

SWSD-102



Spider Dreams



An Imprint of:
Sacred Wolf Inc.

Seipeal de na Nathrach

(Temple of the Serpent)

Part Three: The Shrine Out of Time

For use with the *Dungeons and Dragons* ® 3rd Edition
Role Playing Game



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Spider Dreams presents...

Seipeal de na Nathrach

(“Temple of the Snake”)

Part 3:

Shrine Out of Time

This metadventure (meta-adventure) is designed for 5-7 characters, using the **Dungeons and Dragons 3rd Edition®** rules. Four separate adventures are presented 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 6-10) involves the discovery of the ruins of an ancient temple in a wilderness area, the Truagh Dolmens. 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.

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In the Golden Age, before the rise of Humankind and their gods, the old gods staked their claims upon the earth, sea, and sky, giving and being given spaces where their followers could flourish. It was a time of peace and harmony, before the younger gods of the orcs, goblins, and other evil decided to rebel and make their own claims to power.

To the dwarves and gnomes went the mountains, rich in metals and precious stones. The elves were granted the forests. Halflings were offered the hills and plains for their shires. The race of wolves were given the mountains to hunt, the cats were parceled the forests with the elves. Birds were granted the sky, and fish were given the sea. And so it went until each creature was given a home with wide territory. When it came to the serpents and reptiles, little domain remained, except the harsh and unforgiving deserts.

Riaghail, the Lord of Serpents, asked that his race be given a little more. The Old gods granted him the spaces between their followers; the serpents and reptiles were allowed to flourish where the other races couldn't reach, in the small places in the forests, mountains, plains, and sea.

For thousands of years, Riaghail's wards lived in peace with the others. They learned from them, taking the gifts of hunting, burrowing, and even magic. As they accepted these gifts, their power, as well as Riaghail's, grew.

This paradise could not last, though.

Younger gods began to appear, along with their own races. Their encroachment was subtle, and went unnoticed at first. They seemed to find their ways into the world through the spaces between the other, older, races and gods. Kobolds, orcs, goblins, and ogres forced their ways into places that the Old gods had claimed for their followers.

It was then that the world learned strife.

The Old gods tried to make peace with the intruders, but could not find common ground for a truce. They tried to wage war, but they were ill-equipped. They faced the loss of their followers and the worlds that they shared. In desperation, they called on other gods for help. These others brought with them their own followers, Humankind.

The war was waged for hundreds of years. The Old gods and the usurpers lost much, and their followers were faced with extinction. The two sides, knowing that neither would win, began to negotiate a truce. On the earth, Humanity began to build settlements. The Old gods offered the others the places that were not taken by their followers: the deserts, and the spaces between the realms of their followers.

Riaghail, and some of the other Old gods, found this compromise unacceptable. Humanity was already reaping the forests to build their settlements, and taking metals from the earth to forge their weapons. Riaghail would not give away the parcels that he had been granted.

A new war brewed, between Riaghail, with a handful of the Old gods, and the new gods of Humanity. Riaghail and his followers called upon the elements to drive the infestation back.

His coup failed in the end. The Old gods, and the younger ones, who had sided with him were driven away, and stripped of much of their power. Their followers among the first races, including some of the elves and dwarves, were driven deep underground and forgotten. Riaghail, for raising the insurrection, was banished to a distant plane of existence. Few traces of him remain on this world.

--from *The Chronicles Before Time*,
Ailig Brairwood



It has been prophesied that he will return to reclaim his realms...

Part 3:
Shrine Out of Time

**The Story So Far...
(Introduction)**

If characters have been through the first two parts (*The Temple Beneath the Mines* and *Shadow of the Serpent*) they will have some idea that something is going wrong. Reptilian races and drow have been working together to revitalize an ancient cult, that of a banished serpent-deity, Riaghail. *The Temple Beneath the Mines* introduced the first signs that the cult has returned, although the traces of Riaghail were long-forgotten. *Shadow of the Serpent* brought more insight into the cult, and its effort to recruit new acolytes. The fringes of human civilization were infiltrated by the priests of Riaghail, and some turned to the ancient serpent-deity and joined his ranks.

If *Shrine Out of Time* is used as a stand-alone adventure, the characters will have heard rumors of the temple beneath the mines to a banished god, and of the cultists who have turned to his worship in the wilderness. Most spellcasters will have the best chance of finding something out about Riaghail and the lost Temple of the Serpent (a *Knowledge (Religion)*, *Knowledge (Aracna)*, or *Knowledge (History)* check, DC 25 to know that Riaghail was banished for waging a war against the other gods). Any references to Riaghail, however, are very limited, since he was banished hundreds of thousands of years before. The temple itself is less obscure; it is generally believed that it was abandoned thousands of years ago when it seemed impossible for the few priests of Riaghail to contact him in any way. The Serpent Guard is the only group left who keeps watch over the temple, to ensure that it does not regain the power that it once had.

Malairt and The Truagh Dolmens

This part of the metadventure takes place near Malairt, a trading post near a dwarven stronghold in the foothills of a mountain range. The town lies in a mountainous region, in a small valley that encompasses the Truagh Dolmens and Lake Linn Cumha. It is removed from civilization, about three days' ride from the nearest cities. The road that leads by it is used mainly by merchants and traders; a more direct route of travel between cities is used by other citizens. The trade with the dwarves is recent, and the post has been in place less than a decade. The citizens of Malairt have no interest in leaving the town. The Truagh Dolmens are untamed, and hold more dangers than opportunities.

Malairt has around 350 residents, about 70% human, 20% dwarven, with elves and half-elves comprising the remaining 10%. Most of the population are merchants, or in the service of merchants; craftsmen; or businessmen. There are 90 guards who enforce the law, patrol the walls and streets, and repel attacks from the outside. The goods available in Malairt are common; quality goods and most magic items are taken to other cities, or traded to the dwarves, for a higher profit.

It is a quiet, slow-moving town. The merchants and inhabitants are friendly and slow to anger, and deceptively peaceful. They don't want trouble, and most will summon the guards at the first sign of a potential conflict. The guards take no chances, and will incarcerate (or kill) anyone who disturbs the peace. The majority of the citizens are armed with swords or other small to medium sized melee weapons, and have some training in combat. Carrying a melee weapon in town is not only allowed, it's recommended. Ranged weapons and more than one weapon, however, are not allowed outside of official guardsmen.

Malairt was built in a series of concentric circles, each with a defensible wall. The center, where the original trading post stood, has become the main bazaar where the trading with the dwarves of Bloodforge is conducted. The second ring is comprised of official buildings and the temple district (there are three main temples: one to a deity of commerce, one to a deity of travel, and one to a deity of protection), along with the merchants. The third ring houses the main guard barracks. The fourth holds the commoners' quarters, and the outside ring holds the marketplace. The bazaar is open to merchants, and unknown to outsiders; this is where the citizens go to obtain higher-quality goods at a reasonable price. The marketplace is almost solely used by travelers and merchants' retainers; most of the goods are of average quality, and the prices are set at double the amount in a larger city.



The townspeople, though friendly, are wary of outsiders. They will not volunteer information, unless it will profit them in some way, or shorten the stay of outsiders. Most of the inhabitants know little of the Truagh Dolmens (and less about the massacre of the Serpent Guard). They know of the dwarven

stronghold in the north, and that the grevants come from the Dolmens in the northeast to raid. Stories of terrible beasts and demoniac creatures in the bogs are enough to stem their curiosity. There is no wealth in getting killed. There are also rumors of a cosmopolis (a “City of Stars”) in Lake Linn Cumha. The priests of the local temples have some information about the massacre; one of their high priests escaped to warn Malairt of an attack from creatures in the northwest. The attack was swift and carried out at night, so the priest knew little of it, and did not survive long after the massacre. He only knew that they were attacked by agents of Riaghail.

The road by Malairt passes by the Truagh Dolmens, and runs almost parallel to the edge of the Dolmens. It is, at its nearest point, a half-mile from the Dolmens. The dwarven stronghold, Bloodforge, lies beneath the mountains at the eastern edge. The Truagh Dolmens are a thick-wooded forest in the foothills, inhabited by wild animals, hobgoblins, ogres, trolls, and other humanoid races. Parts of the Dolmens are pitted with bogs, where small streams and rivulets gather in recesses in the hills. Lizardfolk and will-o’-wisps are common in these small marshes. Before the massacre, the area was protected and watched over by a group of elves, humans, and dwarves who ensured that the Temple of the Serpent remained closed, and its inhabitants were kept cloistered from the outside. *The Serpent Guard*, as they were known, watched over The Truagh Dolmens for over one thousand years. They were largely forgotten, and their purpose was kept secret from the dwarves in Bloodforge after the stronghold was built, although they did interact with the newcomers. When Malairt was built, the Serpent Guard chose to remain hidden, working in the shadows. Before the massacre, the Serpent Guard were regarded as little more than a band of hermits.

The Serpent Guard

The Serpent Guard is an ancient society established by the Old gods to keep the followers of Riaghail in check. For thousands of years, they commanded a legion of sentinels to ensure the internment of Riaghail’s active followers. As the centuries passed, and Riaghail moved into obscurity, the society found it more and more difficult to keep its followers. During the last two centuries, the Serpent Guard dwindled to a mere two dozen (before the massacre). Those that remained worked to gain more power to retain their control over the children of Riaghail. However, as their numbers waned, the followers of Riaghail increased their efforts to open the way for Riaghail to return.

The Serpent Guard utilized the strengths of every walk of life, and every profession. They took nothing for granted, except that their legions would remain strong. The members of the Serpent Guard were given the *Ring of the Serpent Guard* as a means of identification and added protection against their sworn enemies. Most of these rings have been lost to time; few are found outside of The Truagh Dolmens. The handful that remain have become heirlooms (such as Cornelius Ironbeard’s).

Ring of the Serpent Guard: This gold ring is shaped more like an arc than a ring; a small piece of it has been removed at the top, so that the ends do not meet. It has been forged to look like a serpent eating its own tail, whose head has been severed in the process. It grants the wearer +2 to all rolls made against

reptilian creatures (including snakes, lizards, lizardfolk, dragons, and so on). This includes attack rolls, damage, and saving throws.



Ring of the Serpent Guard

The Serpent Guard (prestige class)

Hit Dice: d8

Requirements: Any prospective member of the Serpent Guard must be given an invitation from an existing member of the society, who has advanced at least five levels of Serpent Guard, unless the prospective member has an ancestor who had served in the Guard.

Class skills: Concentration (CON), Craft (INT), Decipher Script (INT), Gather Information (CHA), Heal (WIS), Hide (DEX), Knowledge (any, INT), Listen (WIS), Move Silently (DEX), Profession (WIS), Search (INT), Sense Motive (WIS), Spot (WIS), Survival (WIS).

Skill points per level: 4 + INT modifier.

Spells: +1 to existing class (if a spellcaster) per level; otherwise, a bonus feat is gained at 1st, 4th, 7th, 10th level.

Level	Base Att.	Bonus Fort	Ref	Will	Special
1	+0	+1	+1	+0	+2 to Dex and Con
2	+1	+1	+2	+0	+1 save vs. venom
3	+1	+2	+3	+1	Slippery Mind
4	+2	+2	+3	+1	1 st Favored Enemy, +2 save vs. venom
5	+2	+3	+4	+1	Serpentskin (+2 Nat. AC bonus)
6	+3	+3	+4	+2	+3 save vs. venom
7	+3	+4	+5	+2	2 nd Favored Enemy
8	+4	+4	+5	+3	+4 save vs. venom
9	+4	+4	+6	+3	Lizardskin (+4 total Nat. AC bonus)
10	+5	+5	+6	+3	3 rd Favored Enemy, immune to venom

Class features: The following are features of the Serpent Guard prestige class.

Weapon and Armor Proficiency: A Serpent Guard is proficient with all simple and martial weapons, and light armor.

Stat bump: At first level, the training of the Serpent Guard gives them a permanent +2 points to their Constitution and Dexterity scores.

Save bonus vs. venom: The Serpent Guard practices rituals that boost their tolerance of animal poisons. The bonus to the save vs. venom applies to all saves against natural animal venoms, such as a viper's or spider's.

Slippery Mind: If a Serpent Guard is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally.

Favored Enemy: The Serpent Guard gains favored enemies, with the bonuses that rangers gain. However, the favored enemies must be reptilian.

Serpentskin/Lizardskin: As Serpent Guards attain higher levels, their skin becomes tougher from the rituals that they perform, and gives them a natural AC bonus. The maximum bonus that they may be given this way is +4 (+2 at 5th level, and another +2 at 9th).

Venom Immunity: Upon reaching 10th level, the Serpent Guard becomes fully immune to all venoms from living creatures. They are, however, still susceptible to other poisons.

Into The Truagh Dolmens

The journey into the Truagh Dolmens is not difficult. However, the inhabitants of the Dolmens dislike outsiders. Attacks are frequent, and few non-adventurers escape. The Serpent Guard helped to ensure the safety of adventuresome souls, as the creatures of the Dolmens kept their distance from them. Such was the power of their druids. It was a dark and stormy night when they were attacked, though, and they were caught unaware. Now that the Guard no longer holds the Dolmens, the inhabitants of the Temple of the Serpent and their allies are beginning to expand into the outer world. They patrol the Dolmens, and are claiming the territory as a platform for their invasion of the surface world.

The forest of the Truagh Dolmens extends along the road, and is mottled with bogs and marshes. The whole of the Dolmens is thick with trees and brush, and offer limited visibility to about 40' and ranged weapons are only effective to that distance. (All Hide checks gain a +4 circumstance bonus. Intuit Direction checks suffer a -4 penalty.) The thick canopy keeps light in the Truagh Dolmens minimal; sunlight and moonlight are halved in their effect, and starlight is negated. The swampy areas are deep (10 feet to 50 feet), though only about 30 feet across, sinkholes that have filled with fetid water. There are traces of trails used by the Grevants to and from their lair, as they use fairly set paths. The other creatures leave little trace of their passage (not enough of a trail to track from). Scattered throughout the Dolmens are abandoned burrows once used by badgers, wolverines, and such; they now have spiraling spider webs lining them (use the "Large Spider" entry on the Random Encounter table). There is an absence of mammalian life in the Truagh Dolmens. Snakes, spiders, and lizards have taken over, along with a smaller number of amphibians, mostly toads and frogs. Once the characters enter the Truagh Dolmens, random encounters should be rolled.

The landmarks in the Truagh Dolmens are the site of the massacre of the Serpent Guard, the Grevant Lair, and the hidden Temple of the Serpent. The entrance to the Bloodforge is carved into a cliff face above the Dolmens.

The Site of the Massacre

The site of the massacre of the Serpent Guard is in a large clearing, 150 feet in diameter. The bodies of at least two dozen humans and demi-humans (various elves, half-elves, and dwarves) have been placed around the clearing. Some are hanging from trees, some are held upright by spears, and some have been decapitated and left headless. The bodies are otherwise intact, and lack any sign of damage from carrion feeders. They all have their gear and items (25-36 random magic items), and all wear their *Serpent Rings*. (Looting the bodies is considered desecration by the authorities in Malairt, and by the priests. If the bodies are returned to the town without their equipment, an investigation will be carried out.) The clearing was a sacred meeting-place for the Serpent Guard, since it has a close proximity to the Temple of the Serpent. Prior to the massacre, the ground was consecrated; it has been desecrated by the murders. There is one living being in the clearing; Meallta Duine (see: "NPCs"). He has an *Aura of Good* spell in effect at all times. He will claim that he fled the massacre, and hid in the forest after being wounded. He asserts that the grevants carried out the massacre, and stole his *Serpent Ring*, sensing the magic that it radiated, before they were driven off by a will-o'-wisp. He will say that they planned to attack Malairt once the Serpent Guard was gone, and that the bodies were left in the clearing as a message to any who found them. He will offer to assist the characters in bringing the killers to justice, and avenge the deaths of the Serpent Guard. (He will wait until the characters are weakened before he turns on them.) He will allow the *Aura* to wear off once he has the trust of a party of adventurers.

Meallta will do everything in his power to divert the characters from the Temple of the Serpent. His ultimate goal is to remove all humanoids not loyal to the Nathriadh from the Truagh Dolmens.

The Grevant Lair

There are four entrances to the lair, but two have been blocked off. On the upper level, the lair is accessed through a cave entrance in the side of a steep hill, which leads to the corridor between rooms 1.1 and 1.2. The tunnels leading from room 1.3 branch off toward the Bloodforge (which the dwarves have collapsed to keep the grevants out) and toward Malairt. The Malairt tunnel opens into a shallow bog about ¼ mile from the road. The entrance there is partially submerged, and well hidden by moss and hanging branches. Attempting to cross the bog will result in any character, whose weight (with gear) exceeds about 250 pounds, becoming bogged down in the mud and muck. The thick muck will hold heavy characters tightly, and they will not be able to get themselves unstuck without help. It is possible to lose foot and leg coverings if stuck.

The grevants do not use any kind of alarms at the entrances; their only concern is the main entrance, and they have used hobgoblin laborers to build traps inside the tunnel to thwart intruders, as well as alert the guards.

If they are approached peacefully (and bribed), the creatures will be helpful. How helpful depends on the size of the bribe. They will inform characters of the Temple of the Serpent, and that a great evil is still there. They will not go near the Temple, or the territory that was under the protection of the Serpent Guard.

Level One

Room 1.1 (Guard Room): This room holds four grevant guards, who will wait until trespassers are within sight of the room before attacking. The guards in Room 1.2 will be alerted by these grevants. The room is empty, except for four chairs. The floor is swept clean, and the walls are covered in graffiti.

Grevant Guards (4): HD: 5d8+4; hp: 24; Init: +6; Speed: 40' (20' climb, 400' run); AC: 16; Att: 2 Claws +8 Melee, Bite +4 Melee, Sling +6/+1 Ranged; Dmg: Claws 1d6+3, Bite 1d4+poison, Sling 1d4; Saves: F +5, R +6, W +1; Skills: Appraise +4, Climb +5, Hide +4, Listen +8, Move Silently +6, Search +5, Spot +3, Survival +6; Special: Blind-Fight (Feat), Improved Initiative (Feat), Spring Attack (Feat), Scent, Darkvision 60', Detect Magic (at will), Fire and Electricity Immunity, SR 20, Light Sensitivity, Poison. Neutral.

Room 1.2 (Guard Room): This room is similar to Room 1.1, except that there are three guards. The secret door leads into a short hallway, into the barracks in Room 1.3. If the guards are losing badly, one will attempt to reach the barracks through the secret door, and alert the other grevants there.

Grevant Guards (3): HD: 5d8+4; hp: 24; Init: +6; Speed: 40' (20' climb, 400' run); AC: 16; Att: 2 Claws +8 Melee, Bite +4 Melee, Sling +6/+1 Ranged; Dmg: Claws 1d6+3, Bite 1d4+poison, Sling 1d4; Saves: F +5, R +6, W +1; Skills: Appraise +4, Climb +5, Hide +4, Listen +8, Move Silently +6, Search +5, Spot +3, Survival +6; Special: Blind-Fight (Feat), Improved Initiative (Feat), Spring Attack (Feat), Scent, Darkvision 60', Detect Magic (at will), Fire and Electricity Immunity, SR 20, Light Sensitivity, Poison. Neutral.

Room 1.3 (Grevant Barracks): This room is the training area and sleeping quarters for the grevants' warriors. There are spaces for 40 beds in the north part of the room. The southern half is scattered with straw and piles of wood shavings. Most of the grevants here (unless alerted by one of the guards) will be grappling with each other. At any given time, there will be 7-10 (1d4+6) grevants in this room, plus three leaders. There are 40 locked boxes, one at each of the bed spaces. There are 3d6 sp in each. Among the piles of straw and shavings are five dire rats.

Dire Rats (5): HD: 1d8+1; hp: 5; Init: +3; Speed: 40' (20' climb); 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: Weapon Finesse (Bite, Feat), Scent, Disease. Neutral.

Grevants (7-10): HD: 5d8+4; hp: 24; Init: +6; Speed: 40' (20' climb, 400' run); AC: 16; Att: 2 Claws +8 Melee, Bite +4 Melee, Sling +6/+1 Ranged; Dmg: Claws 1d6+3, Bite 1d4+poison, Sling 1d4; Saves: F +5, R +6, W +1; Skills: Appraise +4, Climb +5, Hide +4, Listen +8, Move Silently +6, Search +5, Spot +3, Survival +6; Special: Blind-Fight (Feat), Improved Initiative (Feat), Spring Attack (Feat), Scent, Darkvision 60', Detect Magic (at will), Fire and Electricity Immunity, SR 20, Light Sensitivity, Poison. Neutral.

Grevant Fighter/Rogues (3): 3rd/5th level; hp: 45; Init: +6; Speed: 40' (20' climb, 400' run); AC: 16; Att: 2 Claws +8 Melee, Bite +4 Melee, Sling +8/+3 Ranged; Dmg: Claws 1d6+3, Bite 1d4+poison, Sling 1d4; Saves: F +5, R +7, W +1; Skills: Appraise +4, Climb +5, Hide +4, Listen +8, Move Silently +6, Search +5, Spot +3, Survival +6; Special: Blind-Fight (Feat), Dodge (Feat), Improved Initiative (Feat), Mobility (Feat), Spring Attack (Feat), Scent, Darkvision 60', Detect Magic (at will), Fire and Electricity Immunity, SR 20, Light Sensitivity, Poison, Sneak Attack +3d6, Evasion, Uncanny Dodge (D to AC). Neutral.

Room 1.4 (Vault): The floor inside of the secret door into this room holds a brass plaque, which is inscribed in goblin and common, "Now entering the Vault of Sart the Wise. There is no exit for thieves." Along with the words are *explosive runes*. Inside is the treasure vault of the grevant community. Inside small chests and sacks are: 847 cp, 586 sp, 137 gp, and 56 pp. There are 2d6 gems worth 50-80 gp each. Also, the grevants keep their collection of minor magic items in this room.

Room 1.5 (Leaders' Quarters): This room is slightly better kept than the other rooms on this level. It houses the leaders of the grevant raiding parties and guards. There are six bunks, each with a strongbox (locked with a good lock). Each contains 4d8 gp, and one random magic ring. There will be 3 grevants in this room (unless they were alerted by the guards).

Grevant Fighter/Rogues (3): 3rd/5th level; hp: 45; Init: +6; Speed: 40' (20' climb, 400' run); AC: 16; Att: 2 Claws +8 Melee, Bite +4 Melee, Sling +8/+3 Ranged; Dmg: Claws 1d6+3, Bite 1d4+poison, Sling 1d4; Saves: F +5, R +7, W +1; Skills: Appraise +4, Climb +5, Hide +4, Listen +8, Move Silently +6, Search +5, Spot +3, Survival +6; Special: Blind-Fight (Feat), Dodge (Feat), Improved Initiative (Feat), Mobility (Feat), Spring Attack (Feat), Scent, Darkvision 60', Detect Magic (at will), Fire and Electricity Immunity, SR 20, Light Sensitivity, Poison, Sneak Attack +3d6, Evasion, Uncanny Dodge (D to AC). Neutral.

Room 1.6 (Forge): This room holds a small forge and racks of worked iron tools, utensils, and weapons that are being modified to fit the grevants' anatomy. Some of the tools and utensils have been

forged from magically enhanced metals (items such as a *+4 potato masher* may be found here); there may be one or two grevant-sized weapons that still hold their magic, as well.

In the center of the room, near the forge, are four grevant smiths. They are wearing chain aprons (+2 to AC) and carrying hammers and tongs (though they will drop the tools for combat).

Grevants (4): HD: 5d8+4; hp: 24; Init: +6; Speed: 40' (20' climb, 400' run); AC: 18; Att: 2 Claws +8 Melee, Bite +4 Melee, Sling +6/+1 Ranged; Dmg: Claws 1d6+3, Bite 1d4+poison, Sling 1d4; Saves: F +5, R +6, W +1; Skills: Appraise +4, Climb +5, Hide +4, Listen +8, Move Silently +6, Search +5, Spot +3, Survival +6; Special: Blind-Fight (Feat), Improved Initiative (Feat), Spring Attack (Feat), Scent, Darkvision 60', Detect Magic (at will), Fire and Electricity Immunity, SR 20, Light Sensitivity, Poison. Neutral.



Into the Temple of the Serpent

As characters approach the Temple of the Serpent, the bogs will become more abundant. The area around the temple, roughly 1000 yards radius from the temple, is a shallow marsh, about 6 inches to a foot deep, filled with overgrown vegetation and fungi. Reptiles and amphibians are more plentiful, and the absence of birds becomes unnervingly noticeable. Insects and spiders are also more abundant. There is a subtle odor of rotting plants which hangs in the air. Characters with the ability to sense evil (such as paladins) will get a general bad feeling about the area, but won't be able to place it. A few natural causeways lead through the Dolmens here, toward the temple. They are well-traveled, with reptilian and elvish footprints going in various directions.

The temple itself is covered with rich reddish-black stone, and entwined with clumps of vegetation. The entrance is a small cave on the east side, whose mouth appears to be held up by two pillars. They depict winged snakes wrapped around the pillars, with their wings forming the top of the archway. Inside, about 10 feet from the cave mouth, is a stone door, which has the Eye of Riaghail symbol emblazoned on it. There is a large snakeweed colony on this hill, with a smaller plant near the entrance.

Level Two



Room 2.1 (Upper Landing): The stairway opens at the top, with a wrought iron banister around the opening, about three feet high. The ironwork is detailed, and gives the impression of a metal wall of serpents. There is a musty odor in the air, and the smell of reptiles. The door leading into the temple is carved with an ornate Eye of Riaghail symbol. It is protected by a *glyph of warding* trap (16th-level cleric; DC 28 to find; *glyph of warding* [blast], 8d8 sonic, DC 14 Reflex save half damage; multiple targets (all targets within 5’); DC 28 to disable). One green urugentai and two lizardfolk stand guard here, in the event that anyone gets by the guards at the bottom of the stairs.

Green Urugentai Ranger (1): 10th level; hp 60; Init: +3; Speed: 40’; AC: 20; Att: 2 Claws +14/ +9 Melee, Bite +11/ +6 Melee, Mouth Darts +13/ +8 Ranged; Dmg: Claws 2d4+4, Bite 1d6+3 plus poison, Mouth Darts 1 plus poison; Saves: F +7, R +7, W +3; Skills: Climb +9, Handle Animal +6, Hide +14, Jump +9, Listen +14, Move Silently +12, Spot +12, Survival +14, Swim +8; Special: Poison, Rend 2d6+6, Natural Poison Immunity, Fire and Acid Resistance/5, Cold Damage Slows, Ambidexterity (Feat), Exotic Weapon Proficiency (Mouth Darts, Feat), Improved Critical (Claws, Feat), Multiattack (Feat), Track (Feat); Favored Enemies: Human (+6), Dwarf (+4), Drow (+2). Chaotic Evil. Spells: (1st level) Magic Fang; (2nd level) Cure Light Wounds. The ranger wears a *ring of protection* +3.

Lizardfolk Fighters (2): 5th level; hp: 30; Init: +0; Speed: 30'; AC: 19; Att: 2 Claws +7 Melee (or Club +9 Melee) and Bite +5 Melee, or Javelin +6 Ranged; Dmg: 2 Claws 1d4+1, Club 1d6+3, Bite 1d4, Javelin 1d6+1; Saves: F +6, R +5, W +2; Skills: Balance +4, Jump +5, Swim +2; Special: Hold Breath, Blind-Fight (Feat), Cleave (Feat), Combat Reflexes (Feat), Multiattack (Feat), Power Attack (Feat). Neutral. They each wear an *amulet of natural armor* +2; and wield *clubs* +2, *mighty cleaving*.

New Creatures

Nathrach template

Nathrach are the creation of Riaghail. They are either bred, or implanted onto another creature. This template is only used for willingly transformed creatures.

Creating a Nathrach

Nathrach may be a created creature (using the monster listing) or an inherited template that can be added to any sentient creature, such as: corporeal aberration, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature).

A nathrach uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: All creatures with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Nathrach have the subtype of reptilian.

Special Attacks and Qualities: A nathrach retains all the special attacks of the base creature and also gains the following special attacks and abilities:

Poison: Bite: Fortitude save, DC 14; initial effect: paralysis for 2d6 rounds, secondary effect: sleep for 3d6 rounds.

Spell-like abilities (all as a first level caster): Cause Fear (1/day), Shocking grasp (1/day), Summon monster I (1/week).

Scent.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any Underground, Warm, or Desert.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: The base creature's alignment changes to neutral evil, unless the transformation was done willingly. Good-aligned creatures have a 50% chance of encountering an evil outsider during the transformation (with an alignment change to evil), and neutral-aligned creatures have a 25% chance of such an encounter.

Level Adjustment: Same as the base creature +1.

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