



The Temple of the Serpent Queen

An Adventure for the *Exalted* RPG

by Stephen Kenson

The *Exalted* roleplaying game from [White Wolf Games Studio](#) is set in a world of epic fantasy adventure. The players take the roles of the Solar Exalted, champions of the gods, chosen to help save the world. They are faced with many enemies, from the Dragon-Blooded who rule the Realm to strange creatures from the Wyld, the unformed chaos at the edge of Creation. To aid them, they have many magical powers, making them heroes of epic stature.

"The Temple of the Serpent Queen" is an introductory adventure for *Exalted*, involving the peril of a small village and a threat only the power of the Exalted can confront, since it originates with one of their own. The Exalted characters come upon a place plagued by raids from a barbarian tribe from the depths of the Wyld. The source of the raids is one of the Lunar Exalted, exiled from the world for centuries and now bent on revenge. After fending off the raids, the heroes must brave the madness of the Wyld to put an end to the threat once and for all. Players and storytellers should be familiar with the rules and information from the *Exalted* rulebook before playing this adventure. Exalted characters from all Solar Castes are useful in this adventure.

Scene One: Unwelcome Arrival

The adventure assumes the player characters are already acquainted and part of a Circle of Solar Exalted. The Storyteller can play out the first meeting of the characters as part of their Prelude, or just assume they already know each other. Alternately, they might meet for the first time in the village of Naramar, although that will require some adjustment of the events in this scene. Since the forces of Fate often take a hand in the world of *Exalted* it's not that unusual for a group of Solar Exalted to happen to meet in a place where they're most needed.

The characters are traveling through the far reaches of the Threshold (most likely somewhere in the southeast, although the adventure could take place almost anywhere the Storyteller would like). Fatigued from their long journey, they come upon a village that offers the possibility of rest, shelter, warm food, and human company, although they must also be careful about revealing their true nature, since agents of the Realm are everywhere.

The village is called Naramar, a humble collection of buildings clustered around a crossroads, with an inn, a central well, and a town square, along with a number of outlying farms and homesteads. The village has no walls surrounding it, and that's a problem for the inhabitants, since there are some signs of damage to the place. Some of the buildings seem to be in disrepair and astute characters (with an Awareness roll, difficulty +1) notice that the damage suggests the place has been raided fairly recently. If the characters take this as reason to pass Naramar by, you can skip right on to Scene Two, or remind them that they have a duty to do what they can to help others. Characters with a high Compassion Virtue should feel compelled to find out more about what has happened in the village (and characters may be required to fail a Compassion roll to ignore the villagers' plight).

The village inn doesn't have a name, it's just "the inn" to the locals. There are a few folk gathered

in the common room when the characters arrive, and they take immediate notice of strangers in their midst. Even the innkeeper, a woman named Orchid, is wary toward them, and her face is heavily lined with worry. The villagers treat the characters with cool courtesy, but they're clearly none too fond of strangers. Any overt displays of weapons or armor make the villagers even more nervous, while displays of Exalted powers frighten them (and most likely cause them to flee).

Assuming the characters don't immediately terrify or provoke the villagers, Orchid sees to their needs, overcharging them a bit and saying "times are hard" if the characters complain about the prices. A successful Socialize roll can convince Orchid to mention that Naramar has suffered from barbarians raids recently. They've fought off two already and they're concerned that another may be coming soon. She says the characters shouldn't linger, if they're smart.

A tall, broad-shouldered villager interrupts Orchid's talk with the characters. If the Exalted seem threatening, he steps forward even sooner. His name is Brill, the town smith, and he demands to know who the characters are and what they're doing in Naramar. He's clearly had a little too much to drink and is spoiling for a fight, since tensions are so high in the town. Orchid tells Brill to back off, but he tries to provoke the characters into a fight with insults and insinuations. How they choose to handle it is up to them, but Brill is just an ordinary (albeit fairly strong) mortal, no match for one of the Solar Exalted. If the characters handle him gracefully, without hurting him too much, they earn some respect from the people of Naramar. If they just kill him, the villagers are more likely to be afraid of them, and less likely to ask the characters for help.

Brill (an extra): Base Initiative: 4, 4 dice in any relevant dice pools, Attack: 4, Damage: 4B, Defense: 4, Soak: 3B, Valor 2, Willpower: 4, Health Levels: -1, -3, Incapacitated.

Typical Villager: Base Initiative: 2, 2 dice in any relevant dice pools, Attack: 2, Damage: 2B, Defense: 2, Soak: 2B, Valor 1, Willpower: 3, Health Levels: -1, -3, Incapacitated.

Scene Two: The Attack

Shortly after the Circle arrives in Naramar, the Wyld barbarians attack the village. The attack can begin at any suitably dramatic moment: while the characters are talking with Orchid, while they're sparring with Brill, or just after they've beaten him. If it looks like one of the character is likely to finish Brill, it may be wise to have the attack happen before the final blow falls (although you can always allow the characters to follow through and suffer the consequences of their actions).

There should be roughly three times the Circle's number in barbarians plus their number in snake men. They are all wearing armor of leather and overlapping bronze scales, carrying spears and axes. Their bodies are entirely hairless, and their exposed skin is tattooed in various mottled patterns of blue, green, and black. Some of them wear masks made to look like various snakes or reptiles. They attack wildly, shouting and hissing, killing and destroying everything in their path. The villagers are trying to mount a defense, but it's clear they're seriously outmatched by the barbarians, who are deliberately toying with their victims, taking their time.

If the characters don't rush outside to see what's going on, several barbarians come crashing through the front door and window of the inn and attack immediately.

Early in the fight one of the barbarians' masks should get knocked or torn off, revealing a smooth, scaly head with snake-like eyes and a fanged mouth with a forked tongue. After their true nature is revealed, the snake men cast aside their masks and also use their bite attacks against the Exalted.

Although the barbarians greatly outnumber the Circle, they're all just extras, and this initial fight should be an opportunity for the Exalted to kick some butt and show off their various Charms and abilities. They will have to put some effort into avoiding the barbarians' attacks, but each of the Exalted's attacks that hit should take down one of their opponents. Encourage the players to make

up cool stunts and give them the chance to put their characters through their paces. When more than two-thirds of the barbarians have been incapacitated, the remainder retreat as quickly as they can. The characters can pursue and finish them off or just let them go. If the barbarians prove too much for the Exalted to handle, you can have some of the villagers join in the battle on the Exalted's side, but they shouldn't need any help.

Wyld Barbarians (extras): Base Initiative: 5, all relevant combat dice pools 5, Attack: 5 (spear or axe), Damage: 5L, Defense: 5, Soak: 5B/2L, Valor 3, Willpower 5, Health Levels: -1, -3, Incapacitated.

Snake Men (extras): Base Initiative: 5, all relevant combat dice pools 5. Attack: 5 (weapon or bite), Damage: 5L or 4L bite plus poison (roll Stamina + Resistance, difficulty 2, success: 1L damage, failure: 4L damage, -2 penalty for 4 hours), Defense: 5, Soak: 5B/3L, Valor 3, Willpower 5, Health Levels: -1, -3, Incapacitated.

Scene Three: A Call for Help

If the Exalted drive off the barbarian raiders, they'll be regarded as heroes in Naramar. If they were restrained and civil in Scene One, the villagers treat them like royalty. If they were harsh or frightened the locals, then they're treated more like angry and capricious gods, with villagers fawning over them and begging for their mercy for not recognizing their greatness when they first appeared. Now is a great time to give the players some ego-stroking or show up some of their mistakes in Scene One, if they made any, through the villagers' reactions.

They quickly meet Kano, the older headman of Naramar, who thanks them profusely and asks them to be his guests. A feast is quickly prepared in the characters' honor and during the festivities, Kano asks the Exalted if they will help to rid Naramar of the barbarian raiders once and for all. If the characters seem reluctant, the villagers will offer them whatever they can, although it's clear they don't have much in the way of material wealth. If they seem willing, Kano tells them that the barbarians come out of the Wyld no more than a day's travel from Naramar. There are stories of ancient ruins in the Wyld lands there, part of a temple or the like from the First Age, but lost to the sight of man for centuries by the encroachment of the Wyld on the world. No mere mortals could venture into the Wyld and return, but then the Exalted are not mere mortals, are they?

Play out the interactions with the villagers for as long as they're interesting and give the players the opportunity to bask in the glory of their deeds before they set off again. If the players seem reluctant to help the villagers, the people of Naramar will weep and plead with them. If they are so hard-hearted as to ignore such desperate pleas (and they all manage to fail the necessary Compassion rolls), let them go on their way, only to hear how Naramar was destroyed only a day or two after they left, with all of its people slaughtered. Perhaps the Circle can do a better job protecting the *next* village the barbarians threaten.

Scene Four: Taking Action

How this scene unfolds depends on what the Circle decides to do next. They may choose to stay in Naramar, gathering information and making preparations or they may set out immediately for the Wyld lands and the ruins that Kano told them about.

If the Circle stays in Naramar, they can help train the village's small militia, fortify the village, and prepare other defenses against future attacks. The barbarians attack again in a day or two, with at least as many as in the first attack (more, if you felt the first combat proved too easy for the Exalted). Snake men assassins may also try and attack the player characters in a vulnerable moment (say, sneaking into their rooms while they are asleep) in order to remove Naramar's newfound protectors. Eventually, it should become clear that the Exalted have to take the battle to the barbarians if they want to ensure that the attacks will stop.

If the characters head off to the Wyld lands, the villagers offer them whatever supplies they can. The day or so it takes to reach the edge of the Wyld lands is a good opportunity for another encounter, if the Storyteller wants. Perhaps some barbarians come across the characters, or they meet up with some strange creature from the Wyld. A local spirit may cause trouble for the Circle along their way. See the **Antagonists** chapter of **Exalted** for ideas regarding additional encounters.

Scene Five: Into the Wyld

The Circle must travel for over a day through the thick woods and jungle to find the lair of the serpent barbarians. The Storyteller can require Survival rolls to follow the tracks through the heavy jungle undergrowth, but it's not difficult, since the barbarians have made no effort to conceal signs of their passage.

The jungle is alive with all manner of creatures, mostly snakes and various reptiles, along with monkeys, a profusion of birds, insects, and even some great cats. The Circle may have to deal with poisonous snakes in the underbrush or a mischievous monkey stealing something from them and scampering away. There may also be jungle spirits abroad, if the Storyteller wants the Circle to encounter one. Perhaps the mischievous monkey is more than it appears.

The further the heroes travel, the stranger the jungle becomes. They are walking into an area influenced by the Wyld, and everything that lives here is tainted by its chaos. The plants gradually become different colors and shapes, some of them growing suspended in midair, others throwing off clouds of sparkling, sweet pollen (which may be poisonous or cause hallucinations). Some plants have sharp, razor-edged leaves as hard as bronze (which the Exalted may recognize as the tips of some barbarian weapons) and grow fruits and flowers of metallic colors.

The jungle creatures are also affected by the Wyld energies. Snakes may have multiple heads, capable of spitting acidic venom, or shining scales that can mesmerize their prey. Apes may have multiple limbs or lizard-like heads with fanged jaws while tigers may have the power to melt into mist, blend with the jungle foliage, or grow to truly fearsome size. Consult the **Antagonists** chapter of **Exalted** for ideas of Wyld mutations to add to the jungle beasts, but give the Circle a fair chance to avoid danger using their Abilities and Charms.

Other events Storytellers can throw into the scene to stress the alien strangeness of the Wyld include:

- Visions and hallucinations, particularly relating to important people and events from the characters' pasts. This offers an opportunity for some character development and showing off some of the characters' Preludes to the group. If you haven't run a Prelude with the players, now is a good opportunity to allow them to flesh out their characters a bit more.
- Wooden or plant items carried by the characters may begin to sprout leaves or even flowers while leather and sinew items may begin to drip blood in a most disturbing fashion. A sword can transform into a metallic serpent that slithers away into the underbrush, while a thrown dagger might take root and become a strange, silvery flower with steel-hard petals that shoots needle-like darts. Take care not to deprive the Exalted of too much of their equipment, since it might make the following scenes too difficult.
- The characters' eye, hair, or skin color may begin to change, the first signs of a Wyld pox. The effect is temporary (unless they Circle spends many more days in the Wyld area), but the players shouldn't necessarily know that.
- The characters hear strange sounds or voices, they feel phantom touches brush against them, and even smell exotic scents or taste flavors in the air as the Wyld assaults their senses.

Scene Six: The Chasm of Mists

After traveling for over a day through the jungle, the Circle reaches the edge of a great chasm,

spanned by a narrow rope bridge. The chasm is about forty feet across and filled with thick, roiling mists. It stretches out to either side for quite some distance; it would take the characters a while to try and find another place to cross it (although if they want to, let them try). On the far side of the chasm stands an ancient ruin like Kano told them about back in Naramar. It is a walled compound around a crumbling step-pyramid, the whole of it covered in vines and mosses. Lights flicker from within the walls and a strange sort of hissing chant echoes through the courtyard.

Let the players decide how they want to get across the chasm (charms like Monkey Leap Technique allow them to actually jump across). Crossing the rope bridge doesn't require a roll, and it can support all of the characters at once, although it sways considerably (feel free to roll some dice when the Circle crosses the bridge, just to make the players worry). When the Circle (individually or as a group) is about half way across the chasm, a massive, scaly head at the end of a long, sinuous neck, rises up out of the mists with a terrible roar!

It is a mist serpent, a creature of the Wyld charged by the Serpent Queen with protecting the ruin, and it attacks the Exalted immediately. It begins by breathing a cloud of noxious gas that can engulf an area two yards across. Its attacks may also damage the rope bridge, forcing the Exalted to make Dexterity + Athletics rolls to avoid falling into the chasm. A fall does 12L damage and armor soak does not protect against it. The serpent can only use its breath attack every third combat turn, it tries to bite the rest of the time.

Mist Serpent: Base Initiative: 6, Strength 14, Dexterity 3, Stamina 12, Attack: 9, Damage: 14L, Noxious Breath: Attack: 8, Damage: Poison (difficulty 2, 1L/5L, -2 penalty), Soak: 12B/6L, Health Levels: -0, -0, -0, -1, -1, -1, -1, -2, -2, -2, -4, -4, Incap.

Three combat rounds after the mist serpent attacks, characters who make a Perception + Awareness roll can see barbarians manning the walls of the ruin. Ten barbarians begin hurling javelins at the heroes (Attack: 5, Damage: 5L), but they're at +1 difficulty to hit due to the range. The flying javelins should complicate the fight with the serpent a bit and add some excitement.

Scene Seven: The Queen of Serpents

Getting inside the walls surrounding the ruin isn't easy; they're manned by barbarians with javelins and spears and the heavy stone walls are almost twenty feet high, with a stout (recently added) wooden gate on the side facing the chasm. Treat the gate as having a Soak of 5B/5L and eight health levels before it breaks. The stone walls have 12B/12L soak and ten health levels. Reducing either to zero health levels smashes it. Alternately, a massive feat of strength (Strength + Athletics roll, difficulty 6) can force the gate open.

Within are twice the Circle's number in barbarians and their number in snake men (minus any they might have slain on their way in). There is a raised altar at the top of the step pyramid with two of the snake men flanking it and an almost nude woman sprawled out across it. The barbarians immediately attack the Circle, fighting fiercely to defend their sacred temple.

The woman atop the altar is not what she appears. As soon as one of the Exalted tries to "rescue" her, or the fight turns against the barbarians, she rises up and tears off her skin like dry paper, revealing dark, scaled flesh underneath. Her legs burst out into long serpentine coils and she retrieves her weapons from where they are hidden behind the altar. She is Maha-Nagah, the Serpent Queen, one of the Lunar Exalted and the leader of the barbarian tribe. She either attacks her "rescuer" from surprise (most likely using her poisonous bite) or rallies her troops and leads a renewed attack against the Exalted.

Wyld Barbarians (extras): Base Initiative: 5, all relevant combat dice pools 5, Attack: 5 (spear or axe), Damage: 5L, Defense: 5, Soak: 5B/2L, Valor 3, Willpower 5, Health Levels: -1, -3, Incapacitated.

Snake Men (extras): Base Initiative: 5, all relevant combat dice pools 5. Attack: 5 (weapon or bite), Damage: 5L or 4L bite plus poison (roll Stamina + Resistance, difficulty 2, success: 1L damage, failure: 4L damage, -2 penalty for 4 hours), Defense: 5, Soak: 5B/3L, Valor 3, Willpower 5, Health Levels: -1, -3, Incapacitated.

Maha-Nagah, Queen of Serpents (Lunar Exalted)

Caste: Changing Moon

Nature: Judge

Attributes: Strength 4, Dexterity 5, Stamina 4, Charisma 2, Manipulation 2, Appearance 4, Perception 4, Intelligence 3, Wits 3

Abilities: Archery 3 (Game +2), Awareness 3, Bureaucracy 2, Craft (Carving) 3, Dodge 4, Endurance 5, Lore 5, Martial Arts 4, Medicine 2 (Herbal Remedies), Melee 3 (Swords +1), Performance 3, Presence 4, Resistance 4, Ride 1, Socialize 3 (Seduction +2), Stealth 2, Survival 3 (Wyld +1)

Virtues: Compassion 2, Conviction 4, Temperance 2, Valor 3

Backgrounds: Allies 1, Backing 4, Followers 5, Manse 4, Resources 3

Charms: Maha-Nagah has Dexterity charms that allow her to add dice to her Archery and Martial Arts attacks, at a cost of 1 mote per die (no more than doubler her normal dice pool), and a reflexive Strength charm that increases the damage of her attacks (at a cost of 1 mote per die). She can increase her initiative by up to +5 by spending Essence (1 mote per +1). For 10 motes she can "shed her skin" and transform into any human appearance or into a large snake (with a snake's Physical Attributes). This lasts until she spends Peripheral Essence.

For 10 motes and 1 Willpower she can "shed her skin" (ripping it off) and assume the form of a scaly creature with the lower body of a snake and the upper body of a woman. In this form she gains +2 to all of her Physical Attributes, double her normal soak values, a bite attack, plus her punches do lethal damage and she can grapple a character with her tail while still taking other actions.

Base Initiative: 8 (10 in snake-woman form)

Attacks: (*snake-woman form only)

*Bite: Speed +3, Attack 12, Damage 6L plus poison difficulty 3, 2L/6L, -2 penalty, Defense 0

Punch: Speed 0, Attack 9 (11), Damage 4B (6L), Defense 9 (11)

*Grapple: Speed -1, Attack 10, Damage 8B. The grappled character can choose to inflict Strength +2 damage on Maha-Nagah or try to break free by rolling Dexterity + Martial Arts or Brawl.

Sword: Speed +3, Attack 10 (12), Damage: 6L (8L), Defense: 10 (12)

Bow: Attack: 8 (10), Damage: 6L plus poison difficulty 2, 1L/4L, -2 penalty. Note that bow damage does not increase when Maha-Nagah changes form.

Dodge Pool: 9/11, **Soak:** 4B/2L (6B/3L, 12B/6L)

Willpower: 7, **Health Levels:** -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap

Essence: 5, **Personal Essence:** 19, **Peripheral Essence:** 50

Maha-Nagah has lived in exile in the Wyld for a very long time and her sanity is all but gone. She lives for the opportunity for vengeance against the world that wronged her, and the presence of the Solar Exalted only feeds her cold rage. She can't be bargained with unless her enemies clearly have the upper hand, and even then she is treacherous and sly. She'll try to escape if and when it's clear that the Exalted have her outmatched, but she's a powerful adversary with many charms and abilities at her disposal, and she's not inclined to give up easily. She considers the barbarians her children (in fact, many of them are) and they will gladly fight to the death for her.

Epilogue

Once the heroes have defeated or driven off Maha-Nagah and her barbarian followers, they can explore the ruins and find some of the treasures the Serpent Queen gathered there: enough gold, silver, and jade (mostly First Age coins and jewelry) sufficient to maintain the characters as if they were all Resources 3 for six months (with enough left over to make a princely gift to the village of

Naramar, if they wish), plus any wonders the Storyteller may wish to include for the characters (see Chapter Nine of **Exalted** for details). At the least a few charms and talismans should be present (like a good luck charm or walkaway). An orichalcum or moonsilver hearthstone amulet is also a possibility.

The Circle's journey back to Naramar should be fairly uneventful (the Storyteller may choose to have it happen "off stage" and just segue back to the village). Of course, it can be run as an additional short adventure, especially if the Exalted become lost in the Wyld (see below). Their return to the village is greeted with great jubilation and the people of Naramar offer the Exalted their profound thanks for their aid. The characters have the opportunity to counter some of the notions about the Solar Exalted put about by the Dragon-Blooded and the Immaculate Order, and they can be sure that tales of their deeds will spread to the ears of anyone who reaches this part of the world.

Further Adventures

The events in this adventure can lead into future adventures if used as part of an ongoing **Exalted** chronicle:

- The Circle may find it more difficult to leave the Wyld than it was to enter. Time and space often behave strangely on the edges of Creation, so the Exalted might leave the ruined temple and become lost in the jungle, only to reemerge some distance away from where they entered, perhaps even on the other side of the world or in some other Wyld domain claimed by one of the Lunar Exalted or the Fair Folk.
- The ruins inhabited by the Serpent Queen and her followers may be as extensive as the Storyteller wishes, and may hold many secrets of the First Age. The Circle could spend another adventure (or more) exploring the depths of the ruins. Perhaps the Serpent Queen was guarding something like the tomb of a Solar from the First Age (maybe even a previous incarnation of one of the characters!). Such a tomb would be protected by elaborate traps and guardian demons intended to keep the reborn Solars from ever reaching it.
- If Maha-Nagah survived her encounter with the Circle, she swears vengeance against them and eventually gathers new followers to strike at them. If she was slain, then she may have a brother or sister Lunar Exalted who finds out about her death and takes up the cause of avenging her, causing trouble for the Circle in the future.
- Once word of their deeds spreads, the Circle may find themselves beset with pleas for aid and assistance from people dealing with barbarian raids, the Fair Folk, hostile spirits, and other dangers. Plus the Dragon-Blooded may hear about the heroes' deeds and send agents of the Wyld Hunt to search for them.

Using *Temple of the Serpent Queen* with *Dungeons & Dragons*

It's a fairly simple matter to adapt **Temple of the Serpent Queen** for use with *Dungeons & Dragons, Third Edition*. The adventure is suitable for a party of 7th level characters, since they're supposed to be more capable than most of their opponents, except for the Serpent Queen. Unless the Dungeon Master is also using the **Exalted** setting, ignore the references to the Exalted; Maha-Nagah is just an intelligent monster, like a demon or some sort of were-creature. Likewise ignore references to the Wyld; the ruined temple lies in an isolated area believed to be cursed, perhaps subject to some wild magic (for those using the **Forgotten Realms** campaign setting).

Wyld Barbarians: Medium humanoid (6 ft. tall); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor); Atk +2 melee (1d8, battleaxe or shortspear) or +1 ranged (1d6, javelin); AL CE; SV Fort +1, Ref +1, Will +0; Str 13, Dex 10, Con 11, Int 8, Wis 9, Cha 9.
Skills and Feats: Balance +2, Jump +4, Wilderness Lore +4. Power Attack.
Possessions: Battleaxe or shortspear, 4 javelins, studded leather armor.

Snake Men: Medium humanoid (reptilian) (6 ft. tall); HD 2d8; hp 10; Init +0; Spd 30 ft.; AC 18 (+5 natural, +3 studded leather armor); Atk +2 melee (1d4+1, claws), +1 ranged (1d6+1 javelin); SA poison; AL NE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10. *Skills and Feats:* Balance +4, Jump +4, Multiattack.

Special Abilities: **Poison (Ex):** Bite, Fortitude save (DC 11); initial and secondary damage 1d6 temporary Constitution.

Possessions: Battleaxe or shortspear, 4 javelins, studded leather armor.

Mist Serpent: Large magical beast (reptilian); HD 9d10+27; hp 75; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk +12 melee (bite, 2d6+4); SA poison breath; AL N; SV Fort +9, Ref +8, Will +4; Str 19, Dex 15, Con 17, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +10, Spot +10, Improved Initiative, Power Attack.

Special Abilities: **Poison (Ex):** Bite, Fortitude save (DC 15); initial and secondary damage 1d6 temporary Constitution.

Maha-Nagah: Large humanoid (reptilian) (30 ft. long); HD 9d8+18; hp 64; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft.; AC 23 (-1 size, +4 Dex, +10 natural); Atk +10 melee (1d8+2, longsword), +10 melee (1d6+2 plus poison, bite), +10 melee (tail strike, 3d6+2), +12 ranged (1d6 plus poison, bow); Face/Reach 5 ft. x 5 ft./10 ft.; SA constrict, feats, spell-like abilities, poison; AL NE; SV Fort +#, Ref +#, Will +#; Str 16, Dex 20, Con 15, Int 13, Wis 15, Cha 13.

Skills and Feats: Animal Empathy +5, Balance +6, Climb +8, Concentration +6, Handle Animal +6, Hide +8, Intimidate +8, Listen +6, Move Silently +9, Spot +8; Cleave, Great Cleave, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Quick Draw.

Special Abilities: **Improved Grab (Ex):** If Maha-Nagah strikes an opponent with her tail she can constrict them. **Constrict (Ex):** Maha-Nagah deals 3d6+2 damage with a successful grapple check against Medium-size or smaller creatures. The constricted creature must succeed at a Fortitude save (DC 19) or lose consciousness for as long as it remains in her coils and for 2d4 rounds thereafter. **Poison (Ex):** Bite, Fortitude save (DC 19) initial and secondary damage 1d8 temporary Constitution. **Spell-like Abilities:** *bull's strength*, *cat's grace*, *change self* (into human-like form) up to three times per day as a 10th level sorcerer.

Possessions: Masterwork longsword, masterwork longbow and quiver of 20 arrows.

Using *Temple of the Serpent Queen* with other RPGs

This adventure adapts fairly easily to most other fantasy roleplaying games. For **GURPS Fantasy** campaigns, the Serpent Queen's temple may lie on one of the Ring Islands or along the border of the Great Forest and the Great Desert. Some of her followers may be reptile men. For Asian fantasy RPGs like **Legends of the Five Rings** and **Sengoku**, the Serpent Queen may be a powerful naga, spirit, or similar creature threatening a village on the outskirts of the civilized world. With some modifications, the adventure is even usable with the **Deadlands** "weird west" RPG. Make Maha-Nagah and her followers corrupt Indians living in an isolated desert canyon and threatening nearby towns, more like rattlers than vipers. A posse can be just as surprised when the sweet young thing they thought they was rescuin' turns out to be the boss of all the one's they's fightin'. The same modifications would allow the adventure to work for the wild west of the **Castle Falkenstein** world.

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