

No.5

1
FIRST
EDITION

Twisting Trail of the Reptile God

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Adventure Supplement for N1 Against the Cult of the Reptile God[®]



The trail from Orlane to the compound of the Cult of the Reptile God is long and twisted.

Through the Dim Forest and the Rushmoors, danger lurks around every turn.

This adventure supplement details several encounters to bolster TSR's **N1 Against the Cult of the Reptile God[®]**

N1 Twisting Trail of the Reptile God is an adventure for eight characters of first level using the First Edition game rules.

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Twisted Trail of the Reptile Cult

Adventure Background

Twisted Trail of the Reptile Cult is a short adventure supplement designed for use with the classic TSR adventure, **N1 Against the Cult of the Reptile God**. The adventure, which is nothing more than a set of encounters, is a small expansion designed to provide the PCs with additional magic items to better tackle the dangers of the dungeon of the Reptile God. Specifically, this adventure supplement eliminates the need for the PCs to bring along more powerful NPCs in order to survive the final battle with the naga. It is not necessary to use all of these encounters. Alternatively, this small set piece can be dropped into just about any campaign.

As the PCs make their way to the cult's dungeon, as presented in the pages of **N1**, they follow a merchant road from Orlane that leads to a secret and overgrown path leading toward their destination. There are seven separate adventure encounters that may be used. The trip to the dungeon will take three days based on normal foot travel. Adding these encounters will add to that time, but since the adventure isn't really time-sensitive, this will have no effect on the module play.

In travelling to the dungeon, the PCs will likely be afoot. There are no extra horses in Orlane (the cult has taken most) and none of the towns folk are willing to sell their horses. Additionally, the PCs are advised to avoid taking horses or even pack animals as they are sure to encounter danger along the way. A mule or two could be obtained but at a cost of 40 gp each. Use **Map #1** for overall travel in this adventure.

A. Abandoned Farmhouse

DM's Description: A few hours into their trek to find the dungeon of the Reptile Cult, the PCs arrive at an abandoned farmhouse. There farm grows feed corn, and the nearby fields are full with tall corn. While they have see several on their voyage, this farmhouse is very near the road. There are cultists in this farmhouse and they have been alerted to the actions of the PCs (while in Orlane) and have set up this ambush. As the PCs' near the farmhouse, an arrow is fired from an upper story window (randomly target a PC; range is 100'). The sniper is a cult member who attempting to lure the PCs into approaching the house.

Hiding in a barn, across the road from the house are more cultists. They will attempt to surprise the PCs if they approach the farmhouse. Use **Map #2** for this encounter.

A1. Barn

Four cultists hare hiding in the barn. They have cracked the large double doors in order to watch the PCs approach. If the PCs take the bait and rush the farmhouse, they will pursue and attack the PCs from behind. If the PCs approach the farmhouse, they will try and sneak out the side door and conceal themselves in the cornfield; again, trying to catch the PCs by surprise.

Cultist (4) AC 8; HD 1; hp 5, 4, 4, 3; #AT 1; Dmg 1d6 spear or 1d4 dagger; SA None; SD None; MV 120; AL N; Thaco 19; EXP 10 +1/hp. All four are human and were members of the Orlane militia. Each carries general traveling gear, food, water, and a pouch with 1d4 gp and 1d10 sp. One of the cultists wears a *ring of wizardry* (1st level spells) but has no idea it is magical.

A2. Foyer

The cultists have rigged a crude trip wire trap just inside the front door. A thief searching for traps will have a bonus 25% chance of discovering the trip wire. The first PC to enter will trip over the wire which will cause him to fall and heavy, cabinet will fall on him inflicting 1d2 damage. The noise will alert the cultists in the house (if they have somehow not seen the PCs approach).

A3. Parlor

This formal room has been ransacked by the cultists. The furniture has been demolished and nothing remains useable.

A4. Stair

The stairs form a "C" and have landing in the middle of the rise to the second floor. The cultists have rigged the next to last step to collapse which may cause the PC to fall; make a dexterity check at -4). A falling PC will tumble to the landing below and suffer 1d2 damage. If there are PCs behind him, they must also make a standard dexterity check avoid the same fate.

Note, if the cultists' ambush is going according to plan, this is when they will strike. The four cultists from the bard will attack PCs near the bottom of the stairs, while the snipe will stand at the top and fire down onto the PCs that have fallen. Of course, this is their plan and it may not turn out that way.

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A5. Kitchen

The cultists have used this kitchen but failed to clean anything. Flies buzz about and moldy food is left in heaps. A mangy half-starved dog is tied to the table and it will cower if the PCs approach. If treated well, fed, watered, etc., the dog will quickly become loyal to a PC. After a few days it will regain its strength and will defend and obey its new master.

Dog (1) AC 7; HD 1+1; hp 7 (2); #AT 1; Dmg 1d4 bite; SA None; SD None; MV 150; AL N; Thaco 18; EXP 20 +2/hp.

A6. Living Room

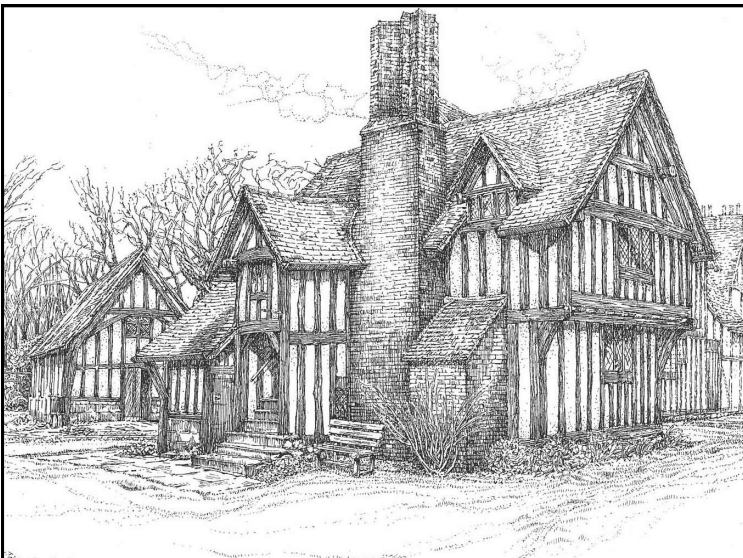
Much like the parlor, this room has been ransacked and turned upside down. However, the sitting furniture - couch, sofa and plush chair - has been spared and set in a semi-circle by the fireplace. Otherwise, there is nothing of interest in this room.

A7. Master Bedroom

This room is similarly been ransacked and blood stains can be seen around the bed. The farmer and his wife, were attacked here and the farmer was killed by accident. The cultists missed a secret stone compartment in the fireplace that hides the farmers saved wealth: 19 gp, 27 sp, three 10 gp rubies, six 25 gp emeralds, and a pearl necklace worth 150 gp.

A8. Bedroom

There are three similar bedrooms, all of which are unkempt, but serve the cultists. Otherwise, there is nothing of interest within.



A9. Bathroom

A large tub dominates this room. Three large buckets rest near the tub - each is filled with water. The cultists have searched the room, throwing items on the floor, but otherwise the chamber is devoid of anything interesting.

A10. Sniper

Like the other bedrooms, this room is now home to a cultist. However, it is occupied by a cultist who is proficient with a long bow. He will target a random PC as they approach the farmhouse area. He will only fire one arrow in hopes of luring the PCs to the house. If the PCs approach with the obvious intent of burning him out, he will shout that he has children as captives (which he doesn't, of course). This cultist was formally a hunter/trapper.

Cultist (1) AC 8; HD 1+1; hp 7; #AT 1; Dmg 1d6 long bow or 1d6 short sword; SA None; SD None; MV 120; AL N; Thaco 18; EXP 20 +2/hp. He carries general traveling gear, food, water, and a pouch with 1d4 gp and 1d10 sp. Additionally, he has a quiver with 20 arrows and a *potion of animal summoning* (see **New Magic Item** section).

B. Burned House

DM's Description: A smoldering farmhouse sits near the road. The cultists met significant resistance from the inhabitants and a fire was set to chase the farmer and his family out of the house.

The farmer managed to get all his children out of the house, but when he returned to find his wife, he succumb to the flames. The farmer was filled with hate when he took his last breath and swore curse. His vengeful spirit has arisen as an abyssal skeleton. The skeleton will arise from the ashes if the house is approached.

If the ruins are searched, a bone scroll tube will be found if a successful find secret doors roll is made. The tube contains a map that leads to an abandoned stone well about a mile away in the woods. Use **Map #3** for this encounter.

Abyssal Skeleton, Lesser (1) AC 6; HD 2, hp 14; #AT 2, dmg 1d3 claw / 1d3 claw; SA Flame Breath; MV 120; AL CE; Thaco 16; EXP 81 +2/hp

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B1. Well

A stone well, covered with moss stands intact at the center of a small clearing within the woods. The well is dry and buried at the bottom (40' below ground level) under a few inches of dirt is a large brass chest. The chest is locked and key is hidden behind a loose stone near the bottom of the well. Within the chest is the adventuring gear of the dead farmer's brother. The farmer hid the items here so none of his children would be tempted to take up adventuring like their now dead uncle.

Within the chest is a suit of **+1 frostmail** (see **New Magic Item** section), **+1 ice spear** (see **New Magic Item** section), **+1 Hilgdred dagger** (see **New Magic Item** section), and **potion of healing**.

Living in the vicinity of the well is an axe beak. The creature has recently contracted a disease and is very sickly. It has lost some of its strength and it has become desperate for food. It will attack when one or more of the PCs has entered the well.

Axe Beak (1) AC 6; HD 3, hp 15; #AT 3, dmg 1d2 claw / 1d2 claw / 1d6 bite; MV 180; AL N; Thaco 16; EXP 90 +3/hp



C. Bridge

A solid, wooden bridge spans a small river at this point. The river flows from the north to south and is approximately 20' wide. The river's depth varies from just a few inches to five feet at its deepest channels. The water is very cold as it originates from a series of small spring-fed streams. Sand and gravel make up its base and its flow is steady. Numerous downed trees either span the river or lie in its path.

Sitting on the bridge's stone rail is an old man in traveling clothes. A backpack rests at his feet and black staff leans next to him. The man has clean cut white hair but no facial hair. He is writing in what appears to be a leather-bound journal. The man is the arch mage Hilgdred (21st level magic-user, statistics omitted).

If and when the PCs approach, he will greet them openly and with a smile. He will converse with them about the weather and travelling conditions but not inquire as to their business. He will deflect any questions regarding his business, also. Upon hearing the PCs are adventurers (a fact he discerned the minute he observed the PCs), Hilgdred will ask if they have time to perform a minor recovery task. He will explain that a group of camprats accosted him during his lunch on the bridge and one managed to make off with a jewel encrusted key from his pack. If the PCs can recover the key he will offer a reward of random magic item.

The PCs must find the key and return it to the bridge. Hilgdred uses his staff to scrawl a circle on the bridge's stone railing. He tells the PCs to place the key within the circle and it will be transported back to Hilgdred and a magical item will appear in its place.

Hilgdred will explain the camprats fled south along the river. He suspects they have next somewhere downstream. Indeed, the camprats have a small colony located within an abandoned cottage about on mile south of the bridge. It will take two hours to traverse the woods to reach the cottage. There is no chance of encountering a wandering monster in this area. Use **Map #4** for this encounter.

C1. The Cottage

Its roof collapsing and the walls leaning inward, this old cottage is in near complete ruin. Groaning timbers break the silence of the wood and the gurgling of the nearby river. The only windows face the stream as does the front door - which

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is lying in pieces on the decaying porch. Only the stone chimney remains in good condition.

Within the cottage 14 camprats have made their den under the unrecognizable remains of furniture. However, this is not the main adversary living in the cottage. A shadow lingers here - it has no interest in the camprats. The camprats will remain hidden until the PCs have dealt with the shadow and then defend their nest, albeit only briefly. If three or more of camprats are killed, the remaining will flee into the forest. Their next can be located by simply excavating some of the debris within the cottage. In the nest, the PCs will find 17 gp, 11 sp, a gold ring worth 25 gp, a silver necklace inset with black pearls worth 150 gp, and Hilgdred's brass key inset with small diamonds (worth 500 gp; but no other value to anyone other than Hilgdred).

Returning to the Bridge

Upon returning to the bridge, the PCs will find Hilgdred is indeed gone but a forest ogre (see New Monster section) is busily building a barricade each end of the bridge. The ogre has noticed the increased traffic on the bridge and has decided to make some easy treasure or supplies. Even though the forest ogre is busy, he will most likely detect the approach of the PCs. The ogre demands 10 gp per head to cross the bridge (note: moving to Hilgdred's circle is one crossing and returning in the same direction is two crossings according to the ogre). If the PCs bargain with the ogre, he will accept a pack animal in lieu of gold. He will not reduce his price. Also, if he witnesses the PCs use Hilgdred's circle, he will demand they do the same for him. Of course, the transport only works once.

Placing the key in the circle produces the effect described by Hilgdred. The key will vanish and a magical item will replace it. The circle will then vanish. Use the chart on page 5 to determine which magical item the PCs receive for their efforts. If anything but the key is placed in the circle, it will vanish. However, no magical item will take its place. Instead a fiery globe will emerge and explode inflicting 1d4 damage to everyone within 120' of the circle (save vs. spells for half damage; one hit point damage minimum). Note, this effect is instantaneous. As the smoke clears a wall of flame hovers in the air above the bridge. The wall twists and forms the following in common: You are now indebted to me.

At some point in the future Hilgdred will reappear in the PCs lives and hinder them further. This is left for you as the DM to determine. For more information on Hilgdred, see Pacesetter Games & Simulations module **TM2 Storm over Skyreach**.

Camprat (14) AC 6; HD 1-2 hp, hp 2 each; #AT 1, dmg 1 hp bite; MV 150; AL N; Thaco 20; EXP 5 +1/hp; +3 w/bite attack

Shadow (1) AC 7; HD 3+3; hp 18; #AT 1; Dmg 1d4+1 touch; SA Touch causes -1 strength, 90% undetectable; SD +1 weapon to hit; MV 12"; AL CE; Thaco 16; EXP 255 +4/hp

Forest Ogre (1) AC 6; HD 3+3; hp 21; #AT 1; Dmg 1d10 spear; SA None; SD None; MV 120; AL NE; Thaco 16; EXP 85 +4 /hp

D. The Chase

DM's Description: As the PCs move down the path, they will hear the noisy and hasty approach of something moving through the woods in their direction. A group of three goblins are fleeing five elves - who are approximately 15 minutes behind the goblins. The goblins, who are only armed with clubs and wear tattered garments, have no interest in tangling with the PCs. However, if confronted, they will beg for help and promise a reward if the PCs will aid them.

The goblins claim they were captured by "some" elves and forced to participate in hunt - where they are the game. The goblins further claim they are from a clan deep in the wood and they pose no threat to the human settlements in the area. This is mainly true, although the clan has targeted settlements that intrude too close to the Dim Wood. They also have an open war with the elves in the woods.

The elves that are chasing the goblins are not of the elves who dwell in the wood, but spies from an evil elven clan from XXXX. These elves accidentally stumbled onto a goblin foraging crew and slew all but these three goblins. The elves decided to have a bit of fun with the goblins but to their surprise, the goblins are proving to be adept at eluding them. The elves cannot risk discovery of their spying mission and will kill the goblins at first opportunity. The goblins only know the elves are not from the Dim forest clan. The elves will of say the opposite and demand the PCs release the gob-

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lins to them immediately - making some outlandish claim the goblins killed defenseless elven children, etc.

Either way, the elves will attack and kill the goblins if given the chance. If the PCs refuse to let the elves kill the goblins, the elves will protest but retreat into the woods. The elves will stalk the PCs and attack them at the earliest convenience. Note, if the goblins go their separate ways, the evil elves will resume their hunt and kill them, returning to hunt the PCs one day later. There is no Map for this Encounter.

Goblin (3) AC 6; HD 1-1; hp 5, 4, 3; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 60; AL LE; Thaco 20; EXP 10+1 per hp. Carry short sword 1d6 and/or crossbow 1d4

Elf (4) AC 5; HD 1; hp 8, 7, 6, 4; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 90; AL LE; Thaco 19; EXP 10 +1/hp. Carry long sword 1d8 and long bow 1d6. Each has a +2 to hit with long bow.

Elf Leader (1) AC 5; HD 1+1; hp 9; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 90; AL LE; Thaco 18; EXP 20 +2/hp. Carry long sword 1d8 and long bow 1d6. This elf has +3 to hit with long bow. He also has 5 **+1 arrows**.

E. Demi-Naga

DM's Description: Within a 1/4 mile of the PCs taking the swamp trail that leads to the dungeon of the Reptile Cult, they will encounter a patrol. This group is made up of three demi-nagas (see **New Monster** section). The path is worn and not difficult to follow. However, just a few feet from each side of the path, the swamp becomes nearly impassible with thick rushes, mires, and stagnant pools of water. Insects are pervasive and at best irritating. Very little wildlife (animals and birds) remain within a hundred yards of the path - there has been too much traffic.

The demi-nagas have taken up a surveillance position just off the path, within thicket of scrawny trees and rushes. They are 90% undetectable so long as they remain in their hiding place. The group will emerge to challenge the PCs; the demi-nagas will immediately deduce the PCs are not friends - they have been warned of this sort of incursion. However, they will play along to see just how much information the PCs know. They will attempt to trick the PCs into divulging

who helped them in Orlane. Unless the PCs withdraw quickly, the demi-nagas will attack. If the PCs do retreat - either before or during the battle, the demi-nagas will send for help (using their charm snake ability) and set up an alternate ambush site. An additional three demi-nagas will arrive to bolster their numbers.

Demi-naga (3) AC 4; HD 3; hp 20, 17, 15; #AT 1; Dmg 1d6 bite or 1d8 by spear; SA Constriction; SD None; MV 120; AL CE; Thaco 17; EXP 50 +3/hp. Carry a spear.

F. Hilltop Tomb

DM's Description: As the path meanders through the swamp, it frequently changes direction to avoid deeper pools and mires. Approximately half way to the Reptile Cult's dungeon a low hill comes into view. Initially, it appears the path will cross in very close proximity to the hill but as it nears, the path shifts to make a wide berth. It is clear there is no obvious reason for the path to deviate as much as it does as the ground around the hill is higher and drier than most of the swamp. The foliage around the hill is thin and starkly more desolate than anything the PCs have seen so far on their trek. The few trees that are close to the base of the hill are dead.

The hill itself is low - rising no more than 100' above the swamp and its grade very gradual. However, at its center a massive outcropping of stone rises another 30'. The stone, from a distance, appears to be made up of a pile of individual stones stacked to make some sort of cairn. However, on close inspection (within 50') it is clear the stone is a single, massive piece of grey and white granite.

The stone is the burial crypt of the ancient and malevolent sorcerer king, Nyaumenar. The tomb and hill are all that remains of the king's palace. The cult avoids the hill as they know an ancient and powerful evil resides within. As the PCs move near the hill - on the path - all magic-users and illusionists in the party will feel compelled to investigate the hill. They can only say they have been called. Each must save vs. spell to resist an unbreakable urge to explore the hill.

Scaling the hill, the PCs will suddenly realize the pervasive insects have vanished. Once atop the hill, they have an unobstructed view of the swamp in all directions - they can even see the compound of the Reptile Cult in the far distance.

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While the stone atop the hill is unmarked a cleft allows access within. A dry, cool breeze exits the narrow tunnel into the heart of the stone and hill.

F1. Entry

A bright green light illuminates this chamber and all those beyond. The walls are rough stone with a dirt-covered floor. The uneven ceiling is 10' in height. Although the stone appears to be natural, it has been purposely carved with sharp and irregular angles that slightly inhibits depth perception. While this has no negative effect on the PCs, have each make one dexterity check at a random time while in the tomb. A failed result indicates the PC has walked into a wall. He suffers no damage or ill effect.

Moments after the PCs enter the chamber the green light will intensify and then coalesce in the center of the room. It will flash and then the full-size image of Nyaumenar will appear. He wields a black sword and in a gore-filled sequence dispatches elven and dwarven warriors. All who view this sequence - which lasts approximately two minutes - must save vs. spell or flee the tomb in fear for three rounds. Dwarves and elves who make their save must make a second save with a +4 bonus. If that fails, they will become enraged

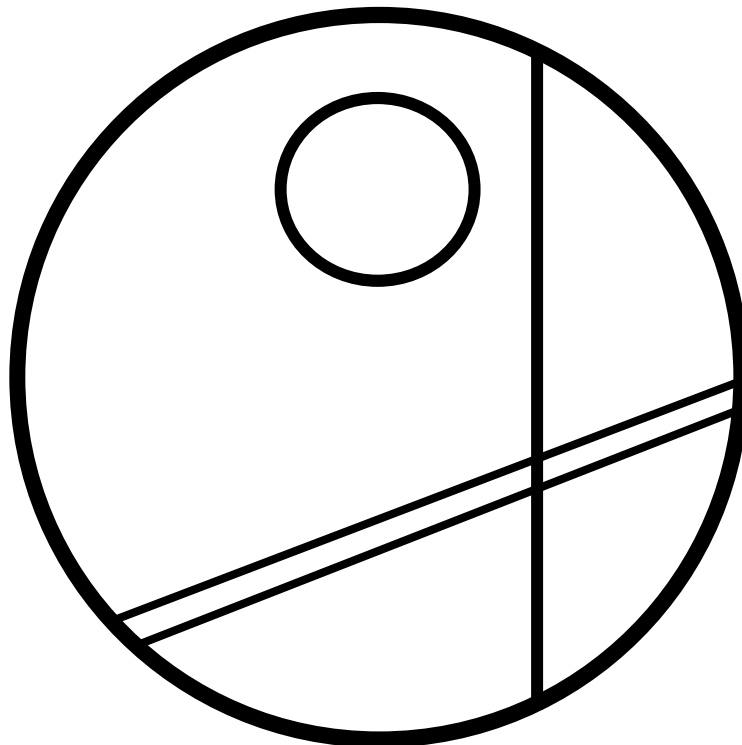
and charge into the tomb. Roll randomly to determine where each PC charges (either F2 or F3). This is effect it simultaneous for each PC. The enraged character will remain in that state for 15 rounds.

A PC that runs in fear may return, but will have to make another save when he enters this chamber again. However, subsequent saves are made at -1 (progressive) for each time he fails. Once a save is made, no further saves are required. Use **Map #6** for this encounter.

F2. Bones of the Elves

Scattered about this chamber are the remains of eight elven warriors. The elves will animate (skeletons) when the room is entered or if the bones are disturbed in any way. Each wears tattered armor (see below) and wields a long sword that is tarnished and chipped. Lying in plain sight, in the grasp of one of the elves near the back wall, is sheet of papyrus.

The skeletal elves will attack when animated and will pursue intruders to the entry, but no further. While in chamber F1, the skeletons are immune from all attacks - magical or material - from any attacker outside the tomb. The sheet of papyrus has half of Nyaumenar's sigil drawn on it (see below).



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Skeletal Elves (8) AC 7; HD 1+1; hp 6, 5, 4, 4, 3, 2, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. One of the elves wears full set of *elfin chainmail* under his tattered robes. The chain mail is also enchanted with a +1 AC bonus and fire resistance (per ring of the same name). Set in the pommel of each of the elves' swords is a ruby worth 30 gp.

F3. Bones of the Dwarves

Scattered about this chamber are the remains of eight dwarven warriors. The dwarves will animate (skeletons) when the room is entered or if the bones are disturbed in any way. Each wears tattered armor (see below) and wields a battle axes that is tarnished and chipped. Lying in plain sight, in the grasp of one of the dwarves near the back wall, is sheet of papyrus.

The skeletal dwarves will attack when animated and will pursue intruders to the entry, but no further. While in chamber F1, the skeletons are immune from all attacks - magical or material - from any attacker outside the tomb. The sheet of papyrus has half of Nyaumenar's sigil drawn on it (see previous page).

Skeletal Dwarves (8) AC 7; HD 1+1; hp 6, 5, 4, 4, 3, 2, 2, 1; #AT 1d6; Dmg 1; SA None; SD 1/2 damage from edged weapons; MV 12"; AL N; Thaco 19; EXP 14+1 per hp. One of dwarves wears a *helmet of the Hellfurnaces* (See **New Magic Item** section). In addition, each dwarf wears a silver wristlet worth 25 gp.

F4. Nyaumenar's Curse

A dull, red slab of granite acts as the door to this chamber. In the center of the slab (which stands four feet wide and eight feet tall), is a one foot square of pure white granite. The one foot square is indented into the red slab. Only by moving the slab can the PCs enter the tomb of Nyaumenar. The only way to accomplish this task is to draw his sigil on the white square in blood.

F45 Nyaumenar

This cavern is unnaturally cold and frost covers all the surfaces. A skeleton, draped in tattered black and red robes, sits on the floor with its back to the wall facing the door. A sheathed, long sword lies across his lap; both of the skeleton's hands rest on the sheath (one on the sword hilt). A single ruby on the base of the hilt radiates a feint red light. A silver circlet, encrusted with rubies, hovers around the skull.

The skeleton is the remains of Nyaumenar, a sorcerer king from the race of ancients. Nyaumenar waged an unending war against dwarves and elves during his reign. Eventually, the king was died and his loyal servants buried him here. Unfortunately for Nyaumenar, his death was not real, but a magically induced sleep that resembled death. Nyaumenar had been poisoned when he drank a rare elven wine from the goblet of a dwarven lord he had slain.

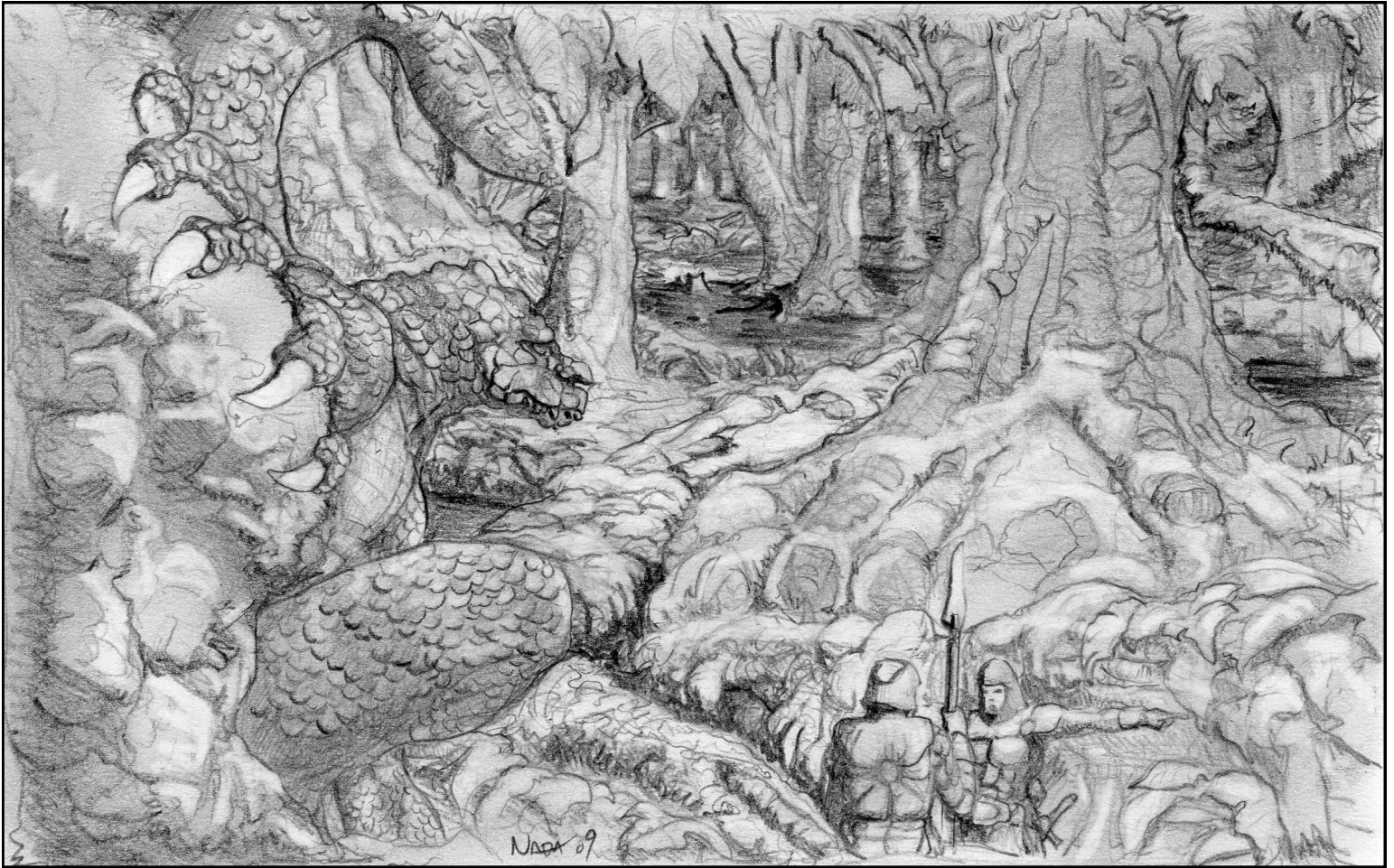
When Nyaumenar awoke, he was trapped within this chamber. The sorcerer king has inscribed a curse on the walls of the chamber - hidden beneath the frost. A magic-user or illusionist can transcribe the markings to gain a new spell, *frost sphere* (see **New Spell** section). However, once tran-

Boon Chart

Roll once per PC if they have deposited a pearl in the bowl. Only one boon is granted per day per PC, and they cannot be stacked. A boon can be used at any time and can be saved for any length of time. The PC will immediately become aware of his boon and can use it at any time. Roll 1d6 to determine the result.

1. Water breathing. The PC gains this ability per spell as if cast by a 9th level magic-user.
2. Water Walking. The PC can walk across any liquid or ice and suffer no ill effect. Duration is 24 hours.
3. Control Water Elemental. The PC gains complete control of target water elemental for 10 turns.
4. Catch a Fish. The PC catches a fish by simply reaching into a body of water that can hold fish. Fish will feed six people.
5. Speak to Fish. The PC can speak to any marine wildlife for 10 rounds. The target will also be friendly for the duration.
6. Wall of Water. The PC can summon forth a wall of water instantaneously to block one missile or magical attack directed at the PC (are generally targeting PC such as area effect spells). The PC must be in the presence of water. The wall deflects all attacks for the round it was summoned. The wall may be summoned the moment the PC is targeted.

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scribed, the reader will be compelled to take the remains of Nyaumenar to his former keep and place them on his throne. This must be accomplished at the first rising of the next full moon (DM's discretion as to the timing of this event). This adventure is left to the DM to create - or may be expanded by **Pacesetter** at a later date (much later date...).

The cirlet that hovers over the skull is indeed magical and if worn, provides the same benefit as a ring of protection +2. *Nyaumenar's sword* is described in the **New Magic Item** section. Taking these items generates no actions - the skeleton will not animate. However, if the skeleton is attacked, the frost on the walls of the room will explode inward inflicting 1d6 magical cold damage to all within (save vs. spells for half damage applies). The skeleton cannot be damaged or destroyed. Each attempt to damage the skeleton will illicit the same frost blast as described above.

G. Lizard Men

DM's Description: As the PCs near the Reptile Cult dungeon a secondary, and little-used second path is clearly noticeable. This path leads to a small pond and the hideout of a six lizardman hunters. As the PCs approach the intersection they will catch a glimpse of one of the lizard men as he darts away - back toward the pond. This lizard man is a scout. He was lax in his duty and failed to spot the PCs, letting them get too close. His job is spot potential victims and then alert the other lizard men so they can set an ambush farther down the path - just prior to the cult's dungeon.

If the PCs follow the secondary path to the pond, they will not meet any opposition from the lizard men. In fact, they will await the PCs in their lair, hoping the PCs avoid crossing the pond to the mud island. They will watch for the PCs to approach, then three will slip into the water and wait.

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When the PCs have exited the water and begin to enter the lizard man cave, they will attack from behind, signaling those that remain in the lair to move forward to attack, also.

G1. Cave Entrance

Just a foot above the water level of the pond, this six foot high and three foot wide tunnel leads forty feet to the lizard man cave and lair. The tunnel starts fairly level but after ten feet it slopes downward at a stark angle - the lizard men slither down and up, using their tails to help them move easily. If a PC attempts to walk down, he must make a dexterity check every 10 feet (three checks in total) or fall and slide into the main cave. He suffers no damage but must spend a round recovering (gather weapons, standing up, etc.). If attacked, the PC has a -4 penalty to his AC for that round and cannot attack until the next round. Also, he automatically loses initiative on that round.

G2. Lizard Man Lair

Within this mud cave, water drips incessantly forming small pools of brown water. The pools - no more than an inch deep, drain to a bowl-like depression in the center of the chamber. The bowl is lined with small stones that cover a very small crevice that falls hundreds of feet into the Deep. The crevice is narrow - six inches - and only a few feet long.

Various animal carcasses - deer, raccoon, possum, and even a panther, hang from the ceiling of the chamber. All have been eaten or processed to some degree. The body of a cultist - formerly a farmer - also hangs among the carcasses. Each of the lizard men has a nest littered with small bones, fish scales, and swamp vegetation. Additionally, each nest holds a small, personal collection of treasure that includes 1d10 gp, 1d12 sp, 1d4 white freshwater pearls worth 10 gp each, and a copper figurine of the lizard man god, Tiamat worth 25 gp. One of the figurines is magical and called *the favor of Tiamat* (see **New Magic Item** section).

Lizard Man (6) AC 5; HD 2+1; hp 16, 12, 10, 9, 8, 7; #AT 3; Dmg 1d2 claw / 1d2 claw / 1d8 bite or by weapon; SA None; SD None; MV 120; AL LE; Thaco 16; EXP 35 +3 per hp

G3. Forgotten God

Long ago, when the swamp was still young, an ancient race of elves dwelled on its boarder. The swamp was more lake and

less swamp at the time and the elves fished its waters and worshipped a now forgotten god of water. To that end, they built a chapel; this chamber is all that remains, having been sealed for centuries. If the secret door is discovered (the door is hidden by centuries of neglect (all searches receive a +1 bonus) and has to be pried open.

Within the chamber an altar made of freshwater oyster shells supports a large but shallow brass bowl. Flanking the altar, two glass pillars are filled with water. The light blue fluid within swirls violently. The bowl maintains magical properties if a pearl (freshwater only) is deposited. If a PC places a freshwater pearl in the bowl, it will vanish and the PC will be granted a boon (roll randomly on chart below). The PC will become aware of the boon immediately.

If the bowl or altar are disturbed (broken, removed, etc.) the glass pillars will shatter and water will rush into the chamber. The onset of the water is massive and the entire cave system will be submerged in just two rounds. While the crevice in the main cave will drain the water eventually, it cannot keep up with the initial rush. PCs caught in the cave system must immediately escape - shedding armor and heavy burdens - or drown. A PC can hold his breath for a number of rounds equal to his constitution divided by 3 (rounding up). A constitution check is required at a cumulative -2 per round after that to avoid drowning death. Because of the debris and swirling water, PCs have a movement rate of 20 when the water surges. They must completely exit the cave system to avoid drowning. The cave will drain completely after 24 hours and the PCs could re-enter to recover lost equipment or comrades. The pillars will have reformed and the bowl and altar returned to the state they were in when the PCs first entered. However, no boon will be granted to a PC that previously offended the altar/bowl.

H. Dungeon of the Cult of the Reptile God

DM's Description: This is the location of the Reptile Cult's dungeon as described in TSR's adventure module **Against the Cult of the Reptile God**.

Twisted Trail of the Reptile Cult

New Magic Items

Potion of Animal Summoning

Drinking this potion elicits the same effects as the druid spell of the same name. When the potion is consumed, the effect is

Value: 1,200 gp

Frostmail

White in color, this suit of ring mail is cool to the touch. The armor provides a magical +1 bonus to AC as well as all saving throws vs. fire (any form of heat). Additionally, all fire-based damage is reduced by 1d12 points of damage (regardless of saving throw result). The wearer, once per day, may command the armor to produce a frost blast that inflicts 1d12 damage to all targets within 20' (there is no range - emanates from the wearer).

Value: 4,000 gp

Hilgdred Dagger

The archmage Hilgdred had these daggers made for those who apprenticed at his various keeps, towers, and citadels. The daggers were presented upon graduation. Each dagger is a +1 magical weapon. Each day the dagger gains one special power - randomly determined (see chart). The wielder inherently knows of the power each day. Only magic-users and illusionists may use this dagger's magical powers.

Hilgdred Dagger Chart: Roll 1d4 once per day (at dawn).

1. Add one first level spell (wielder's choice).
2. Wielder gains *read magic* spell.
3. Dagger automatically hits and does maximum damage.
4. Wielder automatically saves vs. magic (any form).

Note: Each of these powers only functions once per day. The power can be used at any time within the 24 hour period, but is replaced at dawn (per die roll) if not used.

Value: 3,000 gp

Ice Spear

These +1 magical spears are chill to the touch and appear to be made completely of ice, though they do not melt under any heat. While wielding the spear the user is immune to normal cold and receives a +2 bonus to all saves vs. magical cold. Magical cold damage is reduced by 1d10 points regardless of saving throw result. Additionally, the spear can be sacrificed

to eliminate the effects of magical fire (10 radius, spear must touch the fire). Also, the spear can be sacrificed to reduce any magical fire attack by 50% (includes fire wall, fireball, flame strike, burning hands, etc.). Note, the entire magical attack is reduced, not only against the wielder of the spear. The sacrifice ability can be used at any time, even if the wielder is unaware of the attack. The spear is immediately lost at that time.

Value: 2,500 gp

Helmet of the Hellfurnaces

Forged by a now extinct dwarven clan that mined the Hellfurnace mountains, these helmets provide resistance to heat (+2 save vs. all heat/fire based attacks or damage; 2d6 damage reduction regardless of saving throw result). However, the helmet's visor eliminates infravision while worn. Also, if the wearer is subject to a cold-based attack, the helmet will automatically be destroyed and the wearer suffer an additional 1d12 damage.

Value: 1,250 gp

Favor of Tiamat

This small statuette of Tiamat is bestowed to followers of the dragon queen who display heroic deeds and actions. The object is a scant three inches in size but is an exact replica of Tiamat. Each of the dragon heads provides specific powers. Each power can only be used one time. To use the power, the dragon is held and its namesake uttered. The desired dragon head expels a gas from the appropriate head (gas is colored to match head color) and the user must inhale the gas. This action requires an entire melee round. The bestowed power must be used within 24 hours or it is lost. Only one power can be granted at any time. Each head has one use and the device cannot be recharged.

White Dragon Head: Breath cold at a single target for 2d6 damage (save vs. dragon breath for half damage applies); range of 30'. Gain protection from cold for one instance.

Red Dragon Head: Breath fire at a single target for 3d8 damage (save vs. dragon breath for half damage applies); range of 30'. Gain protection from fire for one instance.

Green Dragon Head: Breath poison gas at a single target for 4d4 damage (save vs. dragon breath for half damage applies);

Twisted Trail of the Reptile Cult

New Magic Items

range of 20'. Immune to all poisons for once instance.

Black Dragon Head: Breath acid at a single target for 2d8 damage (save vs. dragon breath for half damage applies); range of 20'. Gain protection from acid for one instance.

Blue Dragon Head: Breath lightning bolt at a single target for 3d6 damage (save vs. dragon breath for half damage applies); range of 60'. Gain protection from lightning for one instance.
Value: 500 gp plus 500 gp per unused head

Nyaumenar's Sword

This black-bladed long sword was the possession of the sorcerer king Nyaumenar. The king waged a particularly violent war against the races of dwarves and elves. The reason for the king's hatred is lost (although maybe discerned if the PCs venture to his long abandoned and partially ruined keep). Nyaumenar fashioned this sword to aid him in his quest. It is a magical +1 sword and +3 vs. dwarves and elves. If a dwarf or elf is struck by the weapon, he must save vs. spell or bleed for 1d3+1 rounds suffering 1d3 damage per round. A ruby in the pommel always glows faintly, but in the presence of an elf or dwarf, a ray of red light continually illuminates the target (as per *faerie fire* spell). This function has a range of 120'.

Value: 5,000 gp

New Spells

Frost Sphere

Level: 2

Range: None

Duration: 1 turn per level

Area of Affect: 20' radius

Components: V, S, M

Casting Time: 3 segments

Saving Throw: 1/2

When cast, a magical sphere of frost encircles the caster. The frost acts as a barrier, but will not inhibit missile weapons or the movement of any creature. However, any item or creature that breaches the sphere suffers magical cold damage. The damage is equal to 1d6 per every two levels of the caster (1d6 for second level caster, 2d6 for fourth level caster, etc.). Fire using or based creatures suffer the damage without benefit of a saving throw for half damage. Fire attacks launched through the sphere are reduced by double the amount of damage the frost sphere would normally inflict. The frost sphere moves with the caster at its center. The sphere's size will reduce in size based on the location of the caster. For example, in a 10' corridor the sphere would reduce to match the walls of the corridor, but extend to its 20' radius in the open ends of the hall. Material component is a drop of water.

Twisted Trail of the Reptile Cult

New Monsters

Abyssal Skeleton, Lesser

Frequency: Uncommon
 No. Encountered: 1 per location
 Size: Man-sized
 Movement: 120 ft
 Armor Class: 6
 Hit Dice: 2
 No. of Attacks: 2 claws
 Damage: 1d3/1d3
 Special Attacks: Flame Breath, see below
 Special Defenses: See below
 Magic Resistance: Standard
 Lair Probability: 90%
 Intelligence: Very Low
 Alignment: Chaotic Evil
 Experience: 81 +2/hp

A lesser abyssal skeleton is a guardian of the location in which its mortal form was destroyed, typically by fire. There is usually a trigger mechanism that summons the skeleton to the scene, and usually this is trespassers. The skeleton will immediately attack the offending intruders. It will fight until destroyed. When destroyed, the abyssal skeleton will simply dissolve into ash. The skeleton will return (if triggered) 24 hours later. Only by blessing the site can the skeleton be permanently put to rest.

A lesser abyssal skeleton can attack with both skeletal hands. Additionally, it can breath fire three times per day. It cannot breath fire and attack in the same round. The skeleton's fire breath has a range of 10' and emits as a 1' diameter flame. Each character in the line of the fire must make a save vs. dragon breath or suffer 1d6 damage; magical fire. A successful save indicates ½ damage.

Abyssal skeletons are immune to enchantments, sleep, charm and hold spells, and any spell that inflicts cold damage. They appear as normal skeletons with the exception that their skulls are magically aflame and they have sharp, clawed hands.

Swamp Wolf

Frequency: Uncommon
 No. of Appearing: 1d3+1 or 2d6
 AC: 7
 MV: 180
 HD: 2+2
 % in Lair: 10%
 Treasure Type: Nil
 No. of Attacks: 1
 Damage: 1d4+1
 Special Attack: None
 Special Defense: see below
 Magic Resistance: None
 Intelligence: Animal
 Alignment: Neutral
 Size: M
 EXP: 35 +3 /hp

A swamp wolf is very closely related to normal wolves but their fur coats are mixes of browns and green. They have the ability to remain motionless which makes them nearly undetectable (90%). They typically hunt in small groups of 1d3+1 wolves.

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New Monsters

Forest Ogre

Frequency: Uncommon

No. of Appearing: 1d8

AC: 6

MV: 120

HD: 3+3

% in Lair: 10%

Treasure Type: Nil

No. of Attacks: 1

Damage: 1d10 spear

Special Attack: None

Special Defense: None

Magic Resistance: None

Intelligence: Average

Alignment: Neutral Evil

Size: L

EXP: 85 +4 /hp

Smaller, but slightly smarter, than normal ogres, forest ogres prefer woodland areas and rarely venture beyond those borders. Forest ogres particularly hate elves and open state of war exists between the races. However, forest ogres are few in number and pose no real threat to elvish settlements. Forest ogres are scavengers, opportunists, and transient in nature - they seldom claim any one location as their lair, though they may have numerous favorite camp sites.

The preferred weapon of the forest ogres is a massive spear, which they typically carry in a quiver of 10. They can hurl these spears up to 150' with no range modifier, and up to 300' with a -2 penalty. Forest ogres can use melee weapons of most any kind and inflict an additional +2 damage when using them.

Forest ogres can move silently (per thief) without fail while in woods and move at normal speed while doing so. These creatures are green-skinned with brown hair. They are generally 10-12' tall. They wear animal skins and are tattooed to designate how many elves they have dispatched. While they are quite aggressive, forest ogres are not above amicable arrangements with non-elves. If a forest ogre encounters an elf, it will calmly devise a plan to creatively kill the offending elf - usually preferring hunting and stalking.

Demi-Naga

Frequency: Rare

No. of Appearing: 1d4

AC: 4

MV: 120

HD: 3

% in Lair: 30%

Treasure Type: Nil

No. of Attacks: 1

Damage: 1d6 bite or by weapon

Special Attack: Constriction

Special Defense: None

Magic Resistance: None

Intelligence: Very

Alignment: Chaotic Evil

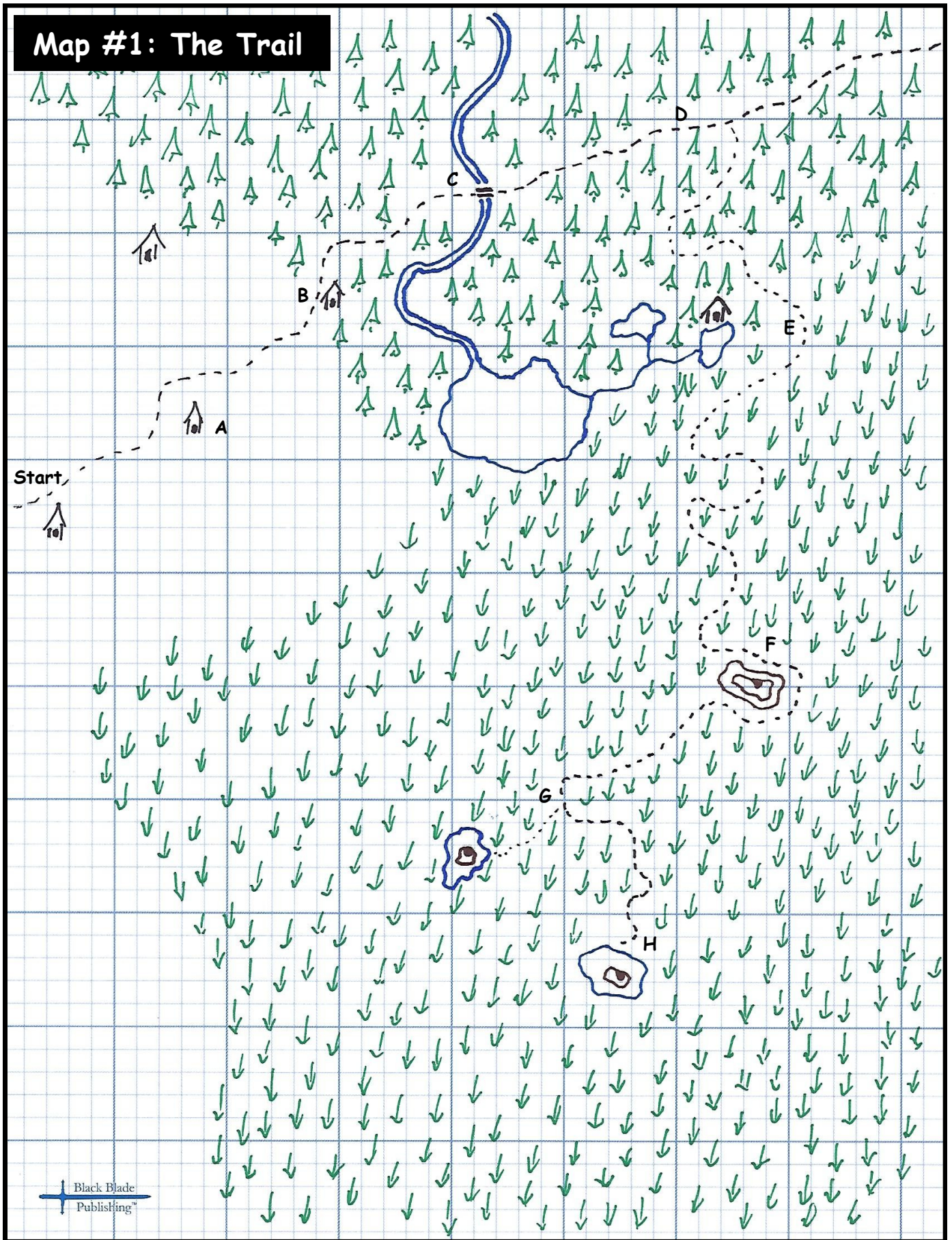
Size: M

EXP: 50 +3 /hp

Demi-nagas are always servants of a powerful spirit naga. They are generally bodyguards but can serve in other capacities as they will unerringly follow the commands of their master. The spirit naga has a mental connection to each demi-naga in her garrison and can see and hear what the demi-naga encounters. However, the spirit naga cannot communicate through this connection.

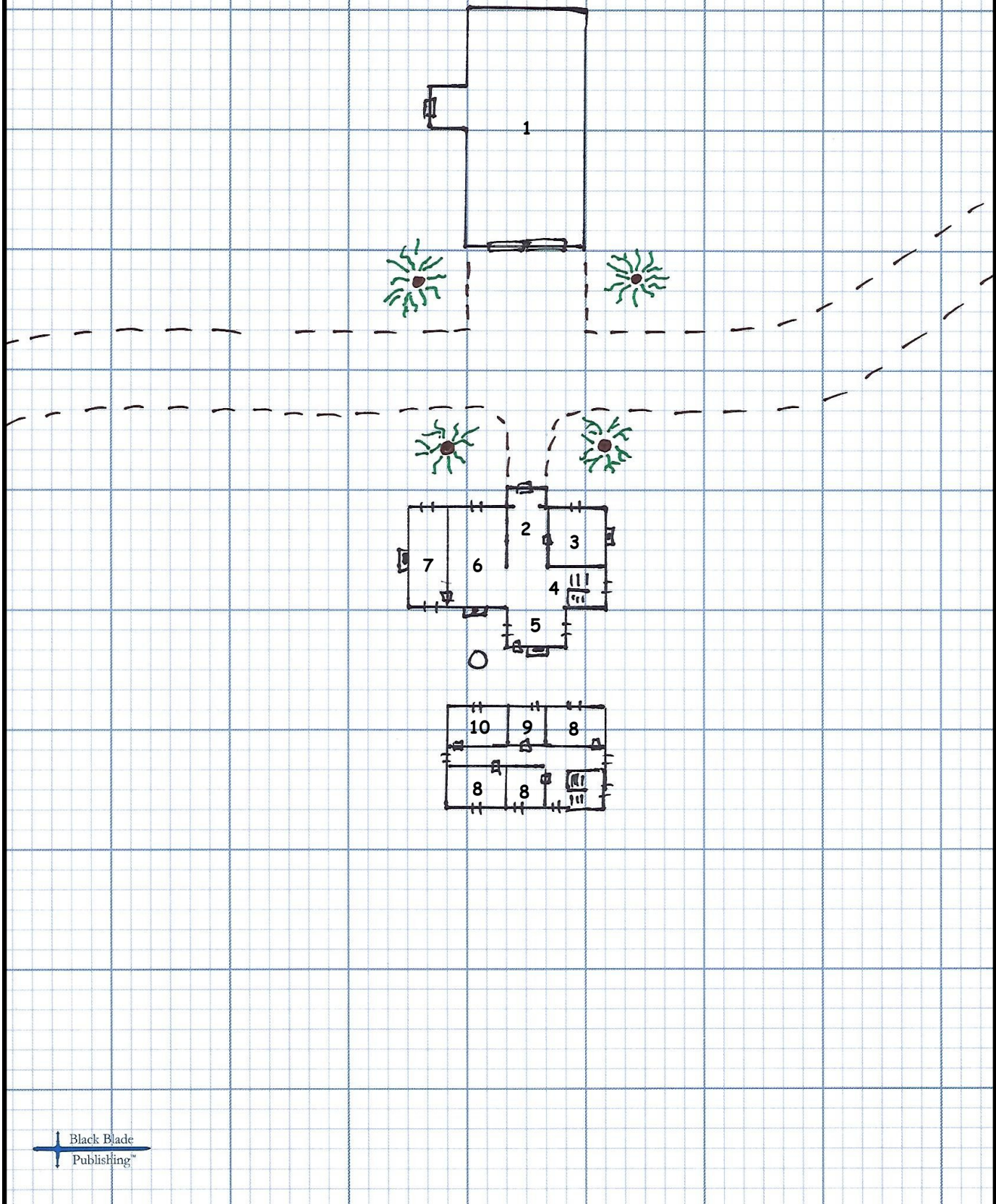
These serpent-like creatures appear as large 12-15' long snakes with arms and heads that resemble that of a kobold. They are completely scaled - generally black with some splashes of grey, dark green, and dark brown. They wield normal melee weapons and prefer to use either a spear or sword of any type.

A demi-naga may opt to bite its victim in lieu of its weapon attack. If the bite is successful by four more the number needed to hit, the demi-naga can also constrict the target for an additional 1d4 damage (per round). The constriction continues until the demi-naga lets go, is killed, or the target breaks free (strength check at -2). If constricted, the target's AC is affected as if surprised (no shield or dexterity bonus). The demi-naga may continue to attack the target or another within range.

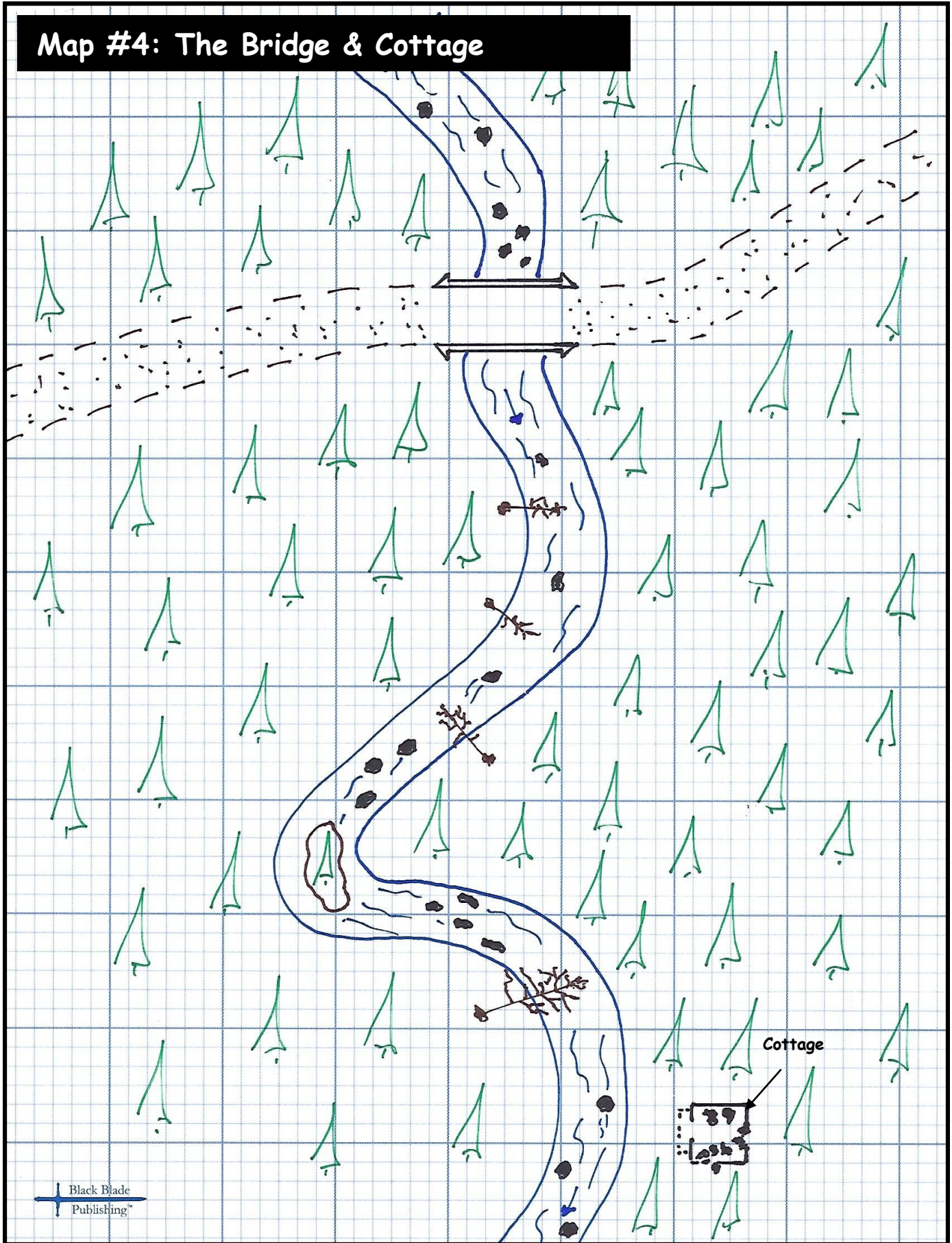




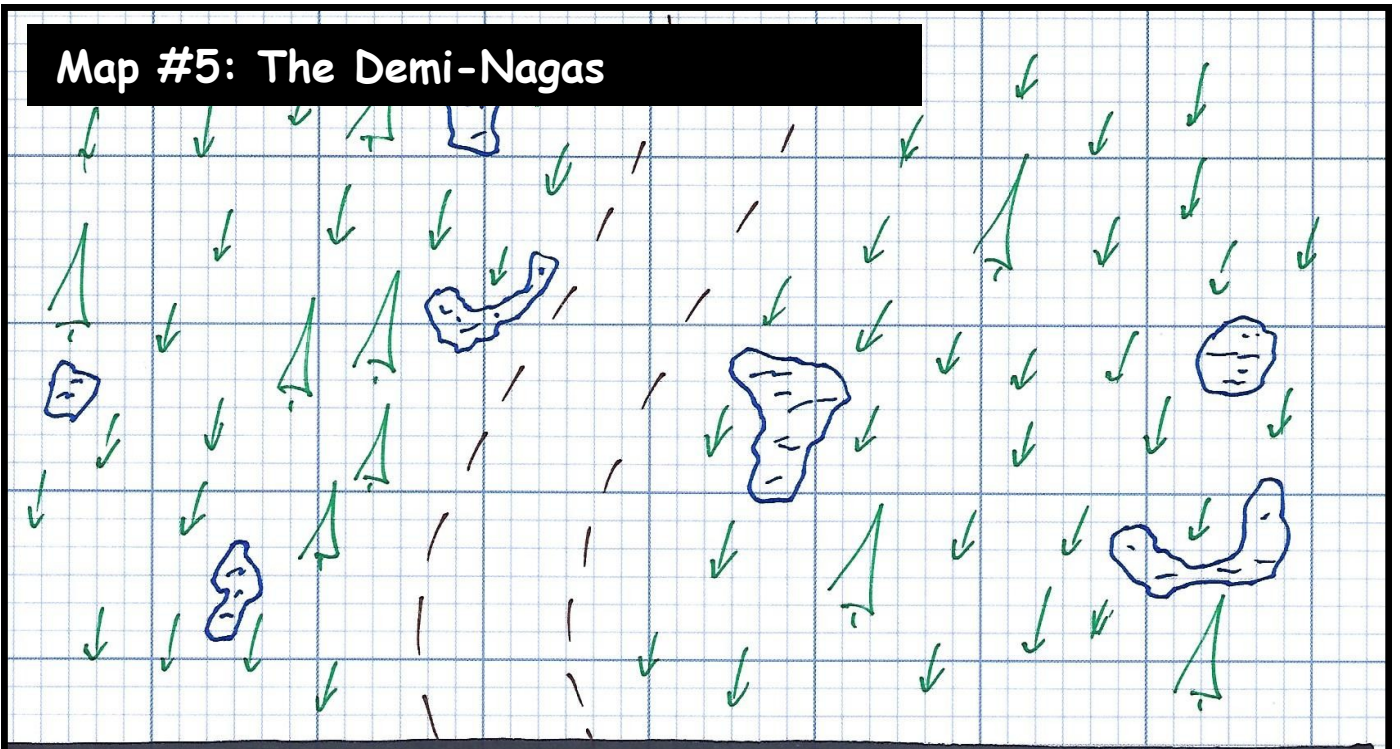
Map #2: The Abandoned Farmhouse



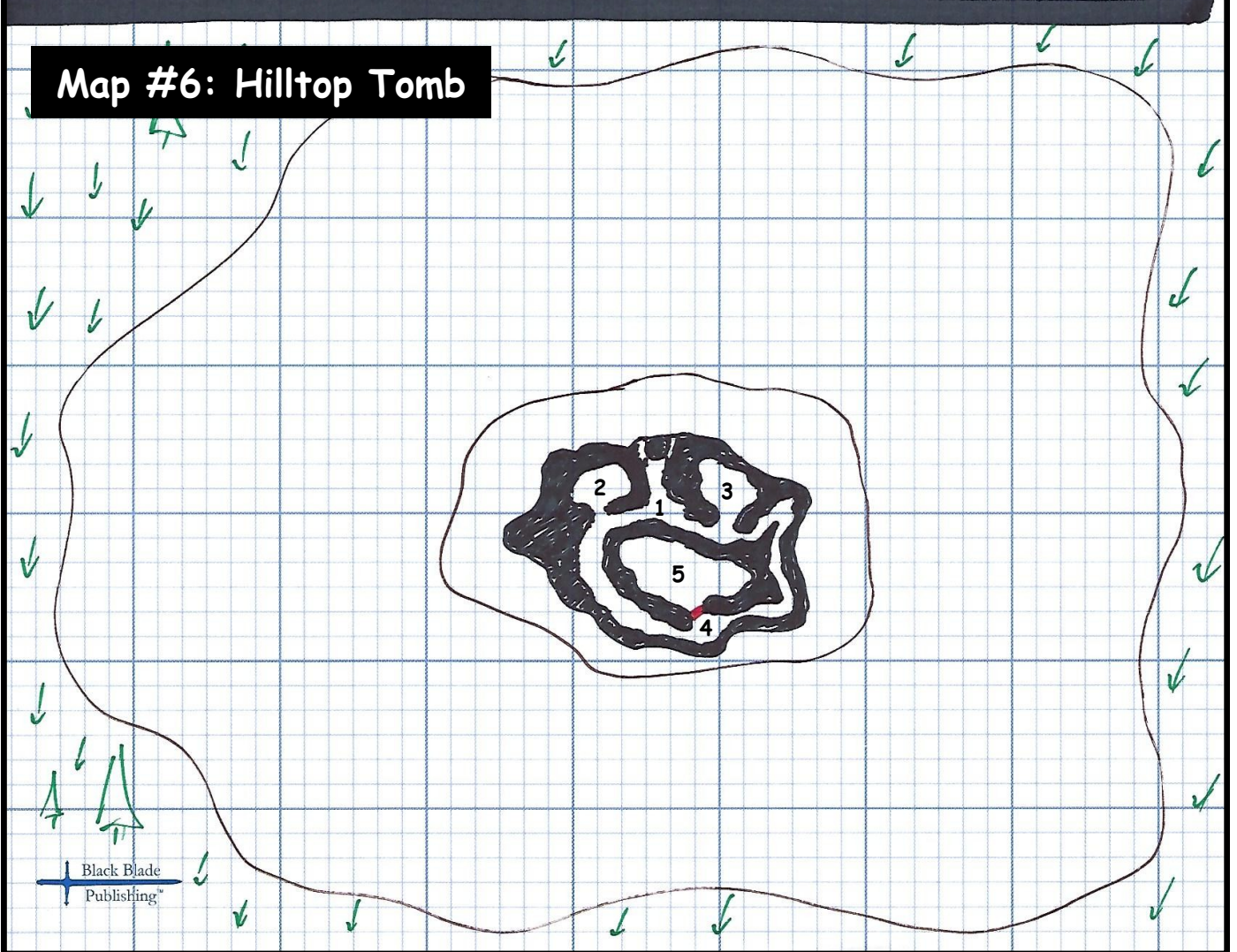
Map #4: The Bridge & Cottage



Map #5: The Demi-Nagas



Map #6: Hilltop Tomb



Black Blade
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Map #7: The Lizard Men

