



# SPIDER DREAMS

Best of 2003 and new  
OGL material

PRESENTING THE BEST OF 2003 AND NEW  
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William A Rae

<http://www.sacredwolf.com/>



# Spider Dreams presents...

## Spider Dreams new Open Game License material for 2003:

Here's a look at some of what's inside the *Best of 2003*. There is much more in the full version, including new rules, classes, weapons, and magic items.

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### *Aura of Law/Chaos/Good/Evil*

Transmutation

**Level:** Cleric 3, Assassin 3, Impostor 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** personal

**Duration:** 1 hour per caster level

**Saving Throw:** None

**Spell Resistance:** No

*Aura Power:* The aura's power is influenced by the caster's alignment, level, and charisma modifier.

The farther the caster's alignment is removed from the alignment that she wants to portray, the weaker the aura will be. A chaotic cleric attempting to be seen as lawful will be less successful than a neutral one. To determine the strength of the aura, refer to the table below:

<u>caster alignment</u>	<u>aura alignment</u>	<u>modifier</u>
neutral	any	-2
evil	good	-3
chaotic	lawful	-3
lawful	chaotic	-4
good	evil	-4

The caster gains a +2 bonus for every 3 caster levels, plus her charisma modifier. Thus, an 8<sup>th</sup> level lawful cleric with a charisma of 17 (a +3 modifier) would have a +4 bonus for level, a +3 bonus for charisma, and a -4 penalty for covering her lawful alignment with chaotic for a total of +2 (4+3-4=3).

A cleric or ranger casting a *detect alignment* spell has a chance of seeing through the *aura*. Classes with the *detect alignment* ability (such as a paladin's *detect evil*) are considered first level casters for this effect.

### ***Kris*** specific weapon

A *kris* is a four-foot *shortsword* +1, +1d6 v. *evil*, which has a wavy blade. It is aligned *neutral good*; in the hands of a neutral character, it functions as a *shortsword* +1d6 v. *evil*. If an evil character touches it, the character takes 6d8 damage. The blade itself is imbued with the *detect evil* spell. To activate it, the tip must be pointed at a source (a creature, item, or something that may give off an evil aura). The blade will dip and rise if the source is evil. The motion ranges from an inch up and down to several inches, with varying force, depending on the strength and proximity of the source. (If it were pointed at a nearby goblin, it would slowly move up and down. If pointed at a distant flight of red dragons, it would seem to vibrate.)

On command, once per day, the *kris* is able to cast *searing light* at an evil target, at a caster level of one-half the wielder's level.

(Strong divination, faint evocation. Cleric 10. Must be good-aligned. Craft Magic Arms and Armor, *detect evil*, *searing light*, *true seeing*. Price: 60630 gp; Cost: 30,315 gp + 4,800 XP.)

### ***Sithis***

Medium-sized humanoid (reptilian)

Hit Dice: 3d8+3 (16 hp)

Initiative: +3 (Dex)

Speed: 30 feet

AC: 17 (+3 Dex, +4 natural)

Attacks: 2 claws +2 melee (or scimitar +2 melee), bite +1 melee; tail +1 melee; or bola +3 ranged

Damage: claws 1d6+1 (or scimitar 1d6+1), bite 1d4; tail 1d3 + trip; or bola 1d2 + entangle

Face/ Reach: 5 feet by 5 feet

Saves: Fort +6, Ref +4, Will +3

Abilities: Strength 13, Dexterity 16, Constitution 17, Intelligence 11, Wisdom 10, Charisma 10

Skills: Balance +4, Climb +6, Escape Artist +2, Hide +5 (or +10, see below), Intuit direction +4, Listen +3, Move Silently +5, Search +3, Spot +5, Wilderness lore +6

Feats: Blind-Fight, Track, Multiattack

Climate/ terrain: Desert, plains, underground

Organization: Gang (4-5), Band (7-10 plus a leader of 4<sup>th</sup>-6<sup>th</sup> level), Tribe (21-30 plus 25% non-combatants, a leader of 7<sup>th</sup>-10<sup>th</sup> level and 2 clerics (see below) of 4<sup>th</sup>-6<sup>th</sup> level)

CR: 3

Treasure: 25% coins (or gems) 50% goods 25% items

Alignment: Any neutral

Advancement: By character class

Sithis are the remnants of the line of lizardfolk who survived a cataclysm. They are nomadic and open to trade with other races, though they are distrustful of outsiders. Some tribes have been known to survive by raiding encampments and cities in small groups; the most successful often capture slaves. Most Sithis are skilled hunters.

The Sithis stand between 6 and 7 ½ feet tall, with a thin whip-like tail that is as long as they are tall. They have scaled skin, often brown, tan, or gray; some are mottled, while others have developed the chameleon-like ability to blend with their surroundings. They are adapted to live in a harsh, dry climate, and require half of the water that humans do, and don't suffer the effects of dehydration for twice as long. They are

omnivores, hunting or scavenging anything edible. When food is not available for too long, they will devour the weaker members of the tribe to ensure the survival of the majority. They are cunning and dangerous hunters, and expert guides; they trade their skills for food, weapons, and equipment. Few use armor or shields, as they inhibit the stalking of prey.

Sithis speak their own dialect of Draconic.

#### Combat

Sithis hunters and warriors use their terrain to their advantage. Given a short amount of time, they are able to set up ambushes by hiding just below the surface of the earth (if it is soft enough to burrow into) or behind the available cover. They try to lure their prey into an area where they might easily surround and overwhelm the opposition. With more time, they set elaborate traps before battles, or during a hunt, as well.

**Burrow (Ex):** Sithis can quickly bury themselves in soft terrain (a move equivalent action) leaving little trace that the surface has been disturbed (giving the +10 Hide bonus). They cannot move effectively when buried, they can only stand up.

**Tail sweep (Ex):** Sithis can gain an extra attack, if they haven't been dealt melee combat damage that round, using their tail to trip opponents within 5 feet, as though they had the Improved Trip feat.

**Poison (Ex):** Some Sithis (20%) have either a poisonous bite (90%; 1d6 temporary Dex damage first and secondary effect, Fort save 13) or poisonous spittle (10%; same as the bite, but acts as a touch attack (+0 melee) with a 5 foot base range increment).

**Tremor sense (Ex):** Sithis can sense Tiny creatures (or larger) within 60 feet, their distance, number and direction.

**Scent (Ex):** (As the Special Quality in the Monster Manual.)

#### Sithis society

The Sithis society is dominated by a sense of group survival. They will go to almost any lengths to ensure the survival of the majority of their tribe, including killing any of their own that are deemed too weak or a threat to the tribe's survival; when facing a threat too great to defeat, they will leave enough warriors behind to slow the attackers long enough for the rest to escape. There is no formal government; the leader confers with his tribe, and speaks with their voice. This collectivism has helped them survive where other races have become extinct. They rely on their clerics and holy people to lead them to better hunting grounds.

Once a year, the females of breeding age will seek out a secluded, defensible area to lay their clutch of eggs. The tribe will continue on their journey, leaving 4-7 members (of various classes, levels 6-9) as guards. The tribe returns after 6 months to welcome the surviving hatchlings (3d6) to the tribe. By this time, the hatchlings are two months old, and ready to travel. The single clutch might have hatchlings from every female from the tribe; but they are taught that all the older females are their mother, and the older males are their father.

Sithis follow the Gray Lords, an ancient religion dedicated to returning balance to the world. Their clerics have limited spell use (spells as the caster level -2; a fifth level caster would have the spell slots of a third level caster), and may choose one of the following domains: Air, Earth, Fire, Sun, or Water. The schools/ domains that are not available to Sithis clerics are: Abjuration, Enchantment, Illusion, Necromancy (though Sithis arcane spell casters may use those spells); Chaos, Death, Evil, Good, and Law.

#### Sithis characters

The Sithis' favored class is cleric; however, diversity is a key to survival. Almost every class is represented among the members of a tribe.



*Spider Dreams*



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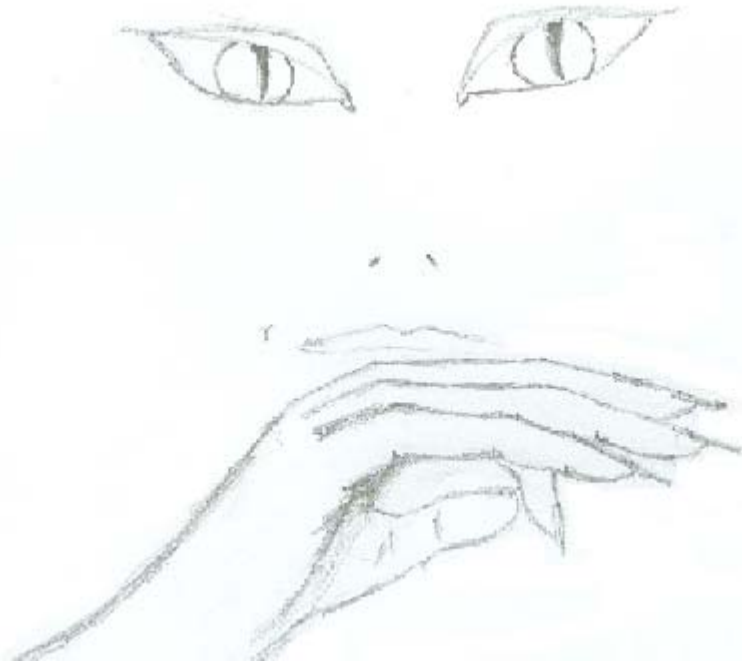
# Seipeal de na Nathrach

*(Temple of the Serpent)*

*A Four-Part Metadventure for the*

**Dungeons and Dragons® 3<sup>rd</sup> Edition**  
*Role Playing Game*

*Trial Version: Contains Level One, "The Caverns Beneath the Mines"*



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*William A Rae*

<http://www.sacredwolf.com/>



*Spider Dreams presents...*

*Seipeal de na Nathrach*  
(*"Temple of the Snake"*)

This metadventure (meta-adventure) is designed for 5-7 characters, using the **Dungeons and Dragons 3<sup>rd</sup> Edition**® rules. Four separate adventures are presented here for different character levels. These may be used as stand-alone adventures, or may be worked into a campaign as a sub-plot.

The first part of "Seipeal de na Nathrach" (for character levels 1-3) is set in an area near a mine or other underground structure. The second (character levels 4-6) may be used in any rural environment, somewhat isolated from larger towns or cities. The third (character levels 5-9) involves the discovery of the ruins of an ancient temple in a wilderness area, preferably in a forest. The fourth (character levels 10-12) brings the first three together, with an ancient civilization rising up against the modern world, which seeks its final destruction. This meta-adventure may be adapted to fit any fantasy campaign setting.

The adventures have been designed to work independently of each other, as well as part of an overall story arc. Part two can be played without part one, or the parts can be mixed and matched to suit the needs of the campaign.

*Thank you for your interest in Sacred Wolf's first metadventure for the Dungeons and Dragons ® system. This is the first level of the adventure, which is also the easiest. (In playtesting, the PCs, run by power gamers, walked through this part of it. They were handed their lunches when they hit the second level, thinking it would be a walk in the park as well. It played well, even after the NPC cleric and the barbarian bit it. Killed by kobolds. They were a bit cocky.)*

*We hope that you enjoy this product, and give the full version a shot.*

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## Part One:

### *The Temple Beneath the Mines*

The first part should be introduced through rumors, which have spread over a period of a few weeks. Workers have begun disappearing mysteriously within the caverns of a local mine, and the miners have been unable to find any traces of where they have gone. Word has spread among the miners that the hills are haunted by spirits who guard the treasures of the earth, or that the rock itself is taking revenge on the workers who are taking out the ores. The owners of the mines have investigated the tunnels, and found strange tracks and marks on the floors of the caverns that seem to lead into the walls. They have been unable to raise a search party from among the miners, as the superstitious workers are terrified of meeting with the same fate as the others. The progress of the operation has slowed almost to a stop, and the owners are growing frustrated. They post a reward to anyone willing to go into the forbidden shaft and, if possible, put an end to the mystery. They offer a bounty of 50 gp for any information about the cause of the disappearances. The group who ends the disappearances is offered 500 gp, plus one +1 magic item.

The miners will swear that it is a supernatural force that is behind the disappearances. Some will give “eyewitness” accounts, and will tell anyone who asks that they have seen the shadows themselves pull hapless souls into the walls. Others will tell second- and third-hand stories of how a group of workers were walking through one of the shafts, and suddenly one of them was gone. Some will claim to have heard strange dogs yipping and barking before or after someone disappears, even though there are no animals around, other than the small birds that they take with them into the mines. None of them will be willing to show where the abductions took place. If the characters search long enough, they will find a dwarf (Cornelius Ironbeard) who has spent most of his life in mines, and who doesn’t believe the stories. However, he doesn’t really care about helping the owners of the mines, or about stopping the disappearances. He prefers to keep to himself, and must be given a very good reason to help. The abandoned shaft is not his problem. There are other, more productive shafts to develop. Those are his problem, and with workers being unwilling to go into the forbidden shaft, he has a larger and more productive crew. The forbidden shaft is a useful tool to urge his crew to work harder; if they begin to fall behind, he can threaten to move them to the abandoned shaft.

There are old folktales of earth spirits who live in the hills and mountains around the mines, who take the form of serpent-men. Only the elders of the area know the stories, which were used mainly to keep children from wandering too far from home as they played. The most common one is a story about a boy who became lost in the forest, and wasn’t heard from for many years. One day, a woodcutter went into a thick growth of tall trees, and began gathering wood. As evening drew near, he was finishing his work, and preparing to make camp. He was building a fire when a serpent with a human head and arms rushed at him from the underbrush. It hissed, “Help me,” and fell on the woodcutter. The man feared for his life, and killed the thing with his axe. Only after it was dead did he see the face of the creature. He recognized it through the scales and scars as the boy who had disappeared years before.

Other stories are more vague, though some of the elders claim to have seen the serpent-man spirits wandering the edges of the forest. No one has seen one recently, though. Among the younger populace, it is more common to hear tales of hearing unnatural barking and yapping, doglike sounds that come from the woods at night. They claim that it is the spirits warning people to stay away from the mines and the woods. There have also been reports of a strange apparition that forms at times over the hills, thirty feet in the air.

The abandoned shaft is part of a small labyrinth of tunnels off of the main shaft. It is rough-hewn, and ten feet across. There are a handful of smaller off-shoots, though none of them are very deep. It winds about 300 yards into the earth before it stops. Near the end, the odor of damp feathers becomes noticeable. Inside of the off-shoots are secret doors (DC 18 to find if a careful search is conducted; dwarves gain an additional +2 to their Search checks). There is one in each of four side passages. There are a few blurred tracks (DC 20 to find them) that were made by small, clawed feet. Drag marks (DC 15 to find) have obscured them. Both seem to lead into the walls. (If the tracks or drag marks are found and pointed out, all characters gain an additional +2 to Search checks for secret doors. This bonus stacks to all other bonuses, including the elves' bonus Search roll.) These secret doors lead into a main corridor, which winds downward into the first level.

The creatures in these caverns are being coerced to work together, either through magic, threat, or bribery.

### ***Level 1: The Caverns Near the Mines***

The walls of this level are rough-cut, and appear to be hastily carved. The creatures who built these tunnels were not trained miners or stonecutters. A dwarf or an experienced miner can tell that the tools and craftsmanship were crude, and that the construction is less than a year old. The closer to the mining tunnels, the marks made from the construction are more recent.

A random encounter in the entrance passage will occur on a roll of 1, 2, or 3 on a d10.

The hallways within the caverns on this level are routinely swept clean, although the rooms are scattered with debris and litter. The doors on this level are all makeshift, as though they were once used as tabletops. None of the rooms or hallways are lighted, except where noted in the text.

**Room 1.1** (Watch Room): This room holds four kobold watchmen. They are trained to alert the fighters in the common area (Room 1.2) of any intruders. However, there hasn't been much activity in the area lately, since this part of the mine has been abandoned. The guards are engrossed in a game of dice, and not minding their post. (Characters should be allowed a Listen check, DC 15 to hear them. If they are heard, their chatter sounds like unnatural yapping of dogs.) If characters advance stealthily, there is a chance that the kobolds will not notice them. However, if the characters are noticed at all, one of the kobolds will run to Room 1.2 through the side passage and alert the fighters there. As long as the characters are outnumbered, the defenders will be confident that they will drive the invaders out, and will



not try to get reinforcements. The humanoids in Rooms 1.3, 1.9, and 1.11 will prepare for a fight if they hear the sounds of a battle in Room 1.2.

**Kobold guards (4):** HD: ½d8; hp: 2; Init: +1; Speed: 30'; AC: 15; Att: Halfspear –1 Melee, or Lt. Crossbow +2 ranged; Dmg: Halfspear 1d6-2, or Lt. Crossbow 1d8; Saves: F +0, R +1, W +2; Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; Special: Alertness (Feat), Darkvision 60', Light Sensitivity. Lawful Evil. Each kobold guard has 3 cp and 1 sp.

**Room 1.2 (Common Area):** The floor of this room has been swept clean, though trash and waste have been piled in the two corners. The strong odor of wet feathers and decay emanates from the piles. There are three tables, and a few straw mats that pass for furniture. Eight kobolds were playing cards at two of the tables. Four goblins sat at the other, playing a game of dice using carved bones. They will be prepared for a fight only if one of the kobolds from Room 1.1 is able to alert them. Otherwise, they will need to take time to draw their weapons. The goblins have been eating chunks of meat; they have tossed bones and small pieces of meat onto the piles of waste. One of the piles serves as the nest for two dire rats, who will only attack if they are disturbed. The kobolds will tip over the tables, if possible, and use them for ½ cover. The goblins will let the kobolds soften up the attackers before joining the battle. They will not run for help, unless the fight is one-sided against them. (They have under the influence of a *suggestion* spell, ordered to guard this room.)

**Kobolds (8):** HD: ½d8; hp: 2; Init: +1; Speed: 30'; AC: 15; Att: Halfspear –1 Melee, or Lt. Crossbow +2 ranged; Dmg: Halfspear 1d6-2, or Lt. Crossbow 1d8; Saves: F +0, R +1, W +2; Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; Special: Alertness (Feat), Darkvision 60', Light Sensitivity. Lawful Evil. They have a total of 10 sp on the tables.

**Goblins (4):** HD: 1d8; hp: 4; Init: +1; Speed: 30'; AC: 15; Att: Morningstar +1 melee, or Javelin +3 ranged; Dmg: Morningstar 1d8-1, or Javelin 1d6-1; Saves: F +2, R +1, W +0; Skills: Hide +6, Listen +3, Move Silently +4, Spot +3; Special: Alertness (Feat), Darkvision 60'. Neutral Evil. They each have 9 sp and 1 gp.

**Dire Rats (2):** HD: 1d8+1; hp: 5; Init: +3; Speed: 40', climb 20'; AC: 15; Att: Bite +4 Melee; Dmg: Bite 1d4; Saves: F +3, R +5, W +3; Skills: Climb +11, Hide +11, Move Silently +6; Special: Disease, Scent, Weapon Finesse (Bite). Neutral. They have no treasure.

**Room 1.3 (Kobolds' Quarters):** This room has 12 sets of bunks stacked two high. They stand two feet off of the ground at the highest. There is a considerable amount of litter and waste on the floor of this room, with most of it concentrated in one corner. The bunks are little more than raised platforms that hold matted, dirty straw for beds. At any time, there will be at least four kobolds asleep in this room. Only the sounds of heavy combat from Room 1.2 will rouse them. Should they be alerted by the sound of fighting, they will prepare for battle by taking up their weapons. Unless they are given time to fully prepare, they will not don armor.

Kobolds (4-12): HD: ½d8; hp: 2; Init: +1; Speed: 30'; AC: 13 (15); Att: Halfspear –1 Melee, or Lt. Crossbow +2 ranged; Dmg: Halfspear 1d6-2, or Lt. Crossbow 1d8; Saves: F +0, R +1, W +2; Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; Special: Alertness (Feat), Darkvision 60', Light Sensitivity. Lawful Evil. Their treasure consists of 2d8 cp and 1d4 sp per individual in the room.

**Room 1.4** (Archery Range): This elongated room serves as an archery range. Human and dwarf-sized wooden mannequins (which have been chipped away by numerous arrows and javelins) stand at the far end of the room. Straw and sawdust cover the floor, which has rust colored stains in places. The heaviest stains are in front of the mannequins and the doors. The walls beside the doors are also stained, though the doors are free of them. However, the doors have chips gouged out of them from errant missile fire.

**Room 1.5** (Combat Training Area): The floor of this room is covered with a thicker layer of sawdust and straw than the one in Room 1.4. It is also more heavily stained, and holds the distinct odor of rotting flesh. Half of the room holds two human-sized mannequins and two dwarf-sized mannequins, which have been hacked on mercilessly. The other half is open. There is a 50% chance that one orc, two goblins, and four kobolds are in this room. They will be engaged in mock melee, using real weapons. If they are disturbed, the orc will issue an order (in orcish) for the kobolds to attack the intruders and the goblins to defend him. He has confidence in his trainees' ability to weaken the intruders enough for him to finish the party off. They do not have ranged weapons. The mannequins will provide partial cover to defenders.

Kobolds (4): HD: ½d8; hp: 2; Init: +1; Speed: 30'; AC: 13 (15); Att: Halfspear –1 Melee; Dmg: Halfspear 1d6-2; Saves: F +0, R +1, W +2; Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; Special: Alertness (Feat), Darkvision 60', Light Sensitivity. Lawful Evil.

Goblins (2): HD: 1d8; hp: 4; Init: +1; Speed: 30'; AC: 15; Att: Morningstar +1 melee; Dmg: Morningstar 1d8-1; Saves: F +2, R +1, W +0; Skills: Hide +6, Listen +3, Move Silently +4, Spot +3; Special: Alertness (Feat), Darkvision 60'. Neutral Evil.

Orc (1): HD:1; hp: 4; Init: +0; Speed: 20'; AC: 14; Att: Greataxe +3 melee; Dmg: Greataxe 1d12+3; Saves: F +2, R +0, W –1; Skills: Listen +2, Spot +2; Special: Alertness (Feat), Darkvision 60', Light Sensitivity. Chaotic Evil.

There is no treasure in this room.

**Room 1.6** (Weapons Storage): This room is kept reasonably clean. A few weapons racks, holding Halfspears, Javelins, Morningstars, and Greataxes stand in the middle of the room. All are oiled and in fairly good shape. Light Crossbows and cases of Bolts hang from the walls. There are spare bowstrings, and a small flask of weapon oil on a low table.