of the snake god is one of the most dangerous locations in the Skathernes. It is the new home of a group of Serpentians (see new monsters), a serpent people that are the last remains of the ancient race of serpent people who once ruled the world before the time of elves and man. The serpentians worship an ancient god of chaos, poison, and death, and regard all serpents and snakes as the highest form of life.

The Serpentians have recently arisen from a long sleep, stirring out of their holes in the mountain to their ancient temple in the Mountains of Xur, and they are now exploring the Skaths. They are, as yet, limited in number and fairly unorganized, but they will quickly seek to gain power and dominance over any they encounter, wielding them as weapons in their goal of eventual domination. All parts of the world will again have temples to the great coiled god Apep, who is now only worshiped in secrecy by some assassins.

It is recommended that players encounter this rising temple just prior to leaving White Dragon Run for the larger world: it is a dangerous place, suitable for the highest-level range of this module. The Temple of the Snake God is located in the Mountains of Xur.

The Mountains of Xur: Daytime encounters (check once per every three hours; a 1 on a 1d6 indicates an encounter, then roll 1d8 for specific encounter with 2d6x10 indicating how many yards away)

- 1 - 1-4 **Witherstench** (AC 7, HD 2+2, HP 14 each, ATK 2, DAM 1-8, 1-8 + stench)
- 2 - 2-20 **Gnolls** (AC 5, HD 2, HP 10 each, ATK 1, DAM 1-6 or 1-8 with spears and longswords)
- 3 - 1 **Giant Troll** (AC 4, HD 8, HP 41, ATK 1, DAM 2-16)
- 4 - 1-6 **Bugbears** (AC 5, HD 3+1, HP 15 each, ATK 1, DAM 2-8 or 1-6 spear, SA 50% surprise, AL CE)
- 5 - 4-11 **Volts** (AC 3, HD 2+1, HP 11 each, ATK 1 and 1, DAM 1-4 and 2-12)
- 6 - 2-8 **Hippogriffs** (AC 5, HD 3+3, HP 18 each, ATK 3, DAM 1-6, 1-6, 1-10)
- 7 - 1-12 **Bandits** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 or 1-8 by shortbows or longswords)
- 8 - 1-12 **Berserkers** (AC 7, HD 1, HP 7 each, ATK 1, DAM 2-9 by axes)

Nighttime encounters (check once per every two hours; a 1 on a 1d6 indicates an encounter. Roll 1d8 to determine encounter with 2d6x10 indicating how many yards away)

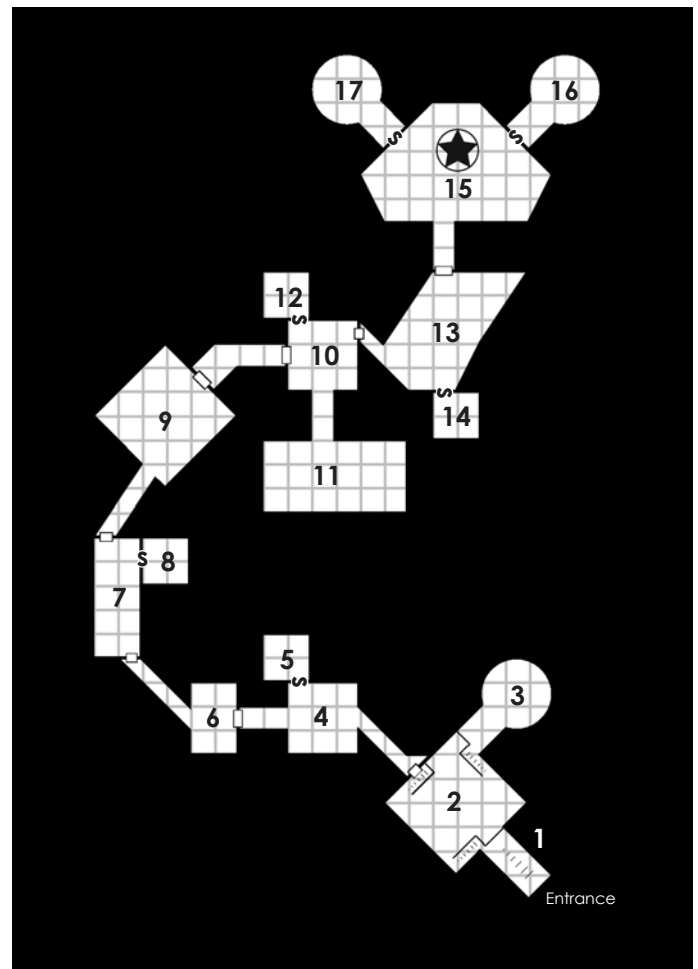
- 1 - 4-32 **Compsognathus** (AC 7, HD 1+2, HP 5 each, ATK 1, DAM 1-6, SA surprise on 1-3)
- 2 - 1-3 **Ghasts** (AC 4, HD 4, HP 24 each, ATK 3, DAM 1-4/1-4/1-8 + paralyzation and stench)
- 3 - 1-6 **Shadows** (AC 7, HD 3+1, HP 16 each, ATK 1, DAM 1-6 + ability drain)
- 4 - 1-2 **Rock Reptiles** (AC 3, HD 5+8, HP 31 each, ATK 1, DAM 1-4+8, SA surprise on 1-3)
- 5 - 1-2 **Blindheim** (AC 1, HD 4+2, HP 20 each, ATK 1, DAM 1-8)
- 6 - 1-4 **Giant spiders** (AC 4, HD 4+4, HP 16 each, ATK 1, DAM 1-8 + poison and webs)
- 7 - 1-8 **Giant ticks** (AC 4, HD 3, HP 18 each, ATK 1, DAM 1-4 + 1-6 blood drain + disease)
- 8 - 4-11 **Volts** (AC 3, HD 2+1, HP 11 each, ATK 1 and 1, DAM 1-4 and 2-12)

When the characters are within a mile of the temple use the following encounter table for both day and night (check once per every two hours; a 1 on a 1d6 indicates an encounter. Roll 1d8 to determine the encounter: 2d6x10 indicating yards away)

- 1 - 2-8 **Hippogriffs** (AC 5, HD 3+3, HP 18 each, ATK 3, DAM 1-6, 1-6, 1-10)
- 2 - 1 **Serpentian Patrol** (see below)
- 3 - 2-16 **Orcs** (AC 6, HD 1, HP 5 each, ATK 1, DAM 1-6 with spears and shortswords)
- 4 - 1 **Serpentian Patrol** (see below)
- 5 - 1 **Serpentian Patrol** (see below)
- 6 - 1-12 **Bandits** (AC 7, HD 1, HP 5 each, ATK 1, DAM 1-6 or 1-8 by shortbows or longswords)
- 7 - 1 **Serpentian Patrol** (see below)
- 8 - 4-11 **Volts** (AC 3, HD 2+1, HP 11 each, ATK 1 and 1, DAM 1-4 and 2-12)

THE TEMPLE OF THE SNAKE GOD

EACH SQUARE EQUALS 10 FEET



Serpentian Patrol: These patrols consist of one **chosen** (AC 2, HD 6, HP 34, ATK 1, DAM 2-8, SA spells), one **highblood** (AC 4, HD 5, HP 27, ATK 2, DAM 1-6 with spear and shortsword and 1-4 constrict, SA spells), and two **lowbloods** (AC 4, HD 3, HP 16 each, ATK 1, DAM 1-6 with shortswords and shortbows, SA spells). They will attempt to extort 10 gp from each of the PCs to prevent violence and demand that they leave the area immediately. If the PCs pay up and leave, they'll be allowed to go in peace, but if the PCs return and encounter another patrol, there is a 25% chance it is the same patrol (there are 4 patrols) who will recognize the PCs and immediately attack.

Inside the Temple: Only serpentian patrols can be randomly encountered. Check once per hour; a 1 on a 1d6 indicates an encounter. Remember there are only 4 patrols, so if all are encountered there will be no wandering monster checks in the temple. Random encounters with patrols inside the temple are always violent—the PCs can't pay their way out.

ENCOUNTER KEY

1. **ENTRANCE:** The entrance to the snake temple is almost entirely ruins now, but a single blocked façade adorned with saltires still stands framing a stairwell leading down, a dim red glow coming from within. Once inside the entrance explorers can see lit torches are the source of the glow. There are some trails of blood leading into the temple. There are no guards here. The cave is regularly visited by serpentian patrols. If the players stay here long roll a random encounter.

2. **FOYER:** The stairs lead down into a room that is well light by torches on the wall. The room is about twenty feet wide by thirty feet long and has a door on the northwest corner of it as well as a hallway leading north east from it. The room appears empty. The walls of this room seem to be made from some kind of slimy stone. It seems to almost drip with moisture even though there is no reason that it should be moist here.

The floor of this room is an illusion. Any character stepping on the floor may roll a saving throw versus magic to catch themselves before placing all their weight. Those who fail fall through and down 10 feet to the real floor below, taking 1d6 damage. The floor below houses three **giant poisonous snakes** (AC 5, HD 4+2, HP 16 each, ATK 1, DAM 1-3 + poison) waiting for new victims to drop in.

There are narrow stairs leading up to each of the entry points into the room which cannot be seen until the illusion is dispelled.

Spread about the floor are bones from other unfortunate adventurers who fell and were killed by the snakes. Close examination reveal that all normal armor and weapons are ruined beyond use, but there is a silver ring beneath a pile of rusting plate mail: a **ring of holy power** (see new magic items).

3. **SNAKE GOD IDOL:** There is a large statue here of the snake god Apep. It depicts a large snake head on the body of a man and its mouth has large fangs from which drip a sweet-smelling, golden liquid. The statue radiates both evil and magical energy.

Should anyone in the party collect this liquid from the statue they will have two doses of **anti-venom** (see new magical items) for their efforts.

4. **PATROL POINT:** This room is a regularly visited patrol point. Each time the party enters this room there is a 2 in 6 chance of a random encounter here as long as there are still patrols to be encountered. The room itself is empty. There is a passage from here leading west. There is a secret door here on the north wall.

5. **RIDDLE ROOM:** This room has the bust of a snake head resting upon a black pedestal. The snake head is that of the snake god Apep. The mouth of the bust is open and the players can

see the fangs of the snake god shining within it. The mouth suddenly animates and speaks a riddle.

*"All about, but cannot be seen,
Can be captured, cannot be held,
No throat, but can be heard"*
The answer is "**The Wind.**"

Should the players speak this aloud then the statue will close its mouth and then reopen. There will be two **potions of extra healing** inside the mouth when it reopens. If a wrong answer be stated aloud the bust spits poison on the person answering incorrectly. The poison is fatal within 2-5 rounds unless the character makes a saving throw against poison.

6. **TEST OF GREED:** This room has a statue of the Snake God Apep. The god is depicted here brandishing a sword and with its fangs showing as if it is screaming in rage in combat. The statue has eyes which appear to glow red. The two eyes are made from rubies that might be worth a great deal of money. The statue radiates neither evil nor magic. The statue stands nine feet tall.

The statue is trapped. If the eyes are removed, a poisonous cloud of gas inside of the statue is released. Anyone in the room must save versus poison or suffer 1-6 damage per round for 2-5 rounds from poison. The rubies are paste and worthless.

7. **PATROL POINT:** This room is another regularly visited point for the Serpentian guards that patrol the complex. There is a 2 in 6 chance of an encounter here with such a patrol if any remain. The room itself is nearly empty except for skeletal remains of four other adventurers who were discovered here. Each of them has been looted and valuables are missing. Three appear human and the fourth dwarven. All have suffered bite marks from some kind of animal. None have armor or weapons left.

Close inspection of the room may lead players to notice a bit of old dried blood on the east wall of the room. This is where the secret door is to AREA 8.

8. **SECRET ROOM:** This room is where the fifth member of the group that died in the previous room crawled away to. He was an elven magic user wearing a blue robe and dagger at his waist. A cracked and bloody staff is at his side. He has a purse with 25 gold pieces in it and a **wand of frost** with 14 charges.

This room appears to be a storage room of some sort, apparently undiscovered by the newly-risen serpentians. There are crates of various foul food stuffs and kegs filled with some kind of ale. There are some barrels of rancid meat as well. None of these things seems to be of any value.

9. **DARK ROOM:** This chamber is a dark. The lit torches on the walls do not seem to give off enough light to see things clearly, and moving shadows play tricks in the minds of those looking into the room. Characters can hear the hissing sound of snakes, but they cannot immediately see any threats. After two rounds in the room, the shadows solidify into a pair of **shadow weirds** (see new monsters) (AC 4, HD 4+4, HP 22, ATK 1, DAM special).

The shadow weirds are guardians and do not attack any who utter the passwords, "Aphōph" or "Apophis" (two other names of Apep). If such words are not forthcoming, they attack, attempting to draw their victims into the shadow pools in the eight corners of this room.

Along one of the shadowy walls of this room, hidden under a pile of dust and cobwebs, rests a **sling of seeking +2**.

10. **FOUNTAIN:** This room has a fountain with the statue of a snake in the middle, spitting water into the fountain basin. The water is greenish in color when the party enters the room but suddenly changes color to red. The fountain radiates magic and evil.

The colors have different effects. The colors change every two rounds in the following order. If one is drunk from it will not reappear for one week.

Green: tastes like vegetables - heals 2-9 points of damage taken

Red: tastes like blood and character's Strength is temporarily increased by one for 10 turns

Black: tastes like acid and character suffers 1-6 damage from acid

Clear: tastes like water because it is and this one will reappear when all others are gone

Yellow: tastes like urine because it is and character throws up for 1-4 rounds and incapacitated

Orange: tastes like fruit and character's Constitution temporarily raised by one for 10 turns

Blue: tastes like ice and character gains protection from fire (as scroll) for 10 turns

Purple: tastes like wine and character gains protection from cold (as scroll) for 10 turns

Gold: tastes like gold and the number of gold pieces the character personally carries doubles

Silver: tastes like silver and character's Intelligence is temporarily raised by one for 10 turns

Each color can only be drunk from once and will then disappear as stated above. Only clear water will flow after the others disappear.

If the players make a lot of noise here, the assassins in AREA 13 will extinguish their torches and prepare for a surprise attack, aiming for assassinations.

11. WELL ROOM: An 80-foot-deep well is in the center of this room. A bucket with a long rope rests on the edge of the well. The room is otherwise empty and does not seem to be recently visited as it is quite dusty. A bucket with a long rope rests on the edge of the well. Characters approaching the well will probably knock a few loose pebbles at the edge into the well: it will be a bit more than two seconds before a splash is heard. A very dim glow can be seen around 90 feet down. The glow at the bottom of the well is a **battleaxe +1**.

Random encounters will happen only on a one in twenty in this room as it is not regularly checked by patrols.

12. HUMONGOUS SNAKE: This room has a floor which is lower than the door frame or the floor from the previous room. It is difficult to tell just how much lower since the room is filled with murky water and varies between 3 and 5 feet deep. In the center of the room there is a circular raised area which sticks up out of the water. There is a gleaming suit of chain mail on the ledge.

Hiding in the water is a 50-foot-long, 2,500 lbs. constricting snake called a **titanoboa** (AC 5, HD 10, HP 62, ATK 2, DAM 1-6 and 3-18 constriction). It is the first gift from Apep to his newly arisen people. The titanoboa is coiled around the ledge, waiting for anyone foolish enough to climb up and take the armor.

The armor is **elven chain mail +2** that the serpentians found in the murky water, obviously belonging to a long-ago victim. They placed the chainmail in obvious view as a trap to any who managed to get so far into their temple.

13. DARK ROOM/AMBUSH: If the characters were noisy in AREA 10, this room will be dark when they enter. Waiting for them in the dark are **Ahakba the Thug** (human male, Chaotic Evil, 5th-level assassin, AC 3, HP 32, ATK 1, DAM 1-8 for longsword or 1-6 for shortbow, SA x3 backstab, assassination) and three **waghalters** (human males, Chaotic Evil, 3rd level assassins, AC 4, HP 9, 12, 14 ATK 1, DAM 1-8 for longsword, SA x2 backstab, assassination) who are in league with the serpentian high priestess. They will

be using their hide in shadows abilities to try for surprise and an assassination attempt. Any who are discovered will just attack and attempt to melee while their friends backstab.

Ahakba has leather armor, shield, longsword and shortbow. He also has 12 arrows and 5 **arrows of the adder** (see new magic items). His hide in shadows percentage is 30%; move silently is 37%. He has 63 gold pieces and a gem worth 500 gold pieces. The waghalters wear leather, carry shields, wield longswords, and have a 15% hide in shadows and 20% move silently chances. Each has 4-24 gp.

If the characters weren't noisy in AREA 10, the assassins will be discovered playing cards around a makeshift table. Strewn around the room are four bundles of furs (worth 25 gp each) serving as bedding.

14. ROOM TRAP: There is a statue here in the center of this room which appears to represent a highblood serpentian warrior with a sword in one hand. It is in a fighting stance and radiates both evil and magic. There are some runes on the base of the statue which are small and difficult to read.

If anyone approaches the statue they step on a trigger plate and start the trap. A steel door slams down where the secret door was, blocking escape and possibly separating the person trapped and the party. The GM should determine where the players are standing before declaring that the trap is sprung.

Gas will begin filling the room. Anyone in the room will suffocate in 5-8 rounds unless they find a solution to the runes on the base of the statue which are a riddle. If the riddle in the runes is answered correctly then the door will rise and the gas will disperse with no harm to anyone. The trap will reset in 1 turn.

The riddle is as follows:

*"If you break me
I do not stop working,
If you touch me
I might be snared,
If you lose me
Nothing will matter."*

The correct answer is "**The Heart**."

15. SNAKE GOD IDOL/POOL OF VENOM/HIGH PRIESTESS OF APEP: This chamber is shaped to resemble the triangle head of a snake. The ceiling rises twenty five feet over the floor. In the center of this room is an enormous idol of the god Apep. This idol has red eyes which appear to glow. There is also a large pool of water in front of the idol which seems to shimmer with magical energy.

Standing before the idol is a highblood serpentian wearing a crimson cloak and carrying a black-bladed two-handed sword. She is the current **High Priestess of Apep** and has a humanoid form covered in strong scales. She has four guards with her: a **chosen one** (AC 2, HD 6, HP 34, ATK 1, DAM 2-8, SA spells), a **highblood** (AC 4, HD 5, HP 27, ATK 2, DAM 1-6 with spear and shortsword and 1-4 constrict, SA spells), and two **lowbloods** (AC 4, HD 3, HP 16 each, ATK 1, DAM 1-6 with short swords and shortbows, SA spells).

Serpentian High Priestess: highblood, 7th-level shaman, AC 0, HD 5 + 7d4, HP 44, ATK 1, DAM 3-13 two-handed sword +2, SA attacks as a 8 HD monster). She wields a **two-handed sword +2** and wears a **cloak of protection +2**. Her typically prepared spells are:

1st level: **cure light wounds (x2)**, **detect magic**, **protection from good**, **remove fear**

2nd level: **augury, chant, resist fire, snake charm, speak with animals**

3rd level: **dispel magic, prayer**

4th level: **divination**

The idol is of the snake god Apep and stands twenty feet tall. The red eyes are made from some kind of reddish glass and are worthless. The statue radiates magic and evil. If touched without saying any of the names of Apep (*Apep, Aphōph, Apophis, or A'pāpī*) the person doing so will be shocked for 2-16 points of damage and thrown 4-24 feet away from the idol. Touching the idol while saying the name of the statue will cause the eyes to glow white hot and the player doing so will be blessed for 3-30 rounds.

The pool of water is 10 feet deep at the base of the statue, formed by the dripping venom of the statue. There are skulls and skeletal remains in the bottom of the pool. The pool is actually not poisonous. Anyone who bathes in the pool can gain a random effect as follows:

1. Blessed for 2-11 rounds
2. Healed for 2-8 points
3. Temporarily given 1 point to random attribute for 10 rounds
4. Poisoned for 2-12 damage unless save versus poison
5. No effect
6. Invisible for 2-11 rounds
7. Silenced for 2-11 rounds
8. Cursed for 2-11 rounds
9. Turn blue for 2-11 rounds
10. AC improved by 3 for 2-11 rounds

16. **EMPTY ROOM:** The secret door to this room is difficult to locate (1 in 8 chance). The serpentians are unaware of this room. It is completely empty.

17. **TREASURE ROOM:** Gold and silver coins spill out of three large, open, treasure chests in the center of the room. Suits of armor and various weapons are stuck in the middle of the piles. The coins are coated with a contact poison revealed by close inspection. Anyone touching the coins must save versus poison or die in 2-5 rounds.

Treasures: 9,138 cp, 5,676 sp, 4,355 gp, 25 pearls worth 50 gp each, 4 emeralds worth 500 gp each, two black pearls worth 1,500 gp each, a **gnome/halfling-sized suit of plate mail +1**, a **heavy crossbow of speed**, a **longsword +1, +4 vs. reptiles**, and a **python staff of the serpent**.

APPENDIX A: NEW MAGICAL ITEMS

Anti-venom: An anti-venom potion contains two draughts that will instantly neutralize poison. **Experience Point Value:** 200 **G. P. Value:** 450

Arrows of the Adder: These arrows are +1 to hit and are poisoned. Anyone struck by them must save versus poison or suffer an additional 2-5 points of damage per round for 3 rounds after being struck. After hitting (or missing) they turn into small harmless snakes. **Experience Point Value:** 50 **G. P. Value:** 300

Ring of Holy Power: A paladin wearing this ring may lay hands a second time each day, may cast *cure serious wounds* once per day, and also gains +1 to hit and to damage against evil creatures. Any other classes gain no benefit from this ring while any non-good creature that touches the ring is shocked for 1-4 hit points of damage. **Experience Point Value:** 1,000 **G. P. Value:** 5,000



APPENDIX B: NEW MONSTERS

SERPENTIAN

SIZE: Medium or Large
MOVE: 120 ft. or 90 ft.
ARMOR CLASS: 4 or 2
HIT DICE: 3-6
ATTACKS: 1 or 2
DAMAGE: See below
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Immune to poison
MAGIC RESISTANCE: 10%
RARITY: Very rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 70%
TREASURE: In Lair: 1-6k cp (20%), 1-4k sp (30%), 1-2k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: High to genius
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 3 / 125 + 2/hp (Lowblood)
4 / 175 +3/hp (Highblood)
5 / 355 +6/hp (Chosen)

General information: Serpentians are all that remain of the ancient race of serpent people who once ruled the world. They worship ancient gods of madness and chaos and regard all serpents and snakes as the highest form of life. There are three types of serpentian: low-blooded, high-blooded, and the chosen.

Serpentians with snake bodies move at 90 ft. while bipedal serpentians move at 120 ft. Those with human heads can cast the following spells once per day: *cause fear*, *darkness 15 ft. radius*, *neutralize poison*, *snake charm*, *suggestion*.

The typical weaponry of serpentians that can use weapons is shown below:

Short sword (1-6) & spear (1-6)	25%
Battleaxe (1-8) & spear (1-6)	15%
Short sword (1-6) & shortbow (1-6)	15%
Bardiche (1-8) & sling (1-4)	25%
Two-handed sword (1-10)	20%

Serpentians worship the ancient snake god Apep. Serpentine shamans can rise to the 7th level in clerical ability.

Languages: Serpentians speak their own language as well as any language of snakes or snake-like creatures. Those with human heads speak Common and their alignment tongue.

Physical description: See variants below.

Variants: **Lowbloods** are serpentians that have the least in common with their ancient fathers. They bare only slight serpentine differences from a normal human, such as a forked tongue, a general serpentine look about them, or scaly feet, hands or neck. They are the weakest of serpentians (having only 3 hit dice) and can pass as human 90% of the time.

Highblood have 5 hit dice. Halfbloods share one of four distinctive traits of their namesake. Determine their appearance on the below table. 25% of highbloods roll twice on this table.

- 1 = No legs, torso turns into a 15-foot-long tail. This highblood is large-sized and can constrict for 1-4 damage.
- 2 = Snake head. This highblood bites for 1-10 damage.
- 3 = Body covered by strong scales. This highblood has AC 2.
- 4 = Arms are snakes. This highblood has two attacks dealing 1-6 damage.

Chosen serpentians are the toughest (6 hit dice, AC 2) and strongest (large-sized) of their race. They are either fully giant-snakelike (two attacks, bite 1-10 and constrict 2-8) or possess only a human head, much like a naga.

SHADOW WEIRD

SIZE: Large (10 ft. + long)
MOVE: 120 ft.
ARMOR CLASS: 4
HIT DICE: 4+4
ATTACKS: 1
DAMAGE: None
SPECIAL ATTACKS: Shadow displacement
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-3
LAIR PROBABILITY: 50%
TREASURE: In Lair: 1-4k cp (25%), 1-6k sp (20%), 1-2k ep (25%), 2-12k gp (70%), 300-1,800 pp (30%), 2-20 gems (55%), 1-12 jewelry (50%), any 1 magic item (15%)
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 5 / 415 + 4/hp

General information: The shadow weird is a snake-like life form native to the demiplane of shadow. They are summoned from that plane to act as guardians, bringing some of their demiplane with them in the form of four shadow pools—any light sources within 20 feet of a shadow weird's shadow pool are reduced in effectiveness by 25%.

Shadow weirds form out of one of their pools after two rounds and strike as 8 HD creatures. Any creature hit is dragged into the shadow pool unless it saves against paralyzation. A creature dragged into a shadow pool travels into the demiplane of shadows where it loses one point of Constitution per round until death. It may be able to "swim" back out of the pool based upon the following table (one chance per round):

Intelligence of Creature	Chance to Escape
under 3	1 in 20
3 to 5	1 in 12
6 to 8	1 in 10
9 to 11	1 in 8
12 to 14	1 in 6
15 to 17	1 in 4
18 and up	2 in 4

After dragging a victim into a shadow pool a shadow weird relocates itself to another one of its pools. Its pools are non-contiguous on the shadow demiplane and creatures dragged into a pool are trapped and entirely alone. A shadow weird can only drag in 3 victims before it ceases attacking—ensuring that at least one of its pools remains empty of "visitors" and it safe from attack from the demiplane of shadow. Once one of its victims perishes, it returns to feed.

Shadow weirds suffer 1 point of damage from sharp weapons and 2 points from blunt weapons. Magical weapons deal full damage. When a shadow weird is "killed" it dissipates into one of its pools to reform in 2-12 rounds. Cold and fire do half damage. A *light* spell dissipates it immediately, while a *continual light* permanently kills a shadow weird.

Shadow weirds constantly hiss, even when resting in their pools, providing the wary some warning that danger is nearby.

Physical description: Shadow weirds look like long shadow-stuff constrictor snakes.

Languages: Shadow weirds speak their own language

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