



Spider Dreams

SWSD-103E



Seipeal de

Seipeal de na

Nathrach

OUT OF THE
AEONS

**“Requires the use of the Dungeons & Dragons, Third Edition Core Books,
published by Wizards of the Coast, Inc.”**



Presents...

Seipeal de na Nathrach: Out of the Aeons

This is the final chapter in the *Seipeal de na Nathrach* series. It's taken some time to get here; this part of the metadventure would have looked a lot different if the good Wizards hadn't released more of their material under the OGL. (There will be a good portion of this material that gets released, as well. What *won't* be released under the OGL are the NPCs, the artifacts, the Serpent Guard, Nathrach, Nathriadh, Urugentai, the Recursive Armor, Riaghail, and the Torc of Null Magic. Those are Sacred Wolf, Inc's product identity. The rest of it should be safe—it will likely go into the annual review of our new OGL material.)

Anyway, there's a new logo, courtesy of Brett Bernstein at Politically Incorrect Games. (We're working together to bring the *Seipeal* series, and possibly more, to PIG's *Iron Gauntlets* game.)

This year has been busy. We've released two campaign settings—a modern horror setting (*Ignotus*), and a post-apocalyptic setting (*Slade Stevens' ... Overworld*). We're putting together more material for both games, and we'll be adding a very cool setting for *D&D* soon. "Garath 'Nok: City of Evil," by Jacob Schwartz and Christopher Craft, is in final edits. It's a setting that fits well with the Sacred Wolf, Inc. philosophy, and it has a bunch of stuff that will add a new level to the game.

In the next few months, we hope to make some changes in the look of our line. Nothing's solid yet, and it may be that these books continue to have a plain appearance. But, we're looking at ways to bring the look in line with the quality of the material inside.

I hope that you enjoy *Seipeal de na Nathrach*.

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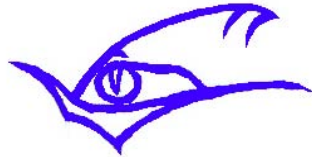
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Here's a taste of what the Temple of the Serpent holds, along with a look at part of Riaghail's stronghold.

Into the Temple of the Serpent

(Random encounters should increase as the characters approach the area around the temple; a roll of 5 will also result in an encounter from the Truagh Dolmens Random Encounter chart.)



The Eye of Riaghail

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. It looks as though work is being done to uncover the temple; the earth has been removed in places near the top, exposing tan slabs of stone with hieroglyphs carved into their surface. The hieroglyphs are in an ancient form of draconic, and are magically protected from spells such as *read languages* or *tongues*. 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.

Level One (abridged)

Room 1.14 (Wizards' Chambers): The door to this room is locked (DC 25 to open) and trapped with a *greater spell glyph* (*harm*, cast by a 12th level cleric; DC 31 to find, 12d10 damage, Will save DC 19 for half, DC 31 to disable), which will go off unless the password ("bree yark") is spoken before opening the door. There is a gray Urugentai sorcerer studying in the room. It will begin to prepare spells as soon as the glyph is set off.

Gray Urugentai sorcerer (1): 10th level; hp 52; Init: +4; Speed: 40'; AC: 20; Att: 2 Claws +9 Melee; Dmg: Claws 1d4+2; Saves: F +6, R +7, W +9; Skills: Climb +9, Concentration +12, Hide +11, Jump +9, Knowledge (Arcana) +8, Listen +10, Spellcraft +12, Spot +10, Survival +10, Swim +8, Special: Augment Summoning (Feat), Combat Casting (Feat), Improved Familiar (Feat), Multiattack (Feat); Poison, Spells, Natural Poison Immunity, Fire and Acid Resistance/5, Scent, Heat Sense. Neutral Evil. Spells Known: (0-level) (12/day) Resistance, Acid Splash, Detect Magic, Read Magic, Dancing Lights, Ray of Frost, Touch of Fatigue, Mage Hand, Message; (1st level) (12/day) Shield, Summon Monster I, Unseen Servant, Magic Missile, Reduce Person; (2nd level) (9/day) Resist Energy, Summon Monster II, Scorching Ray, Pyrotechnics; (3rd level) (6/day) Summon Monster III, Lightning Bolt, Vampiric Touch; (4th level) (5/day) Summon Monster IV, Polymorph; (5th level) (3/day) Baleful Polymorph.

Fire Mephit (Familiar): HD 7d8; hp 26; Init: +5; Speed: 30', fly 50' average; AC: 20; Att: 2 Claws +7 Melee; Dmg: 2 Claws 1d3 plus 1d4 fire; Saves: F +8, R +6, W +11; Skills: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings), Special: Dodge (Feat), Improved Initiative (Feat), Breath Weapon, Spell-Like Abilities: *scorching ray* (1/hour, DC 14, caster level 3rd), *heat metal* (1/day, DC 14, caster level 6th), *Summon Mephit* (25% chance of success), DR 5/magic, Darkvision 60', Fast Healing 2, Immunity to Fire, Vulnerability to Cold, Alertness, Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak With Master. Neutral Evil.

Room 1.15 (Wizards' Lab): The door to this room is trapped with a *chain lightning* trap (11th-level wizard; DC 31 to find, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); DC 31 to disable), which will go off unless a password is spoken ("Auchindoun"). There is a rack of brewing equipment; cages which hold several small (and harmless) reptiles, insects, and other vermin.

A red nathriadh sorcerer is in the process of making the base for *oil of planar movement*. There are three jars, each with one complete application, on the workbench.

Red Nathriadh Sorcerer (1): 10th level; hp 42; Init: +9; Speed: 30'; AC: 17; Att: 2 Claws +3 Melee; Dmg: Claws 1d4+2; Saves: F +4, R +8, W +8; Skills: Concentration +10, Heal +6, Hide +10, Jump +7, Knowledge (Arcana) +10, Listen +8, Move Silently +10, Search +4, Spellcraft +10, Spot +9; Special: Augment Summoning (Feat), Brew Potion (Feat), Improved Familiar (Feat), Multiattack (Feat); Flame Arrow 3/day, Immune to Fire Attacks, Heat Sense, Regeneration, Control Flame. Neutral Evil. Spells Known: (0-level) (6/day) Resistance, Acid Splash, Detect Magic, Read Magic, Dancing Lights, Ray of Frost, Touch of Fatigue, Mage Hand, Message; (1st level) (6/day) Shield, Summon Monster I, Unseen Servant, Magic Missile, Reduce Person; (2nd level) (6/day) Resist Energy, Summon Monster II, Scorching Ray, Pyrotechnics; (3rd level) (6/day) Summon Monster III, Lightning Bolt, Vampiric Touch; (4th level) (5/day) Summon Monster IV, Polymorph; (5th level) (3/day) Baleful Polymorph.

Fire Mephit (Familiar): HD 7d8; hp 21; Init: +5; Speed: 30', fly 50' average; AC: 20; Att: 2 Claws +7 Melee; Dmg: 2 Claws 1d3 plus 1d4 fire; Saves: F +8, R +6, W +11; Skills: Bluff +8, Escape

Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings), Special: Dodge (Feat), Improved Initiative (Feat), Breath Weapon, Spell-Like Abilities: *scorching ray* (1/hour, DC 14, caster level 3rd), *heat metal* (1/day, DC 14, caster level 6th), *Summon Mephit* (25% chance of success), DR 5/magic, Darkvision 60', Fast Healing 2, Immunity to Fire, Vulnerability to Cold, Alertness, Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak With Master. Neutral Evil.

Room 1.16 (Nathrach Quarters): A foul smell lingers inside of this room. There are piles of straw and dirt, which act as beds for the nathrach who live here. There are 36 sp scattered among the piles. The room is empty, except for a small idol of Riaghail which rests on a shelf built into one wall. Carved into the wall above the shelf is the Eye of Riaghail symbol. It has recently been deepened.

Anyone who enters this room will be watched. The eye symbol sends images to a crystal ball the main chambers (Room 2.7).

Room 1.17 (Abomination Room): This room was once a small dining hall. Broken tables, chairs, dishes, and goblets litter the floor, along with a few partial skeletons and elf skulls. This room has been taken over by a behir that the drow captured. They have been trying to find a way to clone or breed it for use in the war. They have been unsuccessful so far.

Behir (1): HD: 9d10+45; hp: 94; Init: +1; Speed: 40', climb 15'; AC: 20; Att: Bite +15 Melee; Dmg: Bite 2d4+12; Saves: F +11, R +7, W +5; Skills: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2; Special: Alertness (Feat), Cleave (Feat), Power Attack (Feat), Track (Feat), Breath Weapon, Constrict 2d8+8, Improved Grab, Rake 1d4+4, Swallow Whole, Can't be Tripped, Darkvision 60 ft., Immunity to Electricity, Low-Light Vision, Scent. Neutral.

Room 1.18 (Stairway to Upper Level): There is a metal spiral staircase to Room 2.1; the steps are wide at the outside edge, and the climb is steep (climb check DC 10 to avoid falling). The steps rise 10 feet to the ceiling, and 5 feet through the upper level floor. They have been rounded at the edges.

There are two red urugentai barbarians guarding the stairs.

Red Urugentai barbarians (2): 10th level; hp 96; Init: +3; Speed: 40'; AC: 17; Att: 2 Claws +16/+16/+11 Melee, or Scimitar +18/+13 Melee, Bite +7/+2 Melee, Bola +13/+8 Ranged; Dmg: Claws 1d6+5, Scimitar 1d6+5, Bite 1d8+2, Bola 1d2 plus Entangle; Saves: F +10, R +6, W +5; Skills: Climb +9, Hide +11, Jump +9, Listen +10, Move Silently +10, Search +8, Spot +10, Survival +12; Special: Improved Natural Weapon (Feat), Multiattack (Feat), Weapon Focus (Claws, Feat), Weapon Specialization (Claws, Feat); Rage 3/day, Uncanny Dodge, Trap sense +3, Improved Uncanny Dodge, Damage reduction 2/—; Poison, Rend, Natural Poison Immunity, Fire and Acid Resistance/5, Scent, Heat Sense, Cold Damage *Slows*. Chaotic Evil.

Through the Other Side

The characters have now had every opportunity to find the gate into Riaghail's dimension. If they didn't find it, or are unwilling to enter it, there is a very good chance that the war will be won by the reptilian races, and humanity will cease to exist as they know it. The characters should be keenly aware of what's at stake if they do not seal the dimension soon.

While they are inside the dimension, they should be given the opportunity to escape (run or hide) from any encounter that they are not ready for. Most of the encounters between the cliff base and the mountain will be random.

Room 3.3 (Druid's Quarters): This room is sparsely furnished, and has been swept clean. There is a small straw mat in the corner beside the secret door, and a small bookcase with books on magic theory and history. The druid is a green urugentai, who is meditating on the mat. He will attack only if attacked. Otherwise, he will be pleasant but guarded. He does not believe that the characters will succeed.

He wears a *ring of greater fire resistance*, a *mantle of spell resistance*, and carries a *staff of the woodlands* (43 charges)

Green Urugentai Druid/Hierophant (1): 14th/3rd level; hp 72; Init: +3; Speed: 40'; AC: 17; Att: 2 Claws +16/+11 Melee, Bite +10/+5 Melee, Mouth Darts +15/+10 Ranged (base 10'); Dmg: Claws 2d4+4, Bite 1d6+3 plus Poison, Mouth Darts 1 plus Poison; Saves: F +15, R +8, W +13; Skills: Climb +9, Concentration +20, Diplomacy +12, Handle Animal +12, Hide +14, Knowledge (Religion) +20, Listen +15, Move Silently +18, Sense Motive +18, Spot +17, Survival +16; Special: Combat Casting (Feat), Exotic Weapon Proficiency (Mouth Darts, Feat), Multiattack (Feat), Improved Critical (Claws, Feat), Natural Spell (Feat), Silent Spell (Feat), Poison, Rend 2d6+6, Natural Poison Immunity, Fire and Acid Resistance/5, Cold Damage Slows; Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Venom Immunity, A Thousand Faces, Wild Shape (Large, Tiny, Plant) 3/day; Blast Infidel, Power of Nature. Chaotic Neutral. Spells: (0-level) Create Water, Cure Minor Wounds, Detect Magic, Light, Resistance, Virtue; (1st level) Cure Light Wounds, Endure Elements, Magic Fang, Produce Flame, Summon Nature's Ally I; (2nd level) Flame Blade, Flaming Sphere, Heat Metal, Resist Energy, Lesser Restoration; (3rd level) Cure Moderate Wounds, Greater Magic Fang, Protection from Energy, Summon Nature's Ally III; (4th level) Control Water, Cure Serious Wounds, Flame Strike, Ice Storm; (5th level) Animal Growth, Cure Critical Wounds, Summon Nature's Ally V; (6th level) Antilife Shell, Greater Dispel Magic, Wall of Stone; (7th level) Heal, Sunbeam.

Dire Mongoose (Animal Companion): HD: 12d8; hp: 32; Init: +5; Speed: 40', climb 30'; AC: 31; Att: 2 Claws +8/+3 Melee, Bite +6 Melee; Dmg: 2 Claws 1d6+2, Bite 1d4+1; Saves: F +5, R +9, W +3; Special: Dodge (Feat), Mobility (Feat), Multiattack (Feat), Spring Attack (Feat); Low-Light Vision, Scent; Link, Share Spells, Evasion, Devotion; Wild Shape 2/day. Neutral.

Room 3.4 (Small Hall): This room holds two rows of tables, lined up so that the area between the doors is open. The tables are covered with dark green cloths. On the walls are tapestries and paintings depicting Riaghail in forest, swamp, and desert scenes. In most of them, he is surrounded by elves, dwarves, gnomes, and animals. In two of the desert scenes, Riaghail is shown among human nomads. The people are smiling, and some are holding large snakes, others with weasels and mongooses. Three large peacocks are in the background with their tails fanned out.

The tapestries and paintings may not be removed. If they are tampered with, a loud screeching noise will emit from the walls, deafening all characters in the room. The characters may make a Fort save (DC 20) to escape the room; otherwise, they will fall unconscious in 1-2 rounds from the noise.

Room 3.5 (Apothecary): This room is filled with bookcases; tables covered in beakers, jars of compounds and organic materials; and small tubs of powdered and liquid components. This is an alchemical laboratory, but the chemicals are remarkably different from those found on the Prime Plane. A character attempting to combine the chemicals has a 25% chance of causing an explosion that will fill the room (10d6 fire, acid, and cold damage; no Reflex save allowed). There is a troglodyte alchemist (Druid/Wizard/Mystic Theurge) and three lizardfolk wizards in this room.

A careful search of the room will uncover two potions of *greater magic fang* +3, and four jars with *oil of greater magic weapon* +4.

Troglodyte Druid/Wizard/Mystic Theurge (1): 4th/4th/7th; hp 44; Init: +3; Speed: 30'; AC: 17; Att: Scimitar +8/+3 Melee, Bite +4 Melee; Tail +4 Melee; Dmg: Scimitar 1d8, Bite 1d4 plus Poison; Tail 1d3 plus Trip; Saves: F +9, R +5, W +13; Skills: Balance +4, Concentration +15, Escape Artist +6, Hide +8, Intuit direction +5, Knowledge (Alchemy) +18, Knowledge (Arcana) +12, Knowledge (Religion) +15, Listen +6, Move Silently +8, Search +5, Spot +6, Spellcraft +16; Special: Augment Summoning (Feat), Blind-Fight (Feat), Combat Casting (Feat), Dodge (Feat), Mobility (Feat), Weapon Focus (Scimitar, Feat) Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure. Neutral. Druid Spells: (0-Level) Create Water, Cure Minor Wounds, Detect Magic, Guidance, Resistance, Virtue; (1st level) Cure Light Wounds, Magic Fang, Obscuring Mist, Produce Flame, Summon Nature's Ally I; (2nd level) Chill Metal, Lesser Restoration, Resist Energy, Wood Shape; (3rd level) Cure Moderate Wounds, Greater Magic Fang, Poison; (4th level) Control Water, Cure Serious Wounds, Dispel Magic; (5th level) Cure Critical Wounds, Stoneskin; (6th level) Antilife Shell. Wizard Spells: (0-Level) Resistance, Read Magic, Light, Ray of Frost; (1st level) Shield, Magic Missile, Chill Touch, Enlarge Person; (2nd level) Resist Energy, Scorching Ray, False Life, Darkvision; (3rd level) Protection from Energy, Lightning Bolt, Vampiric Touch, Slow; (4th level) Black Tentacles, Resilient Sphere, Contagion; (5th level) Dismissal, Dominate Person; (6th level) Geas/Quest.

Dire Mongoose (Animal Companion): HD: 6d8; hp: 24; Init: +5; Speed: 40', climb 30'; AC: 22; Att: 2 Claws +6/+1 Melee, Bite +4 Melee; Dmg: 2 Claws 1d6, Bite 1d4; Saves: F +5, R +9, W +3; Special: Dodge (Feat), Mobility (Feat), Multiattack (Feat), Spring Attack (Feat); Low-Light Vision, Scent; Link, Share Spells, Evasion. Neutral.

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