



*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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*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.

**Room 1.7** (Commander's Quarters): This is the personal quarters of the commander of the humanoids on this level. It contains a bed with a straw-stuffed mattress, a writing desk, and a foot locker. The commander is usually in this room, unless he has been called away by one of his minions. He is almost always ready for battle.

On the writing desk is a sheet of paper, written in orcish. It reads, "The Master is pleased this far. You will be well rewarded for your efforts. The time for the reclaiming of the surface is drawing near."

The foot locker is secured by a simple lock, and trapped with a poison needle (fortitude save, DC 16; if failed, the victim suffers temporary Strength damage of 1d4 points.) Inside the footlocker are 246 cp, 98 sp, and 24 gp. There is also a shortsword wrapped in a cloth, hidden in a false bottom.. The hilt of the sword is crafted from a dark green metal, and looks like snakeskin. It is a *shortsword +1, charm person 1/day*. The orc does not know that the weapon is magical.

Orc Commander (Fighter 3): HD:3; hp: 16; Init: +0; Speed: 20'; AC: 14; Att: Greataxe +6 melee; Dmg: Greataxe 1d12+3; Saves: F +5, R +1, W +0; Skills: Listen +4, Spot +4; Special: Alertness (Feat), Improved Initiative (Feat), Weapon Focus (Greataxe, Feat), Darkvision 60', Light Sensitivity. Chaotic Evil.

**Room 1.8** (Goblin Quarters): These rooms have eight straw mats scattered around the floor. Trash and other waste are piled in one of the corners. The floors are littered with debris, and the smell of rotting meat permeates the air. There will be at least four goblins in each of these rooms, ready to attack within on round. The doors leading into the rooms have been trapped to make a staff fall when they are opened from the outside, which automatically alerts the creatures inside. In each of the piles of trash, dire rats have nested, and are kept as pets by the goblins.

Scrawled on the door between the two side doors that lead into these rooms is a symbol similar to the one on the wall in Room 1.12. The door leads into a narrow, winding passageway. The passage slopes downward at a noticeable angle. It is not lit. There are several cutbacks and curves, which make it difficult to know which direction one is moving, other than down. The average human will take about fifteen minutes to walk its length. There is a 1 in 10 chance of a random encounter on the way down.

Goblins (4-6): 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. There will be 6 sp per individual.

Dire Rats (3): 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 1.9** (Kitchen): This room contains several tables, cluttered with cooking utensils, pots and pans. A small cooking-pit has been carved into a wall, with a narrow chimney drilled into the ceiling to carry away what little smoke is produced. Four goblins wearing filthy aprons (which read "Rat, the other

white meat” in goblin) over chain shirts are preparing a meal for the other humanoids. They are surly, and will attack anything that enters their kitchen. They are armed with rust-pitted knives or ladles. A sickening stench is coming from the cooking-pit, the stew that they are preparing. Any character who tries to taste it must make a fortitude save (DC 18) or suffer violent illness for 1d4+2 hours. (The character will be essentially incapacitated for the duration.)

**Goblin Chefs (4):** HD: 1d8; hp: 4; Init: +1; Speed: 30'; AC: 16; Att: Ladle +1 melee, or Butcher Knife +1 melee; Dmg: Ladle 1d6-1, or Butcher Knife 1d6-1; Saves: F +3, R +1, W +0; Skills: Craft (cooking) +1, Hide +6, Listen +3, Move Silently +4, Spot +3; Special: Alertness (Feat), Darkvision 60'. Neutral Evil.

**Room 1.10 (Food Storage):** This room is where dried foodstuffs are kept in barrels, and kegs of weak ales are stored. A few broken bags of molding grains are stacked to one side. This area has not been cleaned in quite some time, and tracks (goblin and dire rat) are plainly visible. Dire rats have claimed this area as their den, though they will not attack goblins (who they see as their providers). These dire rats will attack any other creature that enters the room.

**Dire Rats (5):** 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 1.11 (Mess Hall):** This large room holds enough tables to accommodate two dozen humanoids. There are usually eight kobolds, six goblins, and one orc in this room. If they are alerted to a battle (such as a prolonged fight in Room 1.2), half of the kobolds and goblins will rush to Room 1.6, through Room 1.2 (none of them are willing to brave the cooks), to gather arms for their group. If they do not have the opportunity, they will arm themselves with the utensils at hand (treat these as daggers, Dmg 1d4). The kobolds will be forced to attack first, while the goblins defend the orc.

**Kobolds (8):** 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 (6):** 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.

They have no treasure.

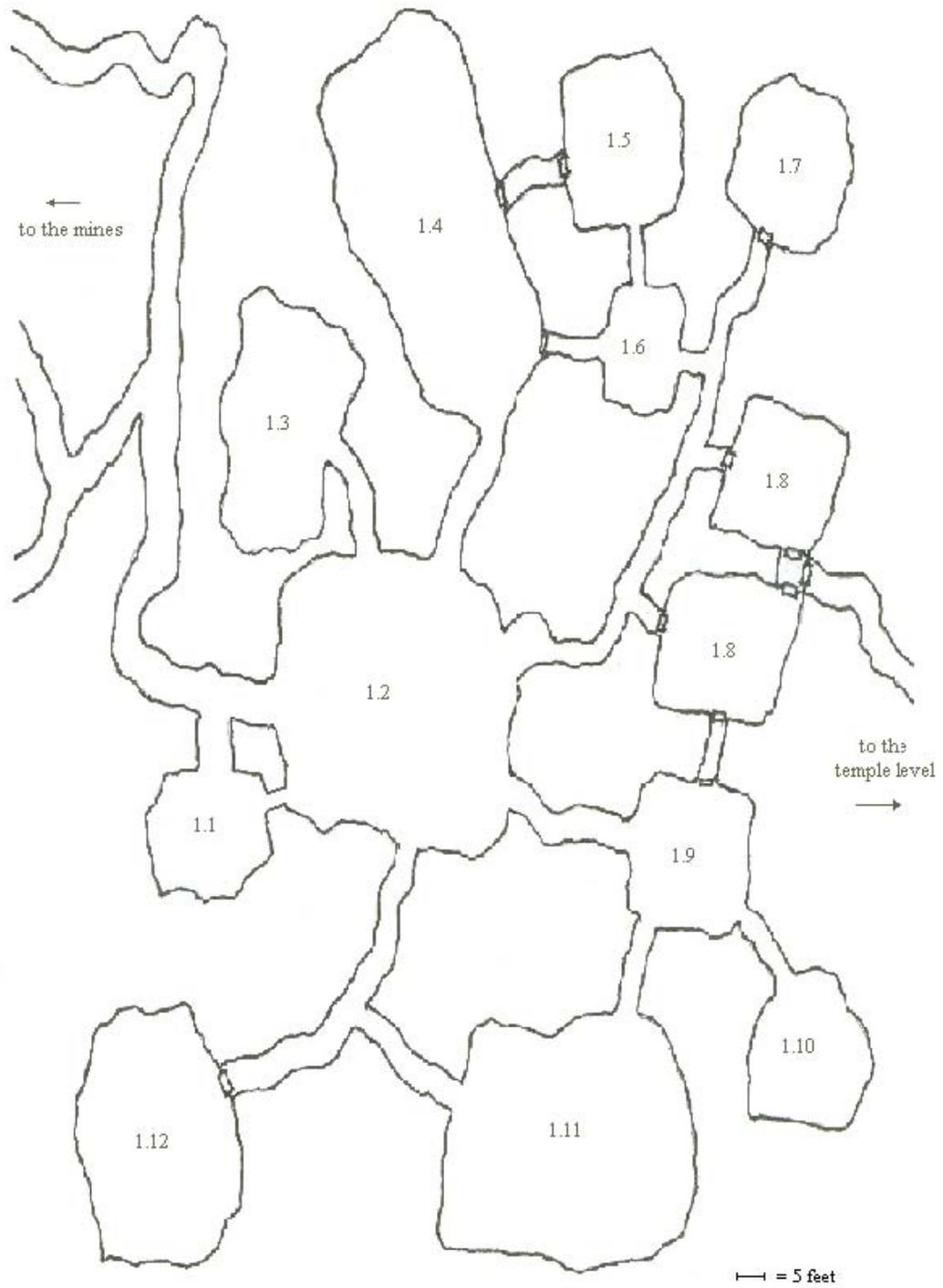
**Room 1.12 (General Storage):** This room is cluttered with the supplies needed to mend armor, build simple furniture, and junk that is useful but not used often. Most of the room is covered in a layer of

dirt, except for a neatly swept path from the door to a small altar carved into one of the walls. The area around the altar is also clear of dust and debris. The altar itself is little more than a stone shelf. An ornate onyx statuette depicting a horned serpent with a human torso stands on the shelf. A wooden bowl, stained deep brown from use, rests beside the statue. Above the shelf, carved carefully into the wall, is a stylized glyph of a snake's eye.

The statuette is carved from a single piece of stone, with small garnets set along the front of the mouth, where the "lips" would be. It is worth 500 gp to a collector. The statuette is a representation of Riaghail, an ancient and forgotten serpent deity, the eye is the deity's symbol. (Without more clues, there is no way to easily discover the meaning of the idol and symbol.)

A secret compartment beneath the shelf (DC 25 to find) holds a ruby worth 100 gp, a silver necklace with the symbol of Riaghail worth 150 gp, and a *dagger +1, +2 v humans*.





*The Caverns near the  
Abandoned Mine*

## *Random Encounters:*

### **Caverns, level 1:**

- 1 2d4 Kobolds
- 2 Mixed Patrol, 1d4 Goblins and 1d6 Kobolds
- 3 Mixed Patrol, 1d2 Orcs and 1d4 Goblins
- 4 Mixed Patrol, 1d3 Orcs and 1d6 Kobolds
- 5 1d6 Dire Rats
- 6 1d3 Medium-Size Vipers
- 7 1 Snake, Constrictor
- 8 1d4 Hobgoblins

**Kobolds:** 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.

**Goblins:** 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.

**Orcs:** HD: 1; hp: 4; Init: +0; Speed: 20'; AC: 14; Att: Greataxe +3 melee, or Javelin +1 ranged; Dmg: Greataxe 1d12+3, or Javelin 1d6 +2; Saves: F +2, R +0, W –1; Skills: Listen +2, Spot +2; Special: Alertness (Feat), Darkvision 60', Light Sensitivity. Chaotic Evil.

**Dire Rats:** 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.

**Vipers, Medium-Sized:** HD: 2d8; hp: 9; Init: +3; Speed: 20'; AC: 17; Att: Bite +4 melee; Dmg: 1d4-1 plus poison; Saves: F +3, R +6, W +1; Skills: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9; Special: Poison, Scent, Weapon Finesse (Bite, Feat). Neutral.

**Snake, Constrictor:** HD: 3d8+3; hp: 16; Init: +3; Speed: 20'; AC: 15; Att: Bite +5 melee; Dmg: 1d3+4; Saves: F +4, R +6, W +2; Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9; Special: Improved Grab, Constrict 1d3+4, Scent. Neutral.

**Hobgoblins:** HD: 1d8+1; hp: 5; Init: +1; Speed: 30'; AC: 15; Att: Longsword +1 Melee, or Javelin +2 ranged; Dmg: Longsword 1d8, or Javelin 1d6; Saves: F +3, R +1, W +0; Skills: Hide +1, Move Silently +3, Spot +3; Special: Darkvision 60', Alertness (Feat). Lawful Evil.

## **Cornelius Ironbeard** (From "The Temple Beneath the Mines.")

Expert 4                      Male Dwarf                      Neutral  
S: 12   D: 10   C: 13   I: 11   W: 9   Ch: 8  
Fort: +2                      Ref: +1                      Will: +3  
Hit Dice: 4d6+4 hit points: 21  
AC: 10                                      Speed: 20'                      Init: 0

Attacks: Heavy Pick (+4 Melee) 1d6 +1 (piercing, x4 crit).

Special Abilities: Darkvision 60'; Stonecutting; +2 save v poison, and spells; +1 to attacks v orcs and goblinoids; +4 Dodge v giants; speaks Common and Dwarven.

Skills (42 points): Appraise 6, Balance 6, Climb 7, Craft (stonework) 6 (8), Search 6, Spot 5, Use Rope 6.

Feats: Dodge, Toughness.

Equipment: Pickaxe, backpack, 50' hemp rope, 2 weeks' rations, 1 gallon water, bedroll, map of mines, map case, inkpen and 1 vial ink, steel mirror, crowbar, reed flute.

Other items: *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, yuan-ti, dragons, and so on). This includes attack rolls, damage, and saving throws. The Serpent Guard is a secret society that is sworn to defend civilization from the creatures of darkness. Cornelius inherited the ring from his great-grandfather, but he does not know its meaning or that it is magical.

## **Suerte** (From "The Temple Beneath the Mines.")

Ranger 1/ Rogue 3                      Female Yuan-Ti (disguised as a human)                      Neutral Evil  
S: 10   D: 15   C: 10   I: 14   W: 18   Ch: 18  
Fort: +3                      Ref: +5                      Will: +5  
Hit Dice: 1d10/3d6                      hit points: 24  
AC: 15 (+2 D, +1 natural, +2 armor)                      Speed: 30'                      Init: +2

Attacks: Shortsword 1d6 (+1 Melee, 19-20/x2 crit), Shortsword 1d6 (+1 Melee, 19-20/x2 crit); Shortbow 1d6 (+5 Ranged, x3 crit).

Special Abilities: Spell-Like Abilities (1/day: *animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, polymorph other*; save DC 13+ spell level), Psionics (at will: *detect poison, alternate form, chameleon power, produce acid, aversion*), Favored Enemy (Human), Sneak Attack +2d6, Evasion, Uncanny Dodge (D bonus to AC), Spell Resistance 16. Speaks Common and Draconian.

Skills (59 points): Bluff 11, Disguise 11 (16), Hide 6, Intuit Direction 6, Listen 8, Move Silently 9, Open Lock 7, Search 8, Spot 10, Use Rope 6, Wilderness Lore 11.

Feats: Track, Ambidexterity, Two weapon Fighting, Blind-Fight, Weapon Finesse (Scimitar).

Equipment: (None if encountered in the cells of "The temple Beneath the mines.") Two shortswords, shortbow and quiver (14 arrows), leather armor, travelers' clothes.

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