

SHE4-07

A Matter of Trust

A One-Round D&D LIVING GREYHAWK® Sheldomar Valley Metaregional Adventure

Version 1.0

by Steven Conforti

The beneficiary of your collection of rare tomes and documents has contacted you again. It is a matter of life and death for the Valley, but first it's a matter of trust between you and your mysterious employer. Are you willing to find out her intentions? A Sheldomar Valley Metaregional adventure for APLs 6-16 and Stanza Two in the Idyll of Tysiln.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA table tracking form, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

in the adventure. Round to the nearest whole number.

- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or

Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley Metaregion pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Jaran Krimeeah, the Mage of the Valley, has disappeared. Since his disappearance, two individuals have assumed the identity of Jaran. The first was lost during a Giant attack against the Valley. The second is slowly gaining the support of the residents of the Valley.

Tysiln San, a female drow wizard, is still acting as First Protector for the Mage of the Valley. However, she is deeply in love with Jaran, and she hopes to find out his fate and return him to power. So, while she pretends obedience to the imposter, she is working on means of finding Jaran.

The first step in her plan involved two objectives. First, she needed to research two topics. She needed to know how the power of the Valley is accessed by its ruler so she can cut the impostor off from his power. And she needed to know more about the Plane of Shadow, the topic that Jaran was investigating extensively before his disappearance. To that end, Tysiln needed someone to recover some tomes and scrolls on those two topics. Her second objective was to find adventurers that she could use to depose the impostor. To kill two birds with one stone, she paid individuals throughout the Sheldomar Valley to hire adventurers to recover six ancient works strewn throughout the Sheldomar.

The PCs (assuming they played Stanza One of the Idyll of Tysiln (SHE3-01 *Have Tome – Will Travel*)) were hired by someone fulfilling an order from Tysiln San. The hirer accepted the job from Tysiln in return for a magic item or a book of ancient lore that Tysiln possessed that the hirer longed for (the item varied based on the individual, but was appropriate to that NPC).

The PCs accepted the job and were successful in recovering all six books (or copies thereof) for Tysiln San and for themselves. However, a few potential and unforeseen problems have arisen for Tysiln (and possibly the PCs) as a result of her employment of the PCs. First, the PCs themselves discovered the identity of their employer (by either magical means or good detective work – it varied from party to party). This did not prevent them from completing their arrangement, but it does make them very suspicious of their employer.

Second, one of the books was recovered from Nautilia, a sirine sorceress associate of Drawmij, member of the Circle of Eight. She learned of Tysiln San's involvement in the PCs' mission when they came looking for the book. Drawmij considers the Mage of the Valley an utter enemy, so Nautilia gave the PCs an enspelled copy of the tome they sought; thereby allowing Drawmij to "successfully" spy on Tysiln San these past months. She actually is aware of the spell on the tome, but she has pretended to be unaware so she can feed Drawmij useless information for a time. Unfortunately, with all of the useless information he has gathered, he did gain one important piece of information. He knows that she

hasn't been in contact with Jaran for weeks, and, combined with some of the reports that came out of the Valley after the Greyhawk Wars, he is beginning to suspect that Jaran has gone missing or is deceased. His agent will seek out the PCs to investigate further for him.

Third, the PCs recovered two of the texts from minions of dark powerful forces who now are aware of the PCs interest in tomes on the Plane of Shadows. In Yeomanry, Asberdies the Lich is aware the PCs stole a text from some of his minions in the Passage of Slerotin. In Bissel, Evard the Necromancer is aware the PCs stole a book from one of his agents in the Dim Forest. Neither Asberdies nor Evard know about the connection to Tysiln San yet, but they now have agents searching out the PCs to find out further information.

Finally, the Silent Ones' network of informants has alerted that mysterious organization of the PCs' recent activities. They are monitoring the PCs to see if they can discover who the PCs delivered the tomes to and what they want with them. Based out of Keoland, the Silent Ones keep dangerous magic out of the hands of people throughout the Sheldomar Valley, and they suspect someone is using the PCs to get their hands on such magic.

The PCs also need to be careful of how much information they share with others in the future. Agents of other powerful NPCs are constantly seeking information on activities in the Valley of the Mage and will tail the PCs if they find out they have a connection to it.

Tysiln has successfully used the knowledge from the tomes to delay the impostor from gaining control over the power of the Valley of the Mage. There are limits to what she can do however, and so she needs to hire the PCs for another mission. She is confident that Jaran is somewhere on the Plane of Shadow, and she fears he is trapped there. To locate Jaran so she can mount a recovery mission, she must perform a special magical ritual. Unfortunately, she is missing a key element of the ritual, a *well of many worlds*. Many years ago, Tysiln traded a *well of many worlds* to a necromancer by the name of Mycelena, who resided in a crypt on the edge of the County of Ulek, near the border with the Faerie Kingdom of Celene. All attempts to contact the necromancer to trade back for the *well* have been unanswered, so Tysiln hopes to use the PCs to recover it.

Unfortunately, Mycelena is neither in the possession of the *well* nor currently living. Her crypt was attacked by a yuan-ti strike force, and she and her forces were destroyed. The yuan-ti are putting into motion some devious plan against the lands of Celene and the County of Ulek, and they were in need of a base of operations for the first phases of their plans. Mycelena's crypt was the perfect place to start their machinations. The yuan-ti base in the crypt is commanded by Sssilya, an abomination cleric of Merrshaulk.

Adventure Summary

Introduction

PCs start in Tringlee, the capital of the Duchy of Ulek. They receive a mysterious note from Tysiln that sends them to a meeting with her in Courwood, a town in the County of Ulek.

Encounter One

PCs have the opportunity to gather information before proceeding to Courwood.

Encounter Two

PCs travel to Courwood, encountering Nautilia, an associate of the wizard Drawmij. She attempts to convince them to share information with Drawmij about Tysiln's plans.

Encounter Three

PCs arrive in Courwood and have an opportunity to gather information before proceeding to their meeting with Tysiln.

Encounter Four

PCs meet with Tysiln and decide whether or not to accept her mission.

Encounter Five

PCs journey to the Darkcrypt, encountering Finch Parlo, an agent of the Silent Ones. He asks the PCs for information about their mission.

Encounter Six

The PCs arrive at the crypt and have to dig their way in.

Encounter Seven

The PCs explore the main section of the Darkcrypt and discover that it no longer appears to be under Mycelena's control. They can recover the *well* here and then either proceed back to Tysiln or finish exploring (costing additional TUs).

Optional Encounter Eight

If the PCs choose to continue exploring, they encounter the leader of the yuan-ti strike force and a document that indicates the yuan-ti are up to bigger things than just seizing the crypt.

DM Note: Inform the players that there is a chance to participate in an optional encounter in this adventure so they are aware of it when they begin the adventure.

Encounter Nine

The PCs return to Courwood, feeling as if they are being watched. In fact, they are.

Conclusion

The PCs decide what to do with the *well* and the information they have uncovered.

Introduction

As is often the case for an adventurer, you find yourself in a place far from home, brought here on a fool's errand, though it did not seem like one at the time. You journeyed to Tringlee, capital of the Duchy of Ulek on the request of the Knights of Luna. Your assistance on a grave matter was requested, and whether it was the potential gold offered or the chance to assist the forces of good, you jumped at the opportunity. Unfortunately, weather and mishaps along your route slowed you down, and you arrived in Tringlee to find the job already accepted by other adventurers. You've been drowning your disappointment in the powerful drinks at the "The Shade of the Hawthorne Tavern", surrounded by other adventurers who arrived late for the job.

This is a good opportunity for the PCs to introduce themselves to one another. Once this is done, Celofin, a young elven male, arrives with messages for the PCs.

Your eyes turn to the arrival of a young elven page wearing the colors of the Duke's household. The crowd in the tavern grows quiet in anticipation of a possible announcement from the Duke himself. They are quickly disappointed as the elf speaks, "My name is Celofin, and I am seeking the following individuals." He quickly reads off your names, and only your names, from his parchment. "I have letters that were left for these folk at the Duke's residence."

If the PCs speak with Celofin, he is happy to provide them the notes left in their name, assuming they identify themselves as these individuals. He asks the PCs to simply notify him of who sent these letters as thanks for delivering them.

These notes were found on the Duke's own writing desk in his personal residence in Tringlee. His staff has no idea who sent them and was unable to read them as they seem to be enspelled by someone for the sole purpose of keeping them from being read by anyone other than the intended recipient. The Duke's staff could not be bothered spending the effort to find a powerful enough spellcaster to break the spell on them, and they decided to simply find the intended recipients and ask them who sent them. They are concerned about the safety of the Duke's residence and need to know who can gain entry so easily. The page isn't aware of the reason he is supposed to ask for the name of the sender, nor does he know about the spell on the letters or how they were found. The presence of the PCs here will have broken the spell, and the letters are easily read now.

PCs who participated in SHE3-01 *Have Tome – Will Travel* receive a note signed by Tysiln San. Give those players **Player Handout #1**. All other PCs should receive a mysterious note; hand those players **Player Handout #2**.

Whether or not the PCs share the name of the sender of these notes (which might only be apparent to those who receive **Player Handout #1**) with Celofin should be noted on the **Critical Events Summary**.

If the PCs undertake any investigations here in Tringlee, proceed to **Encounter One**. When the PCs proceed to the rendezvous with Tysiln San, proceed to **Encounter Two**.

Encounter One: Time in Tringlee

If the PCs make efforts to gather information here in Tringlee, there is much they can learn – although most of it is probably not relevant to their current task. Below are charts listing the information that can be gained by making general inquiries about town and by making specific inquiries about Tysiln San or the Valley of the Mage.

The PCs can also investigate the best route to reach Courwood, a town in the County of Ulek on the banks of the Handmaiden River, squarely between the Lortmil Mountains and the border with the Faerie Kingdom of Celene. They find out easily and universally that their best path is to take the Celene Pass through the Lortmils and then follow the Handmaiden south to Courwood. This journey will take a little over thirteen days on foot (at a movement of 30 ft.) or half that by horse. Since the PCs must arrive in a fortnight's time, they can make the journey either way.

If the PCs make any such specific inquiries about Tysiln San or the Valley of the Mage, they risk alerting other powerful individuals of their connection to Tysiln San. If the PCs specifically seek such information from the local nobles, churches, or sages, they automatically alert some of these individuals; mark all such events on the **Critical Events Summary**.

If the PCs make general inquiries, they gain one of the following pieces of information by making a Gather Information check (DC 10 + the APL) and another piece of information for every three points more by which they exceed that DC:

- “Diplomatic channels between the Duchy and Celene are still strained, despite the efforts of the Duke. Queen Yolande shows no interest in the affairs of others outside her realm. The Knights of Luna are becoming the fast friends of some of the most powerful nobles in the region, a sign that the Duke may be forced into more direct action against the Queen if things don't improve soon. The Knights of Luna are

dedicated to the protection of both Celene and its good-aligned neighbors. They regularly patrol the borders that are at most danger from evil humanoid incursions.”

- “The Duchy has recently taken steps to rejoin the Council of the Land. The Duke is excited to see such improved relations with Keoland and its other neighbors, as the Duke has always been a strong supporter of a united front when it comes to the security threats presented by the Pomarj, Giants, Iuz, and other evil beings. And to think that all of this good will came from an almost disastrous conclave held right here in the Duchy by Duke Luschan of Gradsul. Hopefully the chaos that seems to be brewing throughout Keoland in the wake of the King's death won't spread down here.”
- “The Duke is thrilled with the recent successes in the Principality of Ulek, and he considers sending even more troops to aid his old ally, the Prince Olinstaad Corond. This will be an expensive undertaking since all of the Duchy's troops already engaged down there are paid completely out of the Duke's own funds.”
- “The Duke is heartbroken at the recent loss of Sterich to the giants. The Duchy made one of the largest investments into the original campaign to free that March, and the Duke is unsure whether another such investment is warranted.”

If the PCs make specific inquiries about Tysiln San or the Valley of the Mage, they gain one of the following pieces of information by making a Gather Information check (DC 12 + the APL) and another piece of information for every three points more by which they exceed that DC:

- “Rumor has it that the Mage of the Valley has disappeared or died. No one's seen him since the Greyhawk Wars, and his drow seneschal, Tysiln San, is supposedly in charge now. She's a pretty powerful wizard in her own right, which must come in handy since she's a fugitive wanted by her own people.”
- “I hear some refugees from Evard's first failed necromantic insurrection in Bissel are in charge in the Valley of the Mage. They slew the Mage and drove his drow seneschal, Tysiln San, clear out of the Valley. I wonder if they're still working with Evard now that he's trying to conquer Bissel again.”
- “Something powerful must lie in that Valley of the Mage. I hear the traitor Rary and the archmage Mordenkainen are both interested in what's hidden there. They supposedly sent a couple of adventuring parties to explore there,

but none of their sponsored parties have ever returned.”

- “Legend has it that the Knights of the Watch were founded to protect the Sheldomar Valley from whatever dangers hide in the Valley of the Mage. They’ve been keeping an eye on it since before the Mage of the Valley took over, so the danger can’t be the Mage himself. Some Watcher by the name of Urrelin Polirian, Elder Inquisitive Raven, explored it in 540 CY; he later founded the Order of World Travelers in Hookhill.”

Encounter Two: Journey to Courwood

The journey to Courwood goes by without significant difficulty. However, the PCs do get a surprise visitor when they are two days out from Courwood, along the Handmaiden River.

Your relatively quiet and serene trip to Courwood is interrupted as so many of your wilderness treks have been in the past. A beautiful woman rises out of the water. Her skin has a slight yellow tinge to it, and her hair is a vibrant dark green. She is barely clothed, with diaphanous cloth covering only just enough to keep her from being entirely nude. A short sword is strapped at her side.

PCs who participated in SHE3-01 *Have Tome – Will Travel* recognize the woman as Nautilia, the sirine sorcerer and friend to Drawmij the Mage.

☞ **Nautilia:** Female Sirine Sor10; see *Appendix One*.

The woman greets you warmly. “Hello adventurers. My name is Nautilia, for those who don’t recall our last meeting or were not present for it. I am an associate of the mighty wizard Drawmij, who asks a favor of you. Drawmij knows you travel to a meeting with the foul drow witch Tysiln San. He encourages you to do so, but asks that you return word to him of exactly what she talks to you about.”

Nautilia will spend what time is necessary to convince the PCs of the importance of sharing Tysiln’s words with Drawmij. She sincerely believes the Sheldomar Valley is in danger from whatever Tysiln is planning.

If the PCs agree, Nautilia brings word back to Drawmij and arranges for a messenger to be waiting in Courwood to convey anything the PCs might uncover back to Drawmij. The PCs could even give the messenger the *well of many worlds* if they decide that Tysiln should not have it, but Drawmij is unaware of the item and doesn’t specifically request that the PCs not deliver it to Tysiln. The PCs are rewarded for their decision with a favor from the wizard (see *Favor of Drawmij* in the **Treasure Summary**).

If the PCs refuse all requests, Nautilia warns the PCs one last time about trusting the drow and heads back to Drawmij. He’ll be enraged by the PCs’ decision, and they will have incurred his ire as a result (see *Ire of Drawmij* in the **Treasure Summary**).

Assuming the PCs arrive in Courwood thirteen or fewer days after they received the letters in Tringlee, they have time to gather information about local happenings or their potential employer in town. If they choose to do so, proceed to **Encounter Three**. Otherwise, proceed to **Encounter Four**.

Encounter Three: Chatting in Courwood

If the PCs make efforts to gather information here in Courwood, there is much they can learn; although most of it is probably not relevant to their current task. Below are charts listing the information that can be gained by making general inquiries about town and by making specific inquiries about Tysiln San or the Valley of the Mage.

If the PCs make any such specific inquiries about Tysiln San or the Valley of the Mage, they risk alerting other powerful individuals of their connection to Tysiln San. If the PCs specifically seek such information from the local nobles, churches, or sages, they automatically alert some of these individuals; mark all such events on the **Critical Events Summary**.

If the PCs make general inquiries, they gain one of the following pieces of information by making a Gather Information check (DC 10 + the APL) and another piece of information for every three points more by which they exceed that DC:

- “Diplomatic channels between the County and Celene are still strained, despite the efforts of the Count. Queen Yolande shows no interest in the affairs of others outside her realm. The Knights of Luna are becoming the fast friends of some of the most powerful nobles in the region, a sign that the Count may be forced into more direct action against the Queen if things don’t improve soon. The Knights of Luna are dedicated to the protection of both Celene and its good-aligned neighbors. They regularly patrol the borders that are at most danger from evil humanoid incursions.”
- “The County has recently taken steps to rejoin the Council of the Land. The Count is excited to see such improved relations with Keoland and its other neighbors. And to think that all of this good will came from an almost disastrous conclave held recently in the Duchy by Duke Luschan of Gradsul. Hopefully, the chaos that seems to be brewing throughout Keoland in the

wake of the King's death won't spread down here."

- "The Count is thrilled with the recent successes in the Principality of Ulek, and he hopes to see the Pomarjian forces routed soon. The County's borders in the east have been costly to defend since the Principality of Ulek lost the initial battles of the war with the Pomarj."
- "No one has heard word from that crazy necromancer Mycelena out in the hills in months. She was always an odd one, with a twisted sense of humor and honor. All necromancers give me the creeps, but she was almost a decent being. It isn't like her to go so long without playing a practical joke in town. Maybe the authorities finally found the tomb she's been using as a base nearby."
- "Rumor has it that Old Man Zebor left town so suddenly because he's finally gone completely crackers. Claimed his property was being invaded by hundreds of snakes, some of immense size. Authorities went to check it out and found a tiny garden snake and nothing else. Zebor swore there were more, but never could prove it. He set the whole darn property on fire before he ran out of town. He's lucky the authorities didn't arrest him."

If the PCs make specific inquiries about Tysiln San or the Valley of the Mage, they gain one of the following pieces of information by making a Gather Information check (DC 12 + the APL) and another piece of information for every three points more by which they exceed that DC:

- "Rumor has it that the Mage of the Valley has disappeared or died. No one's seen him since the Greyhawk Wars and his drow seneschal, Tysiln San, is supposedly in charge now. She's a pretty powerful wizard in her own right, which must come in handy since she's a fugitive wanted by her own people."
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- "Something powerful must lie in that Valley of the Mage. I hear the traitor Rary and the archmage Mordenkainen are both interested in what's hidden there. They supposedly sent a couple of adventuring parties to explore there, but none of their sponsored parties have ever returned."

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Encounter Four: A Revealing Conversation

Adjust the read-aloud text of this encounter to account for the specific actions the PCs decide to take.

You arrive at the Handmaiden's Prospect Inn in Courwood early, hoping to prepare for your meeting with your potential employer before she arrives. The Inn looks like so many you've seen before, and you are quick to find the most and least defensible spots in the main room. You get some drinks and grub and wait for Tysiln to arrive.

Tysiln arrives about an hour after the PCs do. She is heavily disguised, appearing as an unimposing female wood elf. Tysiln comes with peaceful and honorable intentions, but she will not allow herself to be captured or slain (and has a teleport spell on a contingency trigger in place for such an event). She is not technically wanted for any crimes in the County, so the PCs have no legal reason to attack or capture her. She asks the innkeeper if the PCs have arrived, and she tells him that should someone come looking for T.S. to direct them in her direction. She then gets a nice corner table in the main room and waits for the PCs to approach her.

🔮 **Tysiln San:** Female Drow Wiz(Conjurer)15; see Appendix One.

Tysiln San greets the PCs warmly if they approach. She invites them to dine and drink with her and waits until everyone has had a chance to get comfortable before she speaks.

"For those of you who are unaware, my name is Tysiln San, Seneschal for Jaran Krimeeah, the Mage of the Valley. I know the Mage is considered an enemy of many in the Sheldomar Valley, but I assure you he is an honorable man and not a threat to the Sheldomar at all. Besides which, he's gone missing. I promised you some oerthshattering news that would bring our interests in alignment, and that's the first of it. The Exalted One vanished around the time of the Greyhawk Wars. He left no word with me of his departure, nor had I been able to get more than a small lead here or there to his whereabouts until I received your assistance with acquiring those tomes."

“During his absence, I would normally run the day to day business of the Valley for him, but that possibility came to an end days after he vanished. The Valley of the Mage was infiltrated by a group of necromancer escapees from Bissel, who managed to pass through our defenses and gain control of the seat of power of the Valley. One of their number, the imbecile Nyeru Darkspring, ruled for a while, but he didn't make it too long himself; the Giant forces of the Crystalmists decide to attack the Valley after they'd finished with Sterich and Geoff, and while we repelled them, Nyeru was unable to avoid capture by their forces. Nyeru's more powerful and brilliant partner, Elock, now commands the forces of the Valley, and that is the grave danger your nations now face.”

“While I pretend loyalty to whomever rules the Valley, I am only loyal to the true Mage of the Valley. I have done my best to slow his machinations, but Elock is intelligent, and he grows closer to unifying the Valley of the Mage under his command and unlocking the secrets of the Valley that make its ruler more powerful than they would be without it. Time runs out on our chances to stop Elock from his ultimate goal, turning the power of the Valley outwards to conquer first Bissel, and then the rest of the Sheldomar Valley. It may seem unlikely, but I assure you he can manage this if he completes his plans before we are able to stop him.”

Let the PCs ask Tysiln questions now if they wish. She is unwilling to share much personal information about herself or her love, Jaran, but she does all she can to make the PCs trust her, which isn't a bad thing since she honestly means well. When the PCs are ready to hear about Tysiln's plans and what she needs them for, proceed:

“I know you'll want to contact your superiors and governments about the threat, but I ask you to hold off doing so for now. Any attempt to invade the valley with sheer force is doomed to failure, even with Elock lacking complete control at this time. To stop Elock we need to speak with the true Mage of the Valley. I believe I have located where he has journeyed to, but I don't have the means to use that information to pinpoint his exact location yet. If we can reach the Exalted One, I am certain he can provide us with the means to stop Elock. In fact, I am hoping he will return to the Valley once we contact him. Elock would be no match for the Exalted One.”

“To locate and then reach Jaran, I need a powerful magic item, a well of many worlds. I once possessed such an item in the Valley, but we traded it to a necromancer by the name of Mycelena for some more interesting items many, many years ago. Mycelena resides in a tomb in the hills near town, one which I know the directions to and the means

of finding entry. I tried to contact Mycelena through the normal channels we used before, but she is not answering any attempts to communicate with her. I fear something has happened to her, and I need a group of competent adventurers to go into her tomb and retrieve the well for me. Will you do it?”

If asked, Tysiln states that Mycelena, assuming she is still alive, will happily turn the well over to the PCs if they tell her that Tysiln San needs it back and will compensate her for her troubles (sadly, Mycelena is no longer alive, and the current occupants of the tomb are not so friendly). She describes how a well looks and functions (see the DMG for details) and provides detailed directions to the tomb, which is buried beneath a hill near town. The entrance is filled with stones and will need to be dug out.

Tysiln assures the PCs that she has further information of use to the PCs that she will share at a later date if they undertake the mission for her. While she opposes the PCs contacting their superiors or governments, she will not directly stop them from doing so. Assuming the PCs agree to the mission, proceed to **Encounter Five**. If the PCs refuse to help, the adventure ends here. Tysiln waits here at the Inn for the PCs to return with the well.

Encounter Five: Into the Hills

The tomb is only a day and a half's journey from town. When the PCs first leave town, they are visited by a noble-looking gentleman on the road, before they head into the wilderness.

As you prepare to leave the main road and head into the wilderness on your way to the tomb of Mycelena, a fine looking gentleman, who you suspect is of noble descent, approaches you. He offers you good tidings and asks for a moment of your time. The gentleman introduces himself as Finch Parlo, a lord from a nearby village in the County, but on official business for something much bigger.

✦ **Finch Parlo:** Male Human (Suloise) Ari5/Exp3.

Finch is a representative (agent) for the Silent Ones in this region of the Sheldomar. While not an official member, he is loyal to their cause and keeps an eye out for any high-level magical happenings they need to be made aware of. The Silent Ones are based out of Keoland, but they make the entire Sheldomar Valley their home. They see it as their duty to protect the people of the Valley from harmful magic, which means most magic in the hands of anyone other than themselves.

The Silent Ones are aware of the PCs' (or their friends') quest for tomes (in SHE3-01 *Have Tome – Will Travel*), and they are suspicious of the PCs' intentions. Finch has been sent to ask the PCs who they were gathering the books for and for what purposes. If asked who he represents, he informs the PCs he represents a powerful

force for good in the Sheldomar that looks after the people of the Sheldomar with regards to dangerous magical activities. If the PCs ask hard enough and he believes it will help his cause, he admits that he works for the Silent Ones. Finch takes any information he can get, and he will relay it to his superiors in Keoland when he returns home. Even if the PCs tell him everything, he won't be able to get that information to the Silent Ones in time for them to act in this adventure. Make note of what the PCs tell him in the **Critical Events Summary**. Finch remains in the Courwood area for a few days, so the PCs can track him down again to give him further information if they so choose. He does not ask for the *well*, but will happily deliver it to the Silent Ones if asked to do so.

When Finch departs, proceed to **Encounter Six**.

Encounter Six: The Darkcrypt

Eventually the PCs reach the location Tysiln directed them to. They easily find, with her directions, the concealed entrance to the crypt. The tunnel into the hill is filled with stone, and the PCs will have to clear the loose stone before they can enter the crypt itself. The PCs must clear a path five foot wide and fifty feet long through the tunnel (see the DMG, page 67 for mechanics on clearing rocks and debris). Once the tunnel is clear, the PCs can enter the tomb, proceed to **Encounter Seven**.

Encounter Seven: Pell-mell for the Well

When the PCs have cleared the tunnel of rubble, they are free to descend into the Darkcrypt. None of the chambers in this crypt are lit, and all of them have 30 ft. ceilings unless noted otherwise. All doors are made of iron and are unlocked unless noted otherwise.

🔒 **Standard Iron Doors:** 2 in. thick; hardness 10; 60 hp; Break DC 28.

Refer to **DM Aid #1: Map of the Crypt** for a complete map of the area the PCs will potentially explore. Parts of the crypt (**Chambers 7 to 10**) are not intended for PCs to explore unless they choose to spend the additional TUs (one for in-metaregion PCs, two for others) to complete **Optional Encounter Eight**.

DM Note: If the PCs alert the yuan-ti to their presence in the crypt, it will make the PCs' task significantly more difficult. The yuan-ti won't pursue the PCs out of the crypt, but they will use very intelligent strategies to ambush the PCs and maximize the damage they deal to the PCs with minimum threat to themselves. The PCs will have a hard time plowing through to the location of the *well* if the yuan-ti have time to prepare after being alerted to intruders in the crypt. If the PCs choose to

leave the crypt to rest and recover, they can do so as long as they completely return to the surface.

If they leave for a single day, the yuan-ti will not have time to replenish their numbers, but they will have time to make plans on how to ambush the PCs if they return. They will also set additional traps in chambers that are not currently protected this way, use one of the traps already listed below to place a trap in an empty chamber; add one new trap for each day the PCs have withdrawn from the crypt. If the PCs withdraw for more than a single day at a time, the yuan-ti can use the teleportation circle in **Chamber 10** to bring in replacements for any yuan-ti that have been slain (but not Ssilya himself nor the fire snakes). This can happen multiple times if the PCs keep withdrawing for two or more days at a time.

If the PCs try to rest within the crypt, the yuan-ti attempt to attack them when most of them are asleep. However, the yuan-ti cannot set new traps nor bring in new forces if the PCs rest within the crypt.

Chamber 1

The tunnel you've excavated ends in a very large chamber with a fifty foot ceiling. In the center of the chamber is a walled-off space surrounded by thirty-foot high stone walls and opening to this space by two iron doors that are slightly ajar. The far end of this chamber slopes downward.

There is nothing else of interest here.

Chamber 1a

This space shares the same fifty-foot ceiling of the space you were just in. It appears to have once been a place for stabling steeds before proceeding into the crypt. There is evidence of hoof prints and hay in this area, but none of it appears to be of recent origin. A set of double iron doors, ajar, leads into another enclosed space.

There are some hitching posts here if the PCs wish to leave animals here before proceeding. Any PC with the Track feat may make a Survival check (DC 10 + the APL). Success alerts that PC to two other sets of tracks in this area; one indicates the abominable gait of undead of various sorts, and the other indicates some sort of serpentine creatures slithering through more recently than the undead. If the PC achieves a DC 15 + the APL on the Survival check, they identify skeletons, zombies, ghouls, and wights among the undead tracks. If the PC achieves a DC 20 + the APL on the Survival check, they identify the serpentine tracks as belong to yuan-ti.

Chamber 2

This space shares the same fifty-foot ceiling of the space you were just in. It appears to be the front entrance to the crypt. A small, bronze plaque stands

next to a large iron door. The plaque reads, "Mycelena's Darkcrypt. Visitors welcome."

The door opens to a set of stairs descending into the tomb.

Chamber 3a

Stairs descend into a 10 foot square room. Three doors greet you, to the left, the right, and straight ahead. A small iron plaque is embedded in the floor beneath you.

The plaque (**Player Handout #3**) was the result of Mycelena's sense of fair play; she wanted to give all unwanted visitors a sporting chance before she dealt with them. In the past, going to the right or the left from here meant dealing with a nasty trap before proceeding forward, while straight ahead was a stone crypt containing a servant of Mycelena and the untrapped way forward.

Since Mycelena and her servants' deaths at the hands of the yuan-ti, all fairness has been thrown out. All three directions lead into traps now, and much different ones than Mycelena installed. PCs who take the plaque for face value are in for a nasty surprise. The traps in **Chambers 3b, 3c, and 3d** are all triggered by *alarm* spells (caster level = APL), except at APL 6. At APL 6, triggering the trap does not give the yuan-ti warning of their presence. At all other APLs, the *alarm* spell, when the trap is triggered, provides the yuan-ti pureblood bard in **Chamber 5** with a mental alarm and causes the guards there to respond accordingly (see below). The *alarm* spells are set to go off if anyone other than a yuan-ti touches/passes them.

Chamber 3b

The door opens upon a mostly unadorned twenty-foot square room. There are some small murals of scenes of the seashore on the walls to your right and left. A narrow five-foot wide and eight-foot tall tunnel exits the chamber from the wall opposite the door.

Once a watery trapped room, the yuan-ti have replaced the trap with one of their own. Anyone crossing the room is likely to suffer harm from the jets hidden on either side of the room, jets that spray yuan-ti venomous fire into the entire room whenever anyone steps in the left half of the room.

APL 6 (EL 8)

↗ **Yuan-ti Venomous Fire Trap:** CR 8; mechanical; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); venomous fire (alchemical substance, DC 19 Reflex save avoids, deals 1d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con), continues to deal fire and poison damage until the fire is

extinguished); multiple targets (all within the room); Search DC 26; Disable Device DC 23.

APL 8 (EL 10)

↗ **Yuan-ti Venomous Fire Trap:** CR 10; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 21 Reflex avoids, deals 2d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and *grease* spell (14th level caster, covers space in front of the door, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 28; Disable Device DC 25.

APL 10 (EL 12)

↗ **Yuan-ti Venomous Fire Trap:** CR 12; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 23 Reflex avoids, deals 3d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and *grease* spell (14th level caster, covers space in front of the door, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 30; Disable Device DC 27.

APL 12 (EL 14)

↗ **Yuan-ti Venomous Fire Trap:** CR 14; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 25 Reflex avoids, deals 4d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and two *grease* spells (14th level caster, covers space in front of the door and in front of the exit tunnel, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 32; Disable Device DC 29.

APL 14 (EL 16)

↗ **Yuan-ti Venomous Fire Trap:** CR 16; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 27 Reflex avoids, deals 5d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and two *grease* spells (14th level caster, covers space in front of the door and in front of the exit tunnel, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 34; Disable Device DC 31.

APL 16 (EL 18)

↗ **Yuan-ti Venomous Fire Trap:** CR 18; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 30 Reflex avoids, deals 7d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and two *grease* spells (14th level caster,

covers space in front of the door and in front of the exit tunnel, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 36; Disable Device DC 32.

DM Note: Remember that if the PCs trigger any of the traps in this area of the crypt (except at APL 6), they alert the yuan-ti in **Chamber 5** to their presence. How those yuan-ti react to such an alert is detailed there.

Chamber 3c

The door opens upon a mostly unadorned twenty-foot square room. There are some small murals of scenes of foggy woods on the walls to your right and left. A narrow five-foot wide and eight-foot tall tunnel exits the chamber from the wall opposite the door.

Once a gas trapped room, the yuan-ti have replaced the trap with one of their own. Anyone crossing the room is likely to suffer harm from the jets hidden on either side of the room, jets which spray yuan-ti venomous fire into the entire room whenever anyone steps in the left half of the room.

APL 6 (EL 8)

↗ **Yuan-ti Venomous Fire Trap:** CR 8; mechanical; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); venomous fire (alchemical substance, DC 19 Reflex save avoids, deals 1d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 26; Disable Device DC 23.

APL 8 (EL 10)

↗ **Yuan-ti Venomous Fire Trap:** CR 10; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 21 Reflex avoids, deals 2d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and grease spell (14th level caster, covers space in front of the door, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 28; Disable Device DC 25.

APL 10 (EL 12)

↗ **Yuan-ti Venomous Fire Trap:** CR 12; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 23 Reflex avoids, deals 3d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and grease spell (14th level caster, covers space in front of the door, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 30; Disable Device DC 27.

APL 12 (EL 14)

↗ **Yuan-ti Venomous Fire Trap:** CR 14; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 25 Reflex avoids, deals 4d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and two grease spells (14th level caster, covers space in front of the door and in front of the exit tunnel, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 32; Disable Device DC 29.

APL 14 (EL 16)

↗ **Yuan-ti Venomous Fire Trap:** CR 16; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 27 Reflex avoids, deals 5d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and two grease spells (14th level caster, covers space in front of the door and in front of the exit tunnel, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 34; Disable Device DC 31.

APL 16 (EL 18)

↗ **Yuan-ti Venomous Fire Trap:** CR 18; mechanical; proximity trigger (*alarm*); automatic reset; venomous fire (alchemical substance, DC 30 Reflex avoids, deals 7d6 fire and poison (yuan-ti venom, DC 17 Fort resists, 1d6 Con/1d6 Con) and two grease spells (14th level caster, covers space in front of the door and in front of the exit tunnel, DC 15 Reflex avoids), continues to deal fire and poison damage until the fire is extinguished); multiple targets (all within the room); Search DC 36; Disable Device DC 32.

DM Note: Remember that if the PCs trigger any of the traps in this area of the crypt, they alert the yuan-ti in **Chamber 5** to their presence (except at APL 6). How those yuan-ti react to such an alert is detailed there.

Chamber 3d

The door opens upon a mostly unadorned twenty-foot square room. There are some ghastly mosaics of skeletons and zombies traipsing through graveyards on the walls to your right and left. A stone crypt sits in the chamber on the wall opposite the door. No exits from this chamber are apparent save the one you came in.

Once the correct entrance to the rest of the crypt, the chamber previously contained a zombie butler, who would rise from the crypt when visitors entered, and take their cloaks, hats, and other outerwear from them. He would store it in the crypt and then move it aside to reveal the door forward. The yuan-ti have placed a trap of their own instead, and the zombie butler is in pieces in

the crypt. Anyone touching the stone crypt triggers the trap.

APL 6 (EL 8)

↗ **Insanity Mist Vapor Trap:** CR 8; mechanical; touch trigger; repair reset; hidden switch bypass (Search DC 25); gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fort resists, 1d4 Wis/2d6 Wis); multiple targets (all within the room); Search DC 26; Disable Device DC 22.

APL 8 (EL 10)

↗ **Burnt Othur Vapor Trap:** CR 10; mechanical; touch trigger (*alarm*); repair reset; gas; never miss; onset delay (1 round); poison (burnt othur fumes, DC 18 Fort resists, 1 Con drain/3d6 Con); multiple targets (all within the room); Search DC 28; Disable Device DC 24.

APL 10 (EL 12)

↗ **Burnt Othur Vapor Trap:** CR 12; mechanical; touch trigger (*alarm*); repair reset; gas; never miss; onset delay (1 round); poison (burnt othur fumes, DC 18 Fort resists, 1 Con drain/3d6 Con); multiple targets (all within the room); Search DC 30; Disable Device DC 26.

APL 12 (EL 14)

↗ **Burnt Othur Vapor Trap:** CR 12; mechanical; touch trigger (*alarm*); repair reset; gas; never miss; onset delay (1 round); poison (burnt othur fumes, DC 18 Fort resists, 1 Con drain/3d6 Con); multiple targets (all within the room); Search DC 32; Disable Device DC 28.

↗ **Stone Crypt Smeared with Contact Poison:** CR 11; mechanical; touch trigger; manual reset; poison (black lotus extract, DC 20 Fort resists, 3d6 Con/3d6 Con); Search DC 32; Disable Device DC 28.

APL 14 (EL 16)

↗ **Burnt Othur Vapor Trap:** CR 13; mechanical; touch trigger (*alarm*); repair reset; gas; never miss; onset delay (1 round); poison (burnt othur fumes, DC 18 Fort resists, 1 Con drain/3d6 Con); multiple targets (all within the room); Search DC 34; Disable Device DC 30.

↗ **Stone Crypt Smeared with Contact Poison:** CR 12; mechanical; touch trigger; manual reset; poison (black lotus extract, DC 20 Fort resists, 3d6 Con/3d6 Con); Search DC 34; Disable Device DC 30.

↗ **Deathblade Wall Scythe:** CR 12; mechanical; touch trigger (*alarm*) on secret door; manual reset; Atk +16 melee (2d4+8 plus poison; scythe); poison (deathblade, DC 20 Fort resists, 1d6 Con/2d6 Con); Search DC 34; Disable Device DC 30.

APL 16 (EL 18)

↗ **Burnt Othur Vapor Trap:** CR 13; mechanical; touch trigger (*alarm*); repair reset; gas; never miss; onset delay (1 round); poison (burnt othur fumes, DC 18 Fort resists, 1 Con drain/3d6 Con); multiple targets (all within the room); Search DC 36; Disable Device DC 32.

↗ **Stone Crypt Smeared with Contact Poison:** CR 12; mechanical; touch trigger; manual reset; poison (black lotus extract, DC 20 Fort resists, 3d6 Con/3d6 Con); Search DC 36; Disable Device DC 32.

↗ **Black Lotus Wall Scythe:** CR 17; mechanical; touch trigger (*alarm*) on secret door; manual reset; Atk +25 melee (2d4+8 plus poison; scythe); poison (black lotus extract, DC 20 Fort resists, 3d6 Con/3d6 Con); Search DC 36; Disable Device DC 32.

The crypt can be moved with brute force or broken to reveal the door behind it, which is then easily open. Otherwise, the door can be detected (but not opened) as a well-hidden secret door (Search DC 30).

🔪 **Stone Crypt:** 4 in. thick sides, hardness 8; 60 hp; Break DC 28, Move DC 25.

DM Note: Remember that if the PCs trigger any of the traps in this area of the crypt, they alert the yuan-ti in **Chamber 5** to their presence (except at APL 6). How those yuan-ti react to such an alert is detailed there.

Chamber 4

Three narrow tunnels meet here at the opening to a twenty-foot square room. The room is completely bare, except for a bit of dust on the floor. A ten-foot wide passageway leaves the chamber from the opposite wall.

Unless the yuan-ti have been warned of the PCs' presence, this room is empty when the PCs reach it. Otherwise, the yuan-ti attempt to ambush the PCs here (see the **DM Note** in **Chamber 5**).

Any PC with the Track feat may make a Survival check (DC 10 + the APL). Success alerts that PC to two sets of tracks in this area; one indicates the abominable gait of undead of various sorts, and the other indicates some sort of serpentine creatures slithering through more recently than the undead. If the PC achieves a DC 15 + the APL on the Survival check, they identify skeletons, zombies, ghouls, and wights among the undead tracks. If the PC achieves a DC 20 + the APL on the Survival check, they identify the serpentine tracks as belong to yuan-ti.

Chamber 5

A 40-ft long by 30-ft wide oval room stands before you. Inside the room is a large table with six chairs around it. To the right, the continuous walls of stone you've seen all around the crypt are broken up by a 10 foot section of brick wall instead. The

opposite wall from you opens up into another passageway that continues on. The room contains four creatures with serpentine features. Two are fairly human, with just hints of their serpentine heritage. The other two are more strikingly different, with scaly skin and serpent's heads atop their shoulders.

Combat: The yuan-ti here will fight to the death in defense of the crypt and the shrine in **Chamber 6**. One of the halfbloods heads to **Chamber 6** if the PCs don't prevent it, to warn the yuan-ti there. If successful, he returns with that room's occupants. Remember that yuan-ti are highly intelligent beings and are very good at coming up with smart tactics to use in battle, especially when they have time to prepare. It is also important to note that there is a hierarchy amongst yuan-ti, purebloods go into battle first, then halfbloods, and finally abominations and specialized yuan-ti. The yuan-ti will deviate somewhat from this hierarchy if an individual's skills are better suited for other tasks, but normally they follow this hierarchy rigidly.

APL 6 (EL 8)

☛ **Yuan-ti Halfbloods** (2): hp 48 each; see *Monster Manual*.

☛ **Yuan-ti Purebloods** (2): hp 24 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Yuan-ti Halfblood Rog1/Ftr1** (1): hp 68; see *Appendix Three*.

☛ **Yuan-ti Halfblood Ftr2** (1): hp 71; see *Appendix Three*.

☛ **Yuan-ti Pureblood Rog2** (1): hp 38; see *Appendix Three*.

☛ **Yuan-ti Pureblood Brd2** (1): hp 38; see *Appendix Three*.

APL 10 (EL 12)

☛ **Yuan-ti Halfblood Rog1/Ftr2/Dervish1** (1): hp 86; see *Appendix Four*.

☛ **Yuan-ti Halfblood Ftr4** (1): hp 89; see *Appendix Four*.

☛ **Yuan-ti Pureblood Rog2/Asn2** (1): hp 48; see *Appendix Four*.

☛ **Yuan-ti Pureblood Brd4** (1): hp 54; see *Appendix Four*.

APL 12 (EL 14)

☛ **Yuan-ti Halfblood Rog1/Ftr2/Dervish3** (1): hp 114; see *Appendix Five*.

☛ **Yuan-ti Halfblood Ftr4/Order of the Bow Initiate2** (1): hp 114; see *Appendix Five*.

☛ **Yuan-ti Pureblood Rog2/Asn4** (1): hp 59; see *Appendix Five*.

☛ **Yuan-ti Pureblood Brd6** (1): hp 66; see *Appendix Five*.

APL 14 (EL 16)

☛ **Yuan-ti Halfblood Rog1/Ftr2/Dervish5** (1): hp 133; see *Appendix Six*.

☛ **Yuan-ti Halfblood Ftr4/Order of the Bow Initiate4** (1): hp 130; see *Appendix Six*.

☛ **Yuan-ti Pureblood Rog2/Asn6** (1): hp 69; see *Appendix Six*.

☛ **Yuan-ti Pureblood Brd6/Seeker of the Song2** (1): hp 78; see *Appendix Six*.

APL 16 (EL 18)

☛ **Yuan-ti Halfblood Rog1/Ftr2/Dervish7** (1): hp 153; see *Appendix Seven*.

☛ **Yuan-ti Halfblood Ftr4/Order of the Bow Initiate5/Bbn1** (1): hp 150; see *Appendix Seven*.

☛ **Yuan-ti Pureblood Rog2/Asn8** (1): hp 80; see *Appendix Seven*.

☛ **Yuan-ti Pureblood Brd6/Seeker of the Song4** (1): hp 90; see *Appendix Seven*.

Treasure: The possessions and equipment of the yuan-ti guards are the only treasure here.

Development: The brick wall can be bashed down to reveal a passageway into the deeper parts of the crypt. Advise the PCs if they consider passing through this wall that it leads to an optional encounter that costs additional TUs (one for in-metaregion PCs, two for others) to pursue and is not necessary to complete the mission. If the PCs choose to pursue this avenue of investigation, it is detailed in **Optional Encounter Eight**.

DM Note: If the PCs set off any of the traps near **Chamber 3a**, the yuan-ti here have been alerted to their presence. They send one halfblood to **Chamber 6** to bring the aid of that room's occupants and the rest of the yuan-ti here head directly to **Chamber 4**. The yuan-ti from **Chambers 5** and **6** attempt to ambush the PCs, taking advantage of their ability to navigate the narrow tunnels in snake-form. They use hit and run tactics and try to soften the PCs until going in for the kill.

Chamber 6

This forty-foot square chamber appears to be a shrine of some sort. Ahead of you to the right is a raised dais with a statue atop it of a big serpentine creature with a cobra's head and burly human arms grasping two scimitars. Its eyes seem to pierce your soul. Scraps of flesh lie at its feet. The walls have

been painted with scenes of snake-like creatures enslaving and slaying all sorts of non-serpentine creatures. Behind the statue lies a door. This is all you are able to view before dealing with the threat in this room, a group of snake-like creatures who attack immediately.

PCs who take time to examine the statue (Search DC 18 + the APL) notice that in the grasp of the statue, wedged between its stone right hand and scimitar, is a folded-up piece of black cloth, about the size of a handkerchief. This is the *well of many worlds* that Tysiln seeks. A successful Knowledge (religion) check (DC 20) reveals the identity of the deity personified by the statue; it is the yuan-ti god Merrshaulk. The statue (and the *well* as long as it remains in contact with it) are under the effects of a *permanent obscure object* spell (caster level = APL).

Combat: The yuan-ti here fight to the death in defense of the shrine and their masters further down in the crypt. No one (with a single exception) takes the time to send word down to **Chambers 7** and beyond. All efforts are focused on slaying, incapacitating or expelling the invaders. If the mageslayer is near death, he uses *dimension door* to warn his leaders in **Chamber 10** of the invasion.

APL 6 (EL 8)

☛ Yuan-ti Holy Guardian (1): hp 60 each; see Appendix Two.

APL 8 (EL 10)

☛ Yuan-ti Holy Guardians (2): hp 60 each; see Appendix Three.

APL 10 (EL 12)

☛ Yuan-ti Holy Guardians (3): hp 60 each; see Appendix Four.

☛ Thyssbn, Yuan-ti Mageslayer (1): hp 60; see Appendix Four.

APL 12 (EL 14)

☛ Yuan-ti Holy Guardians (3): hp 60 each; see Appendix Five.

☛ Thyssbn, Yuan-ti Mageslayer Sor4 (1): hp 96; see Appendix Five.

APL 14 (EL 16)

☛ Yuan-ti Holy Guardians Ftr1/Pious Templar1 (3): hp 93 each; see Appendix Six.

☛ Thyssbn, Yuan-ti Mageslayer Sor6 (1): hp 108; see Appendix Six.

APL 16 (EL 18)

☛ Yuan-ti Holy Guardians Ftr1/Pious Templar3 (3): hp 114 each; see Appendix Seven.

☛ Thyssbn, Yuan-ti Mageslayer Sor8 (1): hp 120; see Appendix Seven.

Treasure: Besides the *well*, the only other treasure here is the possessions and equipment of the yuan-ti.

Development: The door can be opened to reveal a passageway into the deeper parts of the crypt. Advise the PCs if they consider passing through this door that it leads to an optional encounter that costs additional TUs (one for in-metaregion PCs, two for others) to pursue and is not necessary to complete the mission. If the PCs choose to pursue this avenue of investigation, it is detailed in **Optional Encounter Eight**.

DM Note: Remember that if the yuan-ti of **Chamber 5** were alerted to the PCs' presence, they may have sent word to the yuan-ti in this chamber. Modify the encounter accordingly. Details of how the yuan-ti of **Chamber 5** react to alerts is detailed there.

Optional Encounter Eight: Tidying Up

If the PCs pass through the brick wall in **Chamber 5** or the door in **Chamber 6**, they have agreed to pay additional TUs (one for in-metaregion PCs, two for others) to pursue this optional encounter. Refer to **DM Aid #1: Map of the Crypt, Chambers 7 to 10**, for a complete map of the area the PCs will potentially explore.

None of the chambers in this crypt are lit, and all of them have 30 ft. ceilings unless noted otherwise. All doors are made of iron and are unlocked unless noted otherwise.

☛ **Standard Iron Doors:** 2 in. thick; hardness 10; 60 hp; Break DC 28.

Chamber 7

Three passageways meet here in a T-intersection. To the east, the passageway slopes gently downwards, becoming a walkway over a pool of a steaming, bubbling black viscous substance. The walkway looks safe from this distance.

The walkway is relatively safe in and of itself; it's the creatures of the tar pits that the PCs need to worry about.

Chamber 8

This chamber ranges from 35 to 70 feet wide and encompasses a large bubbling pit of what appears to be tar. It can be crossed via a 10 foot wide stone walkway that passes from the T-intersection you just left to a 10-foot wide passageway heading roughly south.

Treat any PC unfortunate enough to fall into the tar pits as if he or she is in quicksand (DMG page 88) with the following modification: every round the PC remains in the tar, he or she suffers 1d6 points of fire damage from the extremely hot temperature of the tar.

The walkway also has been trapped at the spot where the #8 appears on the map. Anyone stepping in that 10-foot square triggers a spell at the end of the walkway, where it connects to the passage leading to **Chambers 9** and **10**.

All APLs (EL 8)

↗ **Otiluke's Greater Dispelling Screen Trap:** CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*Otiluke's greater dispelling screen*, 14th level caster); Search DC 32; Disable Device DC 32.

The tar pits are inhabited by flame snakes, whose fire immunity and hot temperature allow them to swim in and out of the pits without any harm. The flame snakes move to attack when the second PC is attempting to cross the walkway.

APL 6 (EL 7)

↗ **Lesser Flame Snake (1):** hp 72; see *Appendix Two*.

APL 8 (EL 9)

↗ **Lesser Flame Snakes (2):** hp 72 each; see *Appendix Three*.

APL 10 (EL 11)

↗ **Half-Green Dragon Lesser Flame Snakes (2):** hp 90 each; see *Appendix Four*.

APL 12 (EL 13)

↗ **Half-Green Dragon Lesser Flame Snakes (4):** hp 90 each; see *Appendix Five*.

APL 14 (EL 16)

↗ **Greater Flame Snake (1):** hp 192; see *Appendix Six*.

APL 16 (EL 18)

↗ **Greater Flame Snakes (2):** hp 192 each; see *Appendix Seven*.

Chamber 9

The passageway continues about 50 feet on and ends in an iron door.

The door is locked (Open Lock DC 20 + the APL) and trapped.

APL 6 (EL 6)

↗ **Large Scorpion Venom Wall Scythe:** CR 6; mechanical; touch trigger (*alarm*); manual reset; Atk +16 melee (2d4+8 plus poison; scythe); poison (large scorpion venom, DC 18 Fort resists, 1d6 Str/1d6 Str); Search DC 24; Disable Device DC 22.

APL 8 (EL 8)

↗ **Purple Worm Poison Wall Scythe:** CR 8; mechanical; touch trigger (*alarm*); manual reset; Atk +18 melee (2d4+8 plus poison; scythe); poison (purple worm poison, DC 24 Fort resists, 1d6 Str/2d6 Str); Search DC 26; Disable Device DC 24.

APL 10 (EL 10)

↗ **Purple Worm Poison Wall Scythe:** CR 10; mechanical; touch trigger (*alarm*); manual reset; Atk +20 melee (2d4+8 plus poison; scythe); poison (purple worm poison, DC 24 Fort resists, 1d6 Str/2d6 Str); Search DC 28; Disable Device DC 26.

APL 12 (EL 12)

↗ **Deathblade Wall Scythe:** CR 12; mechanical; touch trigger (*alarm*); manual reset; Atk +22 melee (2d4+8 plus poison; scythe); poison (deathblade, DC 20 Fort resists, 1d6 Con/2d6 Con); Search DC 30; Disable Device DC 28.

APL 14 (EL 14)

↗ **Dragon Bile Wall Scythe:** CR 14; mechanical; touch trigger (*alarm*); manual reset; Atk +24 melee (2d4+8 plus poison; scythe); poison (dragon bile, DC 26 Fort resists, 3d6 Str/o); Search DC 32; Disable Device DC 30.

APL 16 (EL 16)

↗ **Dragon Bile Wall Scythe:** CR 16; mechanical; touch trigger (*alarm*); manual reset; Atk +26 melee (2d4+8 plus poison; scythe); poison (dragon bile, DC 26 Fort resists, 3d6 Str/o); Search DC 35; Disable Device DC 33.

Chamber 10

The door opens into a triangular room about 20 feet wide at the door and narrowing to a point about 50 feet away. The walls to your right and left are lined with bookshelves covered with books and arcane gadgets. Standing squarely in front of you is a creature that looks like a big serpent, with baleful, intelligent eyes and two burly humanoid arms. "Die, inferior beasts," she shouts in Common before attacking.

Combat: Sssilya, the yuan-ti abomination and leader of this task force, fights the PCs until it is obvious she is losing. She then flees to the rear of the room where she steps on a specially configured *teleportation circle* that only

operates for yuan-ti. This circle transports her back to the main-base of operations for the yuan-ti of the Sheldomar Valley. The moment she passes through the circle, it is disabled permanently so the PCs cannot follow (nor can the yuan-ti return to the crypt).

APL 6 (EL 8)

☛ Sssilya, Yuan-ti Abomination Clr1 (1): hp 90; see Appendix Two.

APL 8 (EL 10)

☛ Sssilya, Yuan-ti Abomination Clr3 (1): hp 108; see Appendix Three.

APL 10 (EL 12)

☛ Sssilya, Yuan-ti Abomination Clr5 (1): hp 126; see Appendix Four.

APL 12 (EL 14)

☛ Sssilya, Yuan-ti Abomination Clr5/Yuan-ti Cultist2 (1): hp 138; see Appendix Five.

APL 14 (EL 16)

☛ Sssilya, Yuan-ti Abomination Clr5/Yuan-ti Cultist4 (1): hp 150; see Appendix Six.

APL 16 (EL 18)

☛ Sssilya, Yuan-ti Abomination Clr5/Yuan-ti Cultist6 (1): hp 177; see Appendix Seven.

Treasure: Besides the possessions of Sssilya, the PCs may discover the secret treasure trove of Mycelena. If the PCs succeed at a Search check (DC 18 + the APL), they discover a loose stone in the wall that hides a small niche containing what remains of Mycelena's possessions (the things that the yuan-ti did not discover and take for their own purposes). Located here are (include items at lower APLs at higher APLs, all items appear in the DMG or *Libris Mortis*):

APL 6 – Mycelena's spellbooks, ghostoil, goggles of lifesight

APL 8 – lyre of the restful soul, nycoptic manuscripts

APL 10 – globe of sunlight, circlet of persuasion

APL 12 – nightstick, ghost net

APL 14 – shadow veil, scepter of the netherworld

APL 16 – ghost shroud, eyes of doom

If the PCs look through the books and papers on the shelves, they find very little of interest with the exception of one letter written to Sssilya by one of his yuan-ti compatriots. Give the PCs **Player Handout #4** if one of them can read Yuan-ti.

Encounter Nine: Back to Courwood

The return trip to Courwood is a mostly uneventful one. At various times during your journey, you feel as if someone or something is watching you or following you, but every time you check to see if that is the case, you find no signs of anyone or anything. Even magical attempts to detect whether or not you're being watched come up blank. You find it very unnerving.

The PCs are being observed by agents of both Evard the Necromancer of Bissel and Asberdies the Lich of Yeomanry (although the agents are not aware of each other's presence either). Using some powerful magic and some purely skillful stealth, they are staying sufficiently distant to avoid discovery and are merely trying to learn what the PCs are up to. They follow the PCs to Courwood and observe whatever they decide to do once there. They then report these events to their masters.

You arrive back in Courwood and now face a serious decision. To whom do you give the well of many worlds, assuming you don't keep it for yourselves? And with whom do you share the knowledge you have gained on this journey?

Conclusion

The PCs have numerous options they can take here. There are three key decisions the PCs are left to make. First, to whom to give the *well of many worlds*. Second, to whom do they share their knowledge of Tysiln and the Valley of the Mage. And third, to whom do they share their knowledge of the yuan-ti outpost they have just uncovered. See each of the sections below and modify the descriptions (which are based on the delivery of the *well* only) depending on where the *well* and the two pieces of knowledge are shared.

If the PCs eradicated all of the yuan-ti in Encounter Seven, they receive the ire of the yuan-ti (see *Ire of House Je'thliss* in the **Treasure Summary**). If they cleared the tomb of yuan-ti, they receive the hatred of the yuan-ti (see *Hatred of House Je'thliss* in the **Treasure Summary**).

Tysiln San

The dark elf is overjoyed when you return with the well for her. She asks you of your adventure and checks carefully to make sure none of you need assistance from your battles.

Tysiln checks to see if the PCs need magical healing or help removing some magical effect like a curse or petrification. She is extremely limited in what help she can provide given her specialization.

She congratulates you, "You have done me a great service, and your own nations in the process. Take

this token bearing my personal sigil. It will enable me to contact you again when I know more of Elock's plans and the fate of the true Mage of the Valley. I will contact you again at that time so we may continue to assist each other in ridding the Sheldomar of Elock and his minions and seeking the aid of the Mage in this endeavor. I will take the well with me and speak to you again soon."

Assuming the PCs don't stop her from doing so, Tysiln hands them the tokens (see *Token of Tysiln* in the **Treasure Summary**), places the folded well in her pack, and returns to the Valley via a greater teleport spell. She pauses if the PCs ask more questions of her first, but she makes every effort to leave as soon as possible so she can immediately begin preparations for the ritual. If the PCs don't allow her to take the well, she first negotiates, then sees if she can quickly steal it, and finally teleports off if all else fails.

If the PCs don't give her the well (assuming they recovered it), they do not receive the tokens (see *Ire of Tysiln* in the **Treasure Summary**). She is forced to find a well from somewhere else, delaying her ritual and increasing the chances that Elock is successful in assimilating enough power to move on Bissel. If the PCs give it to someone else at this point, see the relevant sections below.

If the PCs didn't recover the well, they receive neither the tokens nor Tysiln's ire. She is forced to get the well herself, delaying her ritual and increasing the chances that Elock is successful in assimilating enough power to move on Bissel. Tysiln has no interest in the yuan-ti situation developing in the area.

Drawmij

You decide the well should not go to Tysiln and instead hand it over to Drawmij's messenger, who has patiently waited for your return in Courwood. The mighty wizard and member of the Circle of Eight will best know what to do with the well.

The PCs turn the well over to Drawmij's messenger. He carefully hides it on his person, asks the PCs if they have any messages to relay to Drawmij, and then heads out immediately towards Gradsul in Keoland. The PCs are welcome to accompany him to offer him protection on his journey (this costs them an additional 1 TU if they don't have magical means to get there faster than a normal overland trip). If they escort him, the messages and the well get to Drawmij safely. If they don't, the well is taken by Tysiln along the way, and the messenger is slain. Drawmij's agents contact the PCs later so the PCs can share the knowledge they gained with him.

PCs are not punished for failing to turn the well over to Drawmij. Failing to inform him of the knowledge of Tysiln he seeks does carry a penalty (see *Ire of Drawmij* in the **Treasure Summary**). Turning over the knowledge and the well earns the PCs Drawmij's favor (see *Favor of*

Drawmij in the **Treasure Summary**). Informing him of the yuan-ti activity in the region is of interest to him but earns the PCs neither favor nor ire.

The Silent Ones

You decide the well should not go to Tysiln and instead decide it should be given to the Silent Ones. You seek out Finch Parlo, whom you met earlier, and you ask him to deliver the well to the Silent Ones. You believe that powerful group is best suited to deal with an object of this power.

The PCs turn over the well to Finch Parlo. He carefully hides it on his person, asks the PCs if they have any messages to relay to the Silent Ones, and then heads out immediately towards the Silent Tower in Keoland. The PCs are welcome to accompany him to offer him protection on his journey (this costs them an additional 1 TU if they don't have magical means to get there faster than a normal overland trip). If they escort him, the messages and the well get to the Silent Ones safely. If they don't, Tysiln takes the well along the way, and the messenger barely escapes with his life. He does get the messages to the Silent Ones.

PCs are neither punished for failing to turn over the well to Finch Parlo, nor are they punished for failing to turn over information to him. If they give him the well or knowledge of either Tysiln or the yuan-ti, they earn the favor of the Silent Ones (see *Favor of the Silent Ones* in the **Treasure Summary**).

The Knights of Luna

You decide the well should not go to Tysiln and instead decide it should be given to the Knights of Luna. You believe the Knights would make the most productive use of this magic item in the name of all of the good people of the region. You ask around Courwood and are soon put in touch with the local representative of the Knights here in the region.

The PCs turn the well over to the Knights. They ask about the PCs' adventure. They show the greatest interest in the activities of the yuan-ti, but the news of Tysiln also fascinates them. The Knights can safely deliver the well to their headquarters in Celene, with or without the PCs' presence. The PCs may not accompany them to Celene under any circumstances.

PCs are rewarded for general information about the yuan-ti, Tysiln, and/or the well with the favor of the Knights (see *Favor of the Knights of Luna* in the **Treasure Summary**). If the PCs deliver Ssilya's letter to them, the Knights are incredibly thankful, and the PCs earn the boon of the Knights as well (see *Boon of the Knights of Luna* in the **Treasure Summary**). PCs are neither punished for failing to turn over the well to the Knights, nor are they punished for failing to turn over information to them.

Other NPCs

You decide the well should not go to Tysiln and instead decide it should go elsewhere.

The PCs turn the *well* over to some other group or individual. The group or individual will be most interested in how the PCs recovered the *well* and why they sought it. Make note of who the PCs tell about the *well*, Tysiln, the Valley of the Mage, and the yuan-ti, as well as to whom they turn over the *well* in the **Critical Event Summary**.

Whether or not Tysiln is able to steal the *well* from the NPC individual or group that the PCs chose varies depending on their power level and location. The fate of this ending is to be determined by results of the early runnings of this scenario. The PCs gain no additional benefits at this time from choosing this option for the *well* and their knowledge.

Themselves

You decide the well should not go to Tysiln and instead keep it for yourselves.

The PCs can keep the *well* for themselves. Tysiln will not try to steal it from them after her initial attempt as detailed above.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Seven

Survive or disarm the traps in Chambers 3b, 3c, and 3d (award only once no matter how many traps are survived/disarmed in this area)

APL 6 – 240 xp.
APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.
APL 14 – 480 xp.
APL 16 – 540 xp.

Defeat the yuan-ti from Chamber 5

APL 6 – 240 xp.
APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.
APL 14 – 480 xp.
APL 16 – 540 xp.

Defeat the yuan-ti from Chamber 6

APL 6 – 240 xp.

APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.
APL 14 – 480 xp.
APL 16 – 540 xp.

Conclusion

Give Tysiln San the well

APL 6 – 90 xp.
APL 8 – 110 xp.
APL 10 – 130 xp.
APL 12 – 150 xp.
APL 14 – 170 xp.
APL 16 – 190 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 6 – 90 xp.
APL 8 – 115 xp.
APL 10 – 140 xp.
APL 12 – 165 xp.
APL 14 – 190 xp.
APL 16 – 215 xp.

Total Possible Experience

For Scenario w/o Optional Encounter

APL 6 – 900 xp.
APL 8 – 1,125 xp.
APL 10 – 1,350 xp.
APL 12 – 1,575 xp.
APL 14 – 1,800 xp.
APL 16 – 2,025 xp.

Optional Encounter Eight

Defeat the flame snake in Chamber 8

APL 6 – 210 xp.
APL 8 – 262 xp.
APL 10 – 315 xp.
APL 12 – 367 xp.
APL 14 – 450 xp.
APL 16 – 506 xp.

Defeat or drive off Sssilya in Chamber 10

APL 6 – 240 xp.
APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.
APL 14 – 450 xp.
APL 16 – 506 xp.

Total Possible Experience

For Optional Encounter

APL 6 – 450 xp.
APL 8 – 562 xp.
APL 10 – 675 xp.
APL 12 – 787 xp.
APL 14 – 900 xp.
APL 16 – 1,012 xp.

Treasure Summary

During an adventure, characters come upon treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. In the case of potions, they may use *Spellcraft* to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Seven:

Chamber 5:

APL 6: L: 383 gp; C: 0 gp; M: 0 gp.

APL 8: L: 328 gp; C: 0 gp; M: +1 mithral chain shirt (175 gp), mithral breastplate (350 gp), potion of shield of faith

+3 (25 gp), mithral chain shirt (92 gp), hat of disguise (150 gp), +1 scimitar (193 gp).

APL 10: L: 233 gp; C: 0 gp; M: +1 mithral chain shirt (175 gp), 2 mithral breastplates (350 gp each), potion of shield of faith +4 (50 gp), hat of disguise (150 gp), 2 +1 scimitars (193 gp each), +1 studded leather (98 gp), +1 composite longbow (+4 Str bonus) (233 gp), wand of greater invisibility (7th level caster, 5 charges) (175 gp).

APL 12: L: 207 gp; C: 0 gp; M: +1 mithral chain shirt (175 gp), 2 mithral breastplates (350 gp each), potion of shield of faith +5 (75 gp), hat of disguise (150 gp), 3 +1 scimitars (193 gp each), +1 studded leather (98 gp), +1 composite longbow (+4 Str bonus) (233 gp), wand of greater invisibility (7th level caster, 5 charges) (175 gp), boots of striding and springing (458 gp), lesser bracers of archery (417 gp), oil of greater magic weapon +2 (100 gp), instruments of the bards (Mac-Fuirmidh Cithern) (242 gp).

APL 14: L: 215 gp; C: 0 gp; M: +1 mithral chain shirt (175 gp), mithral breastplate (350 gp), +1 mithral breastplate (433 gp), potion of shield of faith +5 (75 gp), hat of disguise (150 gp), +1 scimitar (193 gp), +1 bane (elf) scimitar (693 gp), +1 frost scimitar (693 gp), +1 shadow studded leather (410 gp), +1 corrosive composite longbow (+4 Str bonus) (733 gp), wand of greater invisibility (7th level caster, 5 charges) (175 gp), boots of striding and springing (458 gp), lesser bracers of archery (417 gp), oil of greater magic weapon +3 (150 gp), instruments of the bards (Mac-Fuirmidh Cithern) (242 gp), quiver of Ehlonna (150 gp), wand of cure critical wounds (7th level caster, 5 charges) (175 gp), wand of dominate person (7th level caster, 5 charges) (175 gp), wand of resonating bolt (7th level caster, 5 charges) (175 gp).

APL 16: L: 215 gp; C: 0 gp; M: +1 mithral chain shirt (175 gp), mithral breastplate (350 gp), +1 mithral breastplate (433 gp), 2 potions of shield of faith +5 (75 gp each), hat of disguise (150 gp), +1 bane (human) scimitar (693 gp), +1 bane (elf) scimitar (693 gp), +1 icy burst scimitar (1,526 gp), +1 shadow studded leather (410 gp), +1 acidic burst composite longbow (+4 Str bonus) (1,567 gp), wand of greater invisibility (7th level caster, 5 charges) (175 gp), boots of striding and springing (458 gp), lesser bracers of archery (417 gp), 2 oils of greater magic weapon +5 (250 gp each), instruments of the bards (Mac-Fuirmidh Cithern) (242 gp), quiver of Ehlonna (150 gp), wand of cure critical wounds (7th level caster, 5 charges) (175 gp), wand of dominate person (7th level caster, 5 charges) (175 gp), wand of resonating bolt (7th level caster, 5 charges) (175 gp), wand of unluck (7th level caster, 5 charges) (175 gp), wand of grief (3rd level caster, 5 charges) (38 gp), ioun stone (dusty rose prism) (417 gp), horn of fog (167 gp), deck of illusions (675 gp).

Chamber 6:

APL 6: L: 107 gp; C: 0 gp; M: well of many worlds (6,833 gp).

APL 8: L: 214 gp; C: 0 gp; M: well of many worlds (6,833 gp).

APL 10: L: 414 gp; C: 0 gp; M: well of many worlds (6,833 gp).

APL 12: L: 422 gp; C: 0 gp; M: pearl of power (1st level spell) (83 gp); pearl of power (2nd level spell) (333 gp); cloak of resistance +2 (333 gp), well of many worlds (6,833 gp).

APL 14: L: 447 gp; C: 0 gp; M: pearl of power (1st level spell) (83 gp); pearl of power (2nd level spell) (333 gp); cloak of resistance +2 (333 gp), 3 wands of cure serious wounds (5th level caster, 5 charges) (94 gp each), 3 lesser bracers of archery (417 gp each), ring of protection +2 (667 gp), well of many worlds (6,833 gp).

APL 16: L: 447 gp; C: 0 gp; M: pearl of power (1st level spell) (83 gp); pearl of power (2nd level spell) (333 gp); cloak of resistance +2 (333 gp), 3 wands of cure critical wounds (7th level caster, 5 charges) (175 gp each), 3 lesser bracers of archery (417 gp each), ring of protection +3 (1,500 gp), 3 potions of greater magic fang +3 (150 gp each), well of many worlds (6,833 gp).

Total Possible Treasure (Maximum Reward Allowed) for Scenario w/o Optional Encounter

APL 6: L: 490 gp; C: 0 gp; M: 6,833 gp – Total: 7,323 gp (900 gp).

APL 8: L: 542 gp; C: 0 gp; M: 7,818 gp – Total: 8,360 gp (1,300 gp).

APL 10: L: 647 gp; C: 0 gp; M: 8,800 gp – Total: 9,447 gp (2,300 gp).

APL 12: L: 629 gp; C: 0 gp; M: 10,983 gp – Total: 11,612 gp (3,300 gp).

APL 14: L: 662 gp; C: 0 gp; M: 15,803 gp – Total: 16,465 gp (6,600 gp).

APL 16: L: 662 gp; C: 0 gp; M: 21,392 gp – Total: 22,054 gp (9,900 gp).

Optional Encounter Eight:

Chamber 10:

APL 6: L: 67 gp; C: 0 gp; M: Mycelena's spellbooks (63 gp), ghost oil (4 gp), goggles of lifesight (167 gp), brooch of shielding (125 gp), +1 large heavy steel shield (99 gp), +1 large scimitar (194 gp).

APL 8: L: 75 gp; C: 0 gp; M: Mycelena's spellbooks (163 gp), ghost oil (4 gp), goggles of lifesight (167 gp), lyre of the restful soul (250 gp), nycoptic manuscripts (208 gp), brooch of shielding (125 gp), +1 large heavy steel shield (99 gp), +1 large scimitar (194 gp), cloak of resistance +2 (333 gp).

APL 10: L: 75 gp; C: 0 gp; M: Mycelena's spellbooks (267 gp), ghost oil (4 gp), goggles of lifesight (167 gp), lyre of the restful soul (250 gp), nycoptic manuscripts (208 gp), globe of sunlight (500 gp), circlet of persuasion (375 gp), brooch of shielding (125 gp), +1 large heavy steel shield (99 gp), +1 large scimitar (194 gp), cloak of resistance +2 (333 gp), ring of counterspells (333 gp), oil of greater magic weapon +4 (200 gp).

APL 12: L: 75 gp; C: 0 gp; M: Mycelena's spellbooks (417 gp), ghost oil (4 gp), goggles of lifesight (167 gp), lyre of the restful soul (250 gp), nycoptic manuscripts (208 gp), globe of sunlight (500 gp), circlet of persuasion (375 gp), nightstick (625 gp), ghost net (667 gp), brooch of shielding (125 gp), +1 light fortification large heavy steel shield (349 gp), +1 large scimitar (194 gp), cloak of resistance +3 (750 gp), ring of counterspells (333 gp), oil of greater magic weapon +5 (250 gp), elemental gem (earth) (188 gp).

APL 14: L: 75 gp; C: 0 gp; M: Mycelena's spellbooks (563 gp), ghost oil (4 gp), goggles of lifesight (167 gp), lyre of the restful soul (250 gp), nycoptic manuscripts (208 gp), globe of sunlight (500 gp), circlet of persuasion (375 gp), nightstick (625 gp), ghost net (667 gp), shadow veil (833 gp), scepter of the netherworld (750 gp), brooch of shielding (125 gp), +1 light fortification large heavy steel shield (349 gp), +1 keen large scimitar (694 gp), cloak of resistance +3 (750 gp), ring of counterspells (333 gp), oil of greater magic weapon +5 (250 gp), elemental gem (earth) (188 gp), boots of speed (1,000 gp).

APL 16: L: 75 gp; C: 0 gp; M: Mycelena's spellbooks (729 gp), ghost oil (4 gp), goggles of lifesight (167 gp), lyre of the restful soul (250 gp), nycoptic manuscripts (208 gp), globe of sunlight (500 gp), circlet of persuasion (375 gp), nightstick (625 gp), ghost net (667 gp), shadow veil (833 gp), scepter of the netherworld (750 gp), ghost shroud (2,500 gp), eyes of doom (2,083 gp), brooch of shielding (125 gp), +1 light fortification large heavy steel shield (349 gp), +1 keen large scimitar (694 gp), cloak of resistance +3 (750 gp), ring of counterspells (333 gp), oil of greater magic weapon +5 (250 gp), elemental gem (earth) (188 gp), boots of speed (1,000 gp), pearl of power (6th level spell) (3,000 gp).

Total Possible Treasure (Maximum Reward Allowed) for Optional Encounter

APL 6: L: 67 gp; C: 0 gp; M: 652 gp – Total: 719 gp (450 gp).

APL 8: L: 75 gp; C: 0 gp; M: 1,543 gp – Total: 1,618 gp (650 gp).

APL 10: L: 75 gp; C: 0 gp; M: 3,056 gp – Total: 3,131 gp (1,150 gp).

APL 12: L: 75 gp; C: 0 gp; M: 5,402 gp – Total: 5,477 gp (1,650 gp).

APL 14: L: 75 gp; C: 0 gp; M: 8,631 gp – Total: 8,706 gp (3,300 gp).

APL 16: L: 75 gp; C: 0 gp; M: 16,381 gp – Total: 16,456 gp (4,950 gp).

Items for the Adventure Record

Special - Scenario

☛ **Ire of House Je'thliss:** For disrupting the plans of House Je'thliss at Darkcrypt, this powerful tribe of yuan-ti declares you an enemy and will target you in the future.

☛ **Seeker of the Song:** You have been exposed to the primal music, having heard a yuan-ti seeker use his music abilities.

☛ **Favor of Drawmij:** This favor counts as an Influence Point with Drawmij. The PC can ask Drawmij to cancel the favor and instead offer the PC the chance (Frequency: Any) to purchase any one LG-legal rod, staff, or ring of value 30,000 gp or less from the DMG, the *Complete* series, or the *Races* series. If used this way, the PC spends 2 TUs arranging for the purchase of the item with Drawmij (by throwing a message in a bottle into the Azure Sea and

then traveling some great distance to pick the item up). Please list the item purchased here: _____.

☛ **Ire of Drawmij:** If this PC possesses any Favors or Influence Points with Drawmij, void both this ire and all of those favors and influence points. If this PC does not possess any such favors or influence points, they earn Drawmij's ire until such a time as they earn a favor or influence point that can void this ire (as detailed above). While suffering the ire of Drawmij, this PC may not spend any favors or influence points they might possess with the Circle of Eight. Furthermore, every time this PC attempts to purchase a magic item while adventuring in the Sheldomar Valley Metaregion, they must roll a d8. On a roll of a 1, Drawmij learns of the purchase and uses his influence to make the purchase cost 10% more than it normally would.

☛ **Token of Tysiln:** This token bears Tysiln San's personal sigil. It is a means for Tysiln to contact this PC in the future as well as a mark of a favor owed the PC.

☛ **Ire of Tysiln:** This PC refused to turn the well over to Tysiln and incurred her ire. What effects Tysiln's ire will have are unknown to the PC at this time.

☛ **Favor of the Silent Ones:** You may expend this favor to gain access to purchase one NPC spellcasting of the wish spell (21st level caster) at standard costs. Using the favor in this way costs 12 additional TUs, and it may only be used for the purposes of removing curses, negative spell effects, or other similar problems. Mark this favor as USED when it has been consumed and notify the Keoland Triad of its use. This favor may have other uses in the future.

☛ **Favor of the Knights of Luna:** The Knights wish to reward this PC for providing important information on the security of the region. They call on the craftsmen and artisans of the Faerie Kingdom of Celene to make suitable rewards. This favor may be exchanged for access (Frequency: Adventure) to purchase any four items listed below (circle them). All items purchased will be engraved with prominent sigils of the Knights of Luna. Mark this favor as USED after it is used. The items available are: *elven chain*, *boots of elvenkind*, *cloak of elvenkind*, *armor of the unending hunt* (CW), *elven lightblade* (CW), *elven thinblade* (CW), *elven double bow* (A&EG), *elven rope* (A&EG), *elven tree tent* (A&EG), *elven mead* (A&EG), *elven aleecian wine* (A&EG), *elven moondrop* (A&EG), *forester's cloak* (A&EG), *bow of songs* (CV), *elven leaf arrow* (A&EG) – limit 5 arrows, *Larethian protector* (A&EG).

☛ **Boon of the Knights of Luna:** The Knights wish to reward this PC for providing crucial information on the security of the region. They call on the craftsmen and artisans of the Faerie Kingdom of Celene to make suitable rewards. This favor may be exchanged for access (Frequency: Adventure) to purchase any eight items listed below (circle them). All items purchased will be engraved with prominent sigils of the Knights of Luna. Mark this favor as USED after it is used. The items available are: *elven*

chain, *boots of elvenkind*, *cloak of elvenkind*, *armor of the unending hunt* (CW), *elven lightblade* (CW), *elven thinblade* (CW), *elven double bow* (A&EG), *elven rope* (A&EG), *elven tree tent* (A&EG), *elven mead* (A&EG), *elven aleecian wine* (A&EG), *elven moondrop* (A&EG), *forester's cloak* (A&EG), *bow of songs* (CV), *elven leaf arrow* (A&EG) – limit 5 arrows, *Larethian protector* (A&EG).

Item Access - Scenario

APL 6:

- ❖ +1 Mithral Chain Shirt (Adventure, DMG)
- ❖ Hat of Disguise (Adventure, DMG)
- ❖ Mithral Breastplate (Adventure, DMG)
- ❖ Mithral Chain Shirt (Adventure, DMG)
- ❖ Well of Many Worlds (Adventure, DMG)

APL 8 (all items from APL 6 plus):

APL 10 (all items from APL 6, 8 plus):

- ❖ Wand of Greater Invisibility (7th level caster, Adventure, DMG)

APL 12 (all items from APL 6, 8, 10 plus):

- ❖ Boots of Striding and Springing (Adventure, DMG)
- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Instruments of the Bards, Mac-Fuirmidh Cithern (Adventure, CA)
- ❖ Lesser Bracers of Archery (Adventure, DMG)
- ❖ Masterwork Composite Longbow, +5 Str Bonus (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +2 (Adventure, DMG)
- ❖ Pearl of Power, 1st Level Spell (Adventure, DMG)
- ❖ Pearl of Power, 2nd Level Spell (Adventure, DMG)
- ❖ Potion of Shield of Faith +5 (Adventure, DMG)

APL 14 (all items from APL 6, 8, 10, 12 plus):

- ❖ +1 Bane (Elf) Scimitar (Adventure, DMG)
- ❖ +1 Corrosive Composite Longbow, +4 Str Bonus (Adventure, A&EG)
- ❖ +1 Frost Scimitar (Adventure, DMG)
- ❖ +1 Mithral Breastplate (Adventure, DMG)
- ❖ +1 Shadow Studded Leather (Adventure, DMG)

- ❖ Oil of Greater Magic Weapon +3 (Adventure, DMG)
- ❖ Quiver of Ehlonna (Adventure, DMG)
- ❖ Ring of Protection +2 (Adventure, DMG)
- ❖ Wand of Cure Critical Wounds (7th level caster, Adventure, DMG)
- ❖ Wand of Cure Serious Wounds (5th level caster, Adventure, DMG)
- ❖ Wand of Dominate Person (7th level caster, Adventure, DMG)
- ❖ Wand of Resounding Bolt (7th level caster, Adventure, CA)

APL 16 (all items from APL 6, 8, 10, 12, 14 plus):

- ❖ +1 Acidic Burst Composite Longbow, +4 Str Bonus (Adventure, A&EG)
- ❖ +1 Bane (Human) Scimitar (Adventure, DMG)
- ❖ +1 Icy Burst Scimitar (Adventure, DMG)
- ❖ Deck of Illusions (Adventure, DMG)
- ❖ Horn of Fog (Adventure, DMG)
- ❖ Ioun Stone, Dusty Rose Prism (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +5 (Adventure, DMG)
- ❖ Potion of Greater Magic Fang +3 (Adventure, DMG)
- ❖ Ring of Protection +3 (Adventure, DMG)
- ❖ Wand of Unlock (7th level caster, Adventure, CA)
- ❖ Wand of Wave of Grief (3rd level caster, Adventure, CD)

Special – Optional Encounter

☛ **Hatred of House Je'thliss:** For ruining the plans of House Je'thliss at Darkcrypt, this powerful tribe of yuan-ti declares you a mortal foe and will do all in their power to destroy you and anything you hold dear.

🗡️ **Myclena's Spellbooks:** This PC gains access to one or more of Mycelena's spellbooks (the one at the APL played and all those at lower APLs):

APL 6: 3rd – ectoplasmic feedback (Libris Mortis), gentle repose, halt undead, ray of exhaustion, vampiric touch. Market Price: 750 gp; Weight: 3 lbs.

APL 8: 4th – animate dead, bestow curse, bloodstar (Libris Mortis), contagion, enervation, fear. Market Price: 1,200 gp; Weight: 3 lbs.

APL 10: 5th – blight, kiss of the vampire (Libris Mortis), magic jar, symbol of pain, waves of fatigue. Market Price: 1,250 gp; Weight: 3 lbs.

APL 12: 6th – circle of death, create undead, eyebite, spectral touch (Libris Mortis), symbol of fear, undeath to death. Market Price: 1,800 gp; Weight: 3 lbs.

APL 14: 7th – control undead, finger of death, ghost trap (Libris Mortis), symbol of weakness, waves of exhaustion. Market Price: 1,750 gp; Weight: 3 lbs.

APL 16: 8th – clone, create greater undead, ghostform (Libris Mortis), horrid wilting, symbol of death. Market Price: 2,000 gp; Weight: 3 lbs.

Item Access – Optional Encounter

APL 6:

- ❖ +1 Large Heavy Steel Shield (Adventure, DMG)
- ❖ +1 Large Scimitar (Adventure, DMG)
- ❖ Brooch of Shielding (Adventure, DMG)
- ❖ Ghost Oil (Adventure, Libris Mortis)
- ❖ Goggles of Lifesight (Adventure, Libris Mortis)
- ❖ Mycelena's Spellbooks (Adventure, see above)

APL 8 (all items from APL 6 plus):

- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Lyre of the Restful Soul (Adventure, Libris Mortis)
- ❖ Nyctoptic Manuscripts (Adventure, Libris Mortis)

APL 10 (all items from APL 6, 8 plus):

- ❖ Circlet of Persuasion (Adventure, DMG)
- ❖ Globe of Sunlight (Adventure, Libris Mortis)
- ❖ Oil of Greater Magic Weapon +4 (Adventure, DMG)
- ❖ Ring of Counterspells (Adventure, DMG)

APL 12 (all items from APL 6, 8, 10 plus):

- ❖ +1 Light Fortification Large Heavy Steel Shield (Adventure, DMG)
- ❖ Cloak of Resistance +3 (Adventure, DMG)
- ❖ Elemental Gem, Earth (Adventure, DMG)
- ❖ Ghost Net (Adventure, Libris Mortis)
- ❖ Nightstick (Adventure, Libris Mortis)
- ❖ Oil of Greater Magic Weapon +5 (Adventure, DMG)

APL 14 (all items from APL 6, 8, 10, 12 plus):

- ❖ +1 Keen Large Scimitar (Adventure, DMG)
- ❖ Boots of Speed (Adventure, DMG)
- ❖ Scepter of the Netherworld (Adventure, Libris Mortis)

- ❖ *Shadow Veil* (Adventure, Libris Mortis)

APL 16 (all items from APL 6, 8, 10, 12, 14 plus):

- ❖ *Eyes of Doom* (Adventure, DMG)
- ❖ *Ghost Shroud* (Adventure, Libris Mortis)
- ❖ *Pearl of Power, 6th Level Spell* (Adventure, DMG)

Appendix One: NPCs

Encounter Two

Nautilia: Female Sirine Sor10; CR 15; Medium Fey (Aquatic); HD 4d6+10d4+14; hp 59; Init +4; Spd 30 ft., Swim 60 ft.; AC 23, touch 20, flat-footed 19 (+4 Dex, +6 deflection, +3 amulet); Base Atk +7; Grp +7; Atk +7 melee (1d6/19-20, short sword) or +7 melee touch (1d4 Int, touch) or +7 melee touch (1d4 Int, touch); Full Atk +7/+2 melee (1d6/19-20, short sword) or +7/+2 melee touch (1d4 Int, touch); SA *charming song*, Int damage, spell-like abilities, spells, wild empathy; SQ deflection, low-light vision, soothing touch, damage reduction 5/cold iron; AL CN; SV Fort +5, Ref +11, Will +14; Str 10, Dex 18, Con 12, Int 13, Wis 16, Cha 18 (22).

Skills and Feats: Concentration +18, Heal +10, Hide +11, Knowledge (arcana) +11, Perform (dance) +19 (+21), Perform (sing) +19 (+21), Spellcraft +11, Swim +15, Survival +10; Dodge, Combat Expertise, Greater Spell Focus (enchantment), Spell Focus (enchantment), Spell Penetration.

Charming Song (Sp): At will, a sirine can sing a special song that functions like a *charm person* spell (2nd level caster; save DC 15 (17)), except that it lasts for 11 hours and affects every creature that hears it.

Intelligence Damage (Su): Any creature hit by a sirine's touch attack takes 1d4 points of Int damage (or 2d4 on a critical hit).

Spell-like Abilities (Sp): 1/day – fog cloud, greater invisibility, polymorph (self only); as 11th level caster; save DC 14 (16) + spell level.

Deflection (Su): A sirine is surrounded by an aura that grants it a deflection bonus to its AC equal to its Cha bonus.

Soothing Touch (Su): A sirine, if it desires, can use its touch to restore 1d6 points of Intelligence damage caused by any sirine.

Spells Known (6/8/8/7/6/4; base DC = 14 (16) + spell level, 16 (18) + spell level for enchantment spells): 0—[arcane mark, daze, detect magic, disrupt undead, flare, light, ray of frost, read magic, resistance]; 1st—[chill touch, comprehend languages, mage armor, magic missile, shield]; 2nd—[glitterdust, Melf's acid arrow, mirror image, Tasha's hideous laughter]; 3rd—[dispel magic, hold person, suggestion]; 4th—[charm monster, confusion]; 5th—[dominate person].

Possessions: arcane scroll of hold monster (10th level caster), arcane scroll of mind fog (10th level caster), arcane scroll of feeblemind (10th level caster), helm of telepathy, cloak of charisma +4, amulet of natural armor +3, spell components pouch.

Encounter Four

Tysiln San: Female Drow Wiz(Conjurer)15; CR 16; Medium Humanoid (Elf); HD 15d4+30; hp 68; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17 (+2 Dex, +6 armor, +1 insight); Base Atk +7; Grp +8; Atk +9 melee

(1d6+1/18-20, masterwork rapier) or +10 ranged (1d4/19-20, masterwork hand crossbow); Full Atk +9/+4 melee (1d6+1/18-20, masterwork rapier) or +10/+5 ranged (1d4/19-20, masterwork hand crossbow); SA spell-like abilities, weapon proficiency (hand crossbow, rapier, short sword); SQ contingency, permanent spells, immune to sleep spells and effects, +2 racial bonus to saving throws against enchantment spells or effects, +2 racial bonus on Will saves against spells and spell-like effects, darkvision 120 ft., detect secret doors, light blindness, familiar (Inez the Raven), SR 26 (11 + class levels); AL CN; SV Fort +7 (+10), Ref +7 (+10), Will +9 (+12); Str 12, Dex 14, Con 12 (14), Int 20 (24), Wis 10, Cha 13.

Skills and Feats: Appraise +10, Concentration +20, Decipher Script +25, Knowledge (arcana) +25, Knowledge (architecture and engineering) +11, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local – Core) +11, Knowledge (local – Sheldomar Valley Metaregion) +11, Knowledge (nature) +11, Knowledge (nobility and royalty) +11, Knowledge (religion) +11, Knowledge (the Planes) +25, Listen +4, Search +9, Spellcraft +27, Spot +4; Alertness^B, Augment Summoning, Craft Wand, Craft Wondrous Item, Energy Substitution (cold, acid)*, Maximize Spell, Planar Familiar**, Scribe Scroll, Spell Focus (conjuration, evocation).

***Energy Substitution:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type. Metamagic Feat, Complete Arcane, page 79.

****Planar Familiar:** When choosing a familiar, you may add the following creatures to your list of options: anarchic animal, celestial animal, small elemental, fiendish animal, mephit, quasit. Feat, Planar Handbook, page 41.

Contingency: If Tysiln is incapacitated (unable to take move or standard actions), targeted by a spell or effect that would prevent her from teleporting, or reduced to ¼ of her hp total or less, a teleport spell activates and takes her to a safe location nearby.

Permanent Spells: Tysiln has made the following spells permanent on herself: arcane sight, read magic, see invisibility, tongues.

Spell-like Abilities (Sp): 1/day – dancing lights, darkness, faerie fire. Caster level 15th (class levels).

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Wizard Spells Prepared (5/7/7/6/6/6/5/4/2; save DC 17 + spell level, DC 18 + spell level for conjuration and evocation spells): 0 – acid splash*, arcane mark, disrupt

undead, mage hand, ray of frost*; 1st – energy substituted (acid) burning hands*, charm person, grease*, identify, obscuring mist*, ray of enfeeblement, unseen servant*; 2nd – cat's grace, glitterdust*, rope trick, scorching ray*, energy substituted (acid) scorching ray*, energy substituted (cold) scorching ray*, summon swarm*, 3rd – arcane sight, energy substituted (acid) fireball*, energy substituted (cold) fireball*, energy substituted (acid) lightning bolt*, suggestion, summon monster III*; 4th – charm monster, detect scrying, Otiluke's resilient sphere*, polymorph, scrying, summon monster IV*; 5th – baleful polymorph, cloudkill*, cone of cold*, energy substituted (acid) cone of cold*, dominate person, teleport*; 6th – acid fog*, energy substituted (cold) acid fog*, disintegrate, maximized energy substituted (acid) fireball*, mass suggestion; 7th – greater teleport*, limited wish, plane shift*, summon monster VII*; 8th – maximized energy substituted (acid) cone of cold*, maze*. *Conjuration and evocation spells. Tysiln's prohibited schools are abjuration and illusion.

Spellbook: Tysiln knows every spell in the PH (except for abjuration and illusion spells) along with several more obscure spells.

Inez the Anarchic Raven: Tiny Magical Beast (Extraplanar); HD ¼d8; hp X; Init +2; Spd 10 ft., fly 40 ft. (average); AC 22, touch 14 flat-footed 20 (+2 size, +2 Dex, +8 natural); Base Atk +7; Grp -6; Atk/Full Atk +11 melee (1d2-5, claws); SA share spells, deliver touch attacks, smite law; SQ low-light vision, speak Common (Su), improved evasion, empathic link, speak with master, speak with animals of its kind, scry on familiar, darkvision 60 ft., immunity to polymorph and petrification, resistance to acid 5, resistance to cold 5, resistance to electricity 5, resistance to fire 5, resistance to sonic 5, fast healing 5, DR 5/magic, SR 20; AL CN; SV Fort +5, Ref +7, Will +11; Str 1, Dex 15, Con 10, Int 13, Wis 14, Cha 6. *Planar Handbook*, page 107. *Skills and Feats:* Concentration +18, Decipher Script +19, Knowledge (arcana) +19, Knowledge (architecture and engineering) +5, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local – Sheldomar Valley Metaregion) +5, Knowledge (nature) +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +5, Knowledge (the Planes) +19, Listen +5, Spellcraft +19, Spot +7; Alertness, Weapon Finesse^B. *Smite Law* (Su): Once per day, Inez can make a normal attack to deal +13 extra damage to a lawful opponent (bonus is based on Tysiln's HD).

Possessions: masterwork hand crossbow, masterwork rapier, bag of holding type IV, bracers of armor +6, brooch of shielding, chime of opening, cloak of arachnida, goggles of day*, headband of intellect +4, Heward's handy haversack, ioun stones (clear spindle, dusty rose prism, pink rhomboid, iridescent spindle), Keoghtom's ointment, ring of feather fall, ring of mind shielding, vest of resistance +3*, potion of cure serious wounds, potion of protection from arrows 15/magic, potion of barkskin +5, potion of resist energy (acid) 30, potion of resist energy (cold) 30, potion of resist energy (electricity) 30, potion of resist energy (fire) 30, potion of resist energy (sonic) 30, potion of shield of faith +5, potion of remove blindness/deafness, potion of nondetection, arcane scroll of greater prying eyes (15th level

caster), arcane scroll of mass charm monster (15th level caster), arcane scroll of greater teleport (15th level caster), arcane scroll of forcecage (15th level caster), arcane scroll of true seeing (15th level caster), arcane scroll of overland flight (15th level caster), arcane scroll of fly (15th level caster), arcane scroll of sending (15th level caster), arcane scroll of wall of force (15th level caster), arcane scroll of Mordenkainen's magnificent mansion (15th level caster), wand of Melf's acid arrow (energy substituted (cold), 15th level caster, 5 charges), wand of Melf's acid arrow (15th level caster, 5 charges), wand of Evard's black tentacles (15th level caster, 5 charges), wand of magic missile (9th level caster, 25 charges), wand of solid fog (7th level caster, 5 charges), wand of enervation (7th level caster, 5 charges). *See Appendix Eight.

Description: Tysiln San was born in the Vault of the Drow and trained in magic by her merchant family. In her early years, she assisted in her family's plot to overthrow the priestesses of Lolth, but that unflinching loyalty cost her dearly as her family's plans were squashed. Tysiln was forced to flee for her life, running headlong into the path of a human mage exploring the Underoerth and seeking to make some business deals in the Vault. Tysiln threw herself on his mercy, and he, pitying her, agreed to take her to the surface with him. Tysiln does not believe any other members of her family survived the failed plot. The surface world was initially quite frightening to the young drow who had never seen the wide expanses of the surface before. The mage helped her overcome her fears and designed magical lenses that shield her from the harmful effects of bright sunlight. She still wears these lenses in her goggles today. To repay his kindness, Tysiln worked diligently helping the mage with his arcane experiments. A seriously failed experiment led to the death of the mage, and Tysiln's drow heritage enabled her to barely survive the encounter. Alone on the surface, she wandered for several years and settled in a halfling community, casting spells for food and shelter. The halflings did their best to make her comfortable and welcome, but she feared getting too attached to the small people and so let her wanderlust move her on. Her only true companion was her familiar, Inez, whom she has summoned during her time with the mage. Knowing Inez would not enjoy life back in the underground, the two wandered further into the Sheldomar Valley. Eventually, they found themselves traveling through the Dim Forest into the Valley of the Mage. The Valley seemed remote and devoid of settlements, so she decided she would settle there. However, she was soon set upon by a patrol of valley elves who took her before the Mage of the Valley, Jaran Krimeeah. Tysiln was instantly infatuated with the Mage and offered her loyal services on the spot. At this time, the Mage was still consolidating his power in the Valley, so the appearance of a skilled mage who idolized him was a fortuitous gift he could not ignore. He tested her loyalty and skill, and she passed all of the tests easily. She became the Mage's most trusted servant, his First Protector, and his mistress. Tysiln San is an exquisitely beautiful dark elven female, with long, straight, white hair, white upswept eyebrows, huge yellow eyes, delicate features, and black skin. She is madly in love with the

Mage, despite full awareness that Jaran would sacrifice her without much thought if it served his greater purposes. Tysiln shares much of Jaran's paranoia about outsiders in the Valley, but she controls it much better than he, allowing herself to speak with strangers and determine their purposes with an open mind. She is heartbroken that Jaran has disappeared without leaving word of his fate, and she will do anything to find out what has happened to him. This is her first and only priority now. Tysiln speaks Common, Ancient Baklunish, Ancient Suloise, Draconic, Elven, Gnome, and Undercommon (plus see *permanent* spells above).

Appendix Two: APL 6 Stat Blocks

Encounter Seven

Chamber 5

Yuan-ti Halfblood: hp 48; *Monster Manual*, page 264.

Yuan-ti Pureblood: hp 24; *Monster Manual*, page 263.

Chamber 6

Yuan-ti Holy Guardian: CR 8; Medium Monstrous Humanoid; HD 8d8+16; hp 60; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +7 natural, +2 masterwork heavy shield); Base Atk +8; Grp +12; Atk +12 melee (1d6+2/18-20, masterwork scimitar) or +9 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +12/+7 melee (1d6+4/18-20, masterwork scimitar) and +5 melee (1d6+2 plus poison, bite) or +9/+4 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); SA constrict 1d6+6, improved grab, poison, spell-like abilities, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 18; AL CE; SV Fort +4, Ref +7, Will +10; Str 19, Dex 13, Con 15, Int 19, Wis 19, Cha 17; FR *Serpent Kingdoms*, page 88.

Skills and Feats: Climb +11, Concentration +13, Craft (alchemy) +16, Hide +10, Knowledge (religion) +15, Listen +17, Spot +17, Swim +10; Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Mobility.

Constrict (Ex): On a successful grapple check, a holy guardian deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, a holy guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – *animal trance* (DC 15), *cause fear* (DC 15), *entangle* (DC 15); 3/day – *deeper darkness*, *dispel magic*, *neutralize poison* (DC 18), *resist energy* (self only), *suggestion* (DC 17); 1/day – *baleful polymorph* (DC 19; into snake form only). Caster level 11th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a holy guardian can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 21, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell.

Alternate Form (Sp): A holy guardian can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the holy guardian doesn't regain any lost hit points by changing form and can take only viper shapes. The holy guardian loses its constrict ability in viper form, but uses its own poison for its bite attack.

Chameleon Power (Sp): A holy guardian can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Detect Poison (Sp): A holy guardian can use *detect poison* as the spell (caster level 6th) at will.

Skills: A holy guardian receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A holy guardian has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: masterwork heavy steel shield, masterwork scimitar, masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: "A sinuous, snakelike creature with human arms sways hypnotically, raising a shining scimitar in defense." A holy guardian resembles a yuan-ti half blood with its serpent head, human arms, and serpent tail. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Its dark scales lighten only slightly toward the tail and are always of uniform hue, never patterned or lighter on the underbelly. Holy guardians speak Abyssal, Common, Draconic, and Yuan-ti.

Optional Encounter Eight

Chamber 8

Lesser Flame Snake: CR 7; Medium-sized Magical Beast (Fire); HD 8d10+16; hp 72; Init +4; Spd 40 ft., climb 20 ft.; AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural); Base Atk +8; Grp +10; Atk +13 melee (1d8+2 plus 2d6 fire plus poison, bite) or +12 ranged touch (2d6 fire, magma spit); Full Atk +13 melee (1d8+2 plus 2d6 fire plus poison, bite) and +10 melee (1d6+1 plus 2d6 fire, tail spike) or +12 ranged touch (2d6 fire, magma spit); SA constrict 2d6+3 plus 2d6 fire, fiery poison, heat, magma spit; SQ darkvision 60 ft., fast healing 3, fire subtype, low-light vision, scent, uncanny dodge; AL CE; SV Fort +8, Ref +10, Will +4; Str 15, Dex 18, Con 15, Int 8, Wis 14, Cha 13; *Fiend Folio*, page 74.

Skills and Feats: Climb +10, Hide +7, Listen +5, Move Silently +7, Spot +4; Multiattack, Weapon Finesse, Weapon Focus (bite).

Constrict (Ex): On a successful grapple check, a lesser flame sneak can constrict a grabbed opponent, dealing 2d6+3 points of bludgeoning damage and 2d6 points of fire damage.

Fiery Poison (Ex): Injury, Fort DC 16, 1d4 Str/1d4 Str. In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds),

it deals 2 points of fire damage (no save). This includes the round in which the victim was bitten. The save DC is Con-based.

Magma Spit (Su): Every 1d4 rounds, a lesser flame snake can launch a sticky glob of fiery spittle at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 2d6 points of fire damage and must make a Reflex save (DC 16) or catch on fire.

Uncanny Dodge (Ex): A lesser flame snake retains its Dex bonus to AC even when flat-footed or struck by an invisible attacker.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage (2d6).

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description: A coiled snake adorned in a mix of red and orange scales, down its back runs an intricate series of black scales that form a repeating pattern of ankhs. Their dull eyes never seem to blink. Measuring 7 feet long and 4 inches in diameter, these are intimidating specimens. The lesser flame snake has a spike of hardened bone that grows from its tail. They are extremely foul tempered, and revel in the burning of their foes; they use their magma spit at every opportunity and use their constrict ability only between spit attacks.

Chamber 10

Sssilya, Yuan-ti Abomination Clr1 of Merrshaulk: CR 8; Large Monstrous Humanoid; HD 9d8+36+1d8+4; hp 90; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 23, touch 10, flat-footed 22 (-1 size, +1 Dex, +10 natural, +3 shield); Base Atk +9; Grp +16; Atk +12 melee (1d8+4/18-20, +1 scimitar) or +10 ranged (2d6+3/x3, masterwork composite longbow (+3 Str bonus)); Full Atk +12/+7 melee (1d8+4/18-20, +1 scimitar) and +7 melee (2d6+1 plus poison, bite) or +10/+5 ranged (2d6+3/x3, masterwork composite longbow (+3 Str bonus)); Space/Reach 10 ft./10 ft.; SA *aversion*, constrict 1d6+4, improved grab, poison, *produce acid*, spell-like abilities, rebuke undead 9/day, spells, spontaneous casting; SQ *alternate form*, *chameleon power*, darkvision 60 ft., detect poison, scent, aura, SR 19; AL CE; SV Fort +9, Ref +7, Will +15; Str 17, Dex 13, Con 19, Int 22, Wis 24, Cha 22.

Skills and Feats: Concentration +17, Craft (alchemy) +19, Hide +8, Knowledge (religion) +19, Listen +21, Move Silently +12, Spellcraft +11, Spot +21; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative, Mobility.

Aversion (Sp): An abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti,

dead or alive; if already within 20 feet, they move away. A subject unable to move away or one attacked by snakes or yuan-ti is overcome with revulsion. This revulsion reduces the creature's Dex score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Cha-based.

Constrict (Ex): On a successful grapple check, an abomination deals 1d6+4 points of damage.

Improved Grab (Ex): To use this ability, an abomination must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): At will – *animal trance* (DC 18), *entangle* (DC 17); 3/day – *deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day – *baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DCs are Cha-based.

Chameleon Power (Sp): An abomination can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): An abomination can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the abomination doesn't regain any lost hp by changing form and can take only viper shapes. The abomination loses its constrict ability in viper form, but uses its own poison for its bite attack.

Detect Poison (Sp): An abomination can use *detect poison* as the spell (caster level 6th) at will.

Skills: An abomination receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. An abomination has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Cleric Spells Prepared (3/3+1; save DC 17 + spell level): 0 – *detect magic*, *read magic*, *resistance*; 1st – *detect law*, *divine favor*, *protection from law*^{*}, *shield of faith*. ^{*}Domain spell.

Domains: Chaos, Destruction.

Possessions: +1 large heavy steel shield, +1 large scimitar, masterwork large composite longbow (+3 Str bonus), quiver with 20 arrows, *brooch of shielding*.

Description: "This creature looks like a big serpent, except that its eyes betray a baleful intelligence, and it has two burly,

humanoid arms." It is twelve feet long and weighs about 250 lbs. It has green and brown scales with a diamond pattern in white down its back and a wedge-shaped head like a viper. Abominations speak Yuan-ti, Common, Abyssal, and Draconic.

Appendix Three: APL 8 Stat Blocks

Encounter Seven

Chamber 5

Yuan-ti Halfblood Rog1/Ftr1: CR 7; Medium Monstrous Humanoid; HD 7d8+14+1d6+2+1d10+2; hp 68; Init +8; Spd 30 ft.; AC 23, touch 14, flat-footed 19 (+4 Dex, +4 natural, +3 armor, +2 shield); Base Atk +8; Grp +12; Atk +14 melee (1d6+5/18-20, +1 scimitar) or +13 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +14/+9 melee (1d6+5/18-20, +1 scimitar) and +7 melee (1d6+2 plus poison, bite) or +13/+8 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); SA poison, produce acid, spell-like abilities, sneak attack +1d6; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, trapfinding, SR 18; AL CE; SV Fort +6, Ref +11, Will +8; Str 19, Dex 18, Con 15, Int 20, Wis 16, Cha 16.

Skills and Feats: Balance +6, Concentration +12, Craft (weaponsmithing) +14, Hide +13, Jump +12, Knowledge (religion) +15, Listen +15, Perform (dance) +9, Spot +15, Tumble +11; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative, Mobility, Weapon Focus (scimitar).

Poison (Ex): Injury, Fort DC 15, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – animal trance (DC 15), cause fear (DC 14), entangle (DC 14); 1/day – deeper darkness, neutralize poison (DC 17), suggestion (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the halfblood doesn't regain any lost hp by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use *detect poison* as the spell (caster level 6th) at will.

Possessions: masterwork studded leather armor, masterwork heavy steel shield, +1 scimitar, masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: "This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent's head, complete with long fangs

and forked tongue, rises from its shoulders." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Halfblood Ftr2: CR 7; Medium Monstrous Humanoid; HD 7d8+14+2d10+4; hp 71; Init +8; Spd 30 ft.; AC 23, touch 14, flat-footed 19 (+4 Dex, +4 natural, +5 armor); Base Atk +9; Grp +13; Atk +14 melee (1d6+6/18-20, masterwork scimitar) or +15 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +14/+9 melee (1d6+6/18-20, masterwork scimitar) and +8 melee (1d6+2 plus poison, bite) or +15/+10 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); SA poison, produce acid, spell-like abilities; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 18; AL CE; SV Fort +7, Ref +9, Will +8; Str 19, Dex 18, Con 15, Int 20, Wis 16, Cha 16.

Skills and Feats: Climb +10, Concentration +12, Craft (bowmaking) +14, Hide +13, Jump +10, Knowledge (religion) +15, Listen +15, Spot +15; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (composite longbow).

Poison (Ex): Injury, Fort DC 15, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – animal trance (DC 15), cause fear (DC 14), entangle (DC 14); 1/day – deeper darkness, neutralize poison (DC 17), suggestion (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the halfblood doesn't regain any lost hit points by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use *detect poison* as the spell (caster level 6th) at will.

Possessions: mithral breastplate, masterwork scimitar, masterwork composite longbow (+4 Str bonus), 2 quivers with 20 arrows each.

Description: "This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent's head, complete with long fangs and forked tongue, rises from its shoulders." It is about the

same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Rog2: CR 5; Medium Monstrous Humanoid; HD 4d8+4+2d6+2; hp 38; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +1 natural, +5 armor); Base Atk +5; Grp +6; Atk +7 melee (1d6+1/18-20, masterwork scimitar) or +9 ranged (1d8+1/x3, masterwork composite longbow(+1 Str bonus)); Full Atk +7 melee (1d6+1/18-20, masterwork scimitar) or +9 ranged (1d8+1/x3, masterwork composite longbow (+1 Str bonus)); SA spell-like abilities, sneak attack +1d6; SQ alternate form, darkvision 60 ft., detect poison, trapfinding, evasion, SR 16; AL CE; SV Fort +2, Ref +10, Will +3; Str 13, Dex 17, Con 13, Int 16, Wis 8, Cha 12.

Skills and Feats: Bluff +2, Concentration +8, Disguise +10, Hide +12, Knowledge (local – Sheldomar Valley Metaregion) +7, Listen +3, Move Silently +12, Spot +3; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative.

Spell-like Abilities (Sp): 1/day – animal trance (DC 13), cause fear (DC 12), charm person (DC 12), darkness, entangle (DC 12). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the pureblood doesn't regain any lost hit points by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use *detect poison* as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Possessions: +1 mithral chain shirt, masterwork scimitar, masterwork composite longbow (+1 Str bonus), quiver with 20 arrows, *potion of shield of faith* +3.

Description: “This being looks much like a slim-bodied, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs.” It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Brd2: CR 5; Medium Monstrous Humanoid; HD 4d8+4+2d6+2; hp 38; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17 (+3 Dex, +1 natural, +4 armor, +2 shield); Base Atk +5; Grp +5; Atk +6 melee (1d6/18-20, masterwork rapier) or +9 ranged (1d8/x3, masterwork longbow); Full Atk +6 melee (1d6/18-20, masterwork rapier) or +9 ranged (1d8/x3, masterwork longbow); SA spell-like abilities, bardic music (countersong, fascinate, inspire courage +1) 2/day, spells; SQ alternate form, darkvision 60 ft., detect poison, bardic knowledge, SR 16; AL CE; SV Fort +2, Ref +10, Will +6; Str 11, Dex 17, Con 13, Int 14, Wis 8, Cha 16.

Skills and Feats: Concentration +8, Disguise +8, Hide +5, Knowledge (arcana) +11, Listen +3, Perform (string instruments) +15, Spot +3; Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Skill Focus (perform (string instruments)).

Spell-like Abilities (Sp): 1/day – animal trance (DC 15), cause fear (DC 14), charm person (DC 14), darkness, entangle (DC 14). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the pureblood doesn't regain any lost hit points by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use *detect poison* as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Bard Spells Known (3/1; save DC 13 + spell level): 0 – *detect magic*, *know direction*, *mage hand*, *message*, *read magic*; 1st – *comprehend languages*, *undetected alignment*.

Possessions: mithral chain shirt, masterwork heavy steel shield, masterwork rapier, masterwork longbow, quiver with 20 arrows, *hat of disguise*.

Description: “This being looks much like a slim-bodied, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs.” It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Chamber 6

Yuan-ti Holy Guardian: CR 8; Medium Monstrous Humanoid; HD 8d8+16; hp 60; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +7 natural, +2 masterwork heavy shield); Base Atk +8; Grp +12; Atk +13 melee (1d6+4/18-20, masterwork scimitar) or +10 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +13/+8 melee (1d6+4/18-20, masterwork scimitar) and +7 melee (1d6+2 plus poison, bite) or +10/+5 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); SA constrict 1d6+6, improved grab, poison, spell-like abilities, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 18; AL CE; SV Fort +4, Ref +7, Will +10; Str 19, Dex 13, Con 15, Int 19, Wis 19, Cha 17; FR *Serpent Kingdoms*, page 88.

Skills and Feats: Climb +11, Concentration +13, Craft (alchemy) +16, Hide +10, Knowledge (religion) +15, Listen +17, Spot +17, Swim +10; Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Mobility.

Constrict (Ex): On a successful grapple check, a holy guardian deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, a holy guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – animal trance (DC 15), cause fear (DC 15), entangle (DC 15); 3/day – deeper darkness, dispel magic, neutralize poison (DC 18), resist energy (self only), suggestion (DC 17); 1/day – baleful polymorph

(DC 19; into snake form only). Caster level 11th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a holy guardian can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 21, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell.

Alternate Form (Sp): A holy guardian can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the holy guardian doesn't regain any lost hit points by changing form and can take only viper shapes. The holy guardian loses its constrict ability in viper form, but uses its own poison for its bite attack.

Chameleon Power (Sp): A holy guardian can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Detect Poison (Sp): A holy guardian can use *detect poison* as the spell (caster level 6th) at will.

Skills: A holy guardian receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A holy guardian has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Masterwork heavy steel shield, masterwork scimitar, masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: "A sinuous, snakelike creature with human arms sways hypnotically, raising a shining scimitar in defense." A holy guardian resembles a yuan-ti half blood with its serpent head, human arms, and serpent tail. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Its dark scales lighten only slightly toward the tail and are always of uniform hue, never patterned or lighter on the underbelly. Holy guardians speak Abyssal, Common, Draconic, and Yuan-ti.

Optional Encounter Eight

Chamber 8

Lesser Flame Snake: CR 7; Medium-sized Magical Beast (Fire); HD 8d10+16; hp 72; Init +4; Spd 40 ft., climb 20 ft.; AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural); Base Atk +8; Grp +10; Atk +13 melee (1d8+2 plus 2d6 fire plus poison, bite) or +12 ranged touch (2d6 fire, magma spit); Full Atk +13 melee (1d8+2 plus 2d6 fire plus poison, bite) and +10 melee (1d6+1 plus 2d6 fire, tail spike) or +12 ranged touch (2d6 fire, magma spit); SA constrict 2d6+3 plus 2d6 fire, fiery poison, heat, magma spit; SQ darkvision 60 ft., fast healing 3, fire subtype, low-light vision, scent, uncanny dodge; AL CE; SV Fort +8, Ref +10, Will +4; Str 15, Dex 18, Con 15, Int 8, Wis 14, Cha 13; *Fiend Folio*, page 74.

Skills and Feats: Climb +10, Hide +7, Listen +5, Move Silently +7, Spot +4; Multiattack, Weapon Finesse, Weapon Focus (bite).

Constrict (Ex): On a successful grapple check, a lesser flame snake can constrict a grabbed opponent, dealing 2d6+3 points of bludgeoning damage and 2d6 points of fire damage.

Fiery Poison (Ex): Injury, Fort DC 16, 1d4 Str/1d4 Str. In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds), it deals 2 points of fire damage (no save). This includes the round in which the victim was bitten. The save DC is Con-based.

Magma Spit (Su): Every 1d4 rounds, a lesser flame snake can launch a sticky glob of fiery spittle at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 2d6 points of fire damage and must make a Reflex save (DC 16) or catch on fire.

Uncanny Dodge (Ex): A lesser flame snake retains its Dex bonus to AC even when flat-footed or struck by an invisible attacker.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage (2d6).

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description: A coiled snake adorned in a mix of red and orange scales, down its back runs an intricate series of black scales that form a repeating pattern of ankhs. Its dull eyes never seem to blink. Measuring 7 feet long and 4 inches in diameter, these are intimidating specimens. The lesser flame snake has a spike of hardened bone that grows from its tail. They are extremely foul tempered and revel in the burning of their foes. They use their magma spit at every opportunity and use their constrict ability only between spit attacks.

Chamber 10

Sssilya, Yuan-ti Abomination Clr3 of Merrshaulk: CR 10; Large Monstrous Humanoid; HD 9d8+36+3d8+12; hp 108; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 23, touch 10, flat-footed 22 (-1 size, +1 Dex, +10 natural, +3 shield); Base Atk +11; Grp +19; Atk +15 melee (1d8+5/18-20, +1 scimitar) or +12 ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +15/+10/+5 melee (1d8+5/18-20, +1 scimitar) and +10 melee (2d6+2 plus poison, bite) or +12/+7/+2 ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Space/Reach 10 ft./10 ft.; SA *aversion*, constrict 1d6+6, improved grab, poison, *produce acid*, spell-like abilities, rebuke undead 9/day, spells, spontaneous casting; SQ *alternate form*, *chameleon power*, darkvision 60 ft., detect

poison, scent, aura, SR 21; AL CE; SV Fort +10 (+12), Ref +8 (+10), Will +16 (+18); Str 18, Dex 13, Con 19, Int 22, Wis 24, Cha 22.

Skills and Feats: Concentration +19, Craft (alchemy) +21, Hide +8, Knowledge (religion) +21, Listen +21, Move Silently +12, Perform (sing) +11, Spellcraft +11, Spot +21; Alertness^B, Blind-Fight^B, Combat Expertise, *Divine Shield, Dodge, Improved Initiative, Mobility.

***Divine Shield:** As a standard action, spend one of your rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Cha modifier. This bonus applies to the shield's bonus to AC and lasts for a number of rounds equal to half your character level. Feat, *Complete Warrior*, page 106.

Aversion (Sp): An abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, dead or alive; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dex score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Cha-based.

Constrict (Ex): On a successful grapple check, an abomination deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, an abomination must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): At will – *animal trance* (DC 18), *entangle* (DC 17); 3/day – *deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day – *baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DCs are Cha-based.

Chameleon Power (Sp): An abomination can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): An abomination can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the abomination doesn't regain any lost hit points by changing form and can take only viper shapes. The abomination loses its constrict ability in viper form but uses its own poison for its bite attack.

Detect Poison (Sp): An abomination can use *detect poison* as the spell (caster level 6th) at will.

Skills: An abomination receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. An abomination has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Cleric Spells Prepared (4/4+1/3+1; save DC 17 + spell level): 0 – *detect magic*, *guidance*, *read magic*, *resistance*; 1st – *detect law*, *divine favor*, *protection from law*^{*}, *sanctuary*, *shield of faith*; 2nd – *hold person*, *resist energy*, *shatter*^{*}, *spiritual weapon*. *Domain spell.

Domains: Chaos, Destruction.

Possessions: +1 large heavy steel shield, +1 large scimitar, masterwork large composite longbow (+4 Str bonus), quiver with 20 arrows, *brooch of shielding*, *cloak of resistance* +2.

Description: "This creature looks like a big serpent, except that its eyes betray a baleful intelligence, and it has two burly, humanoid arms." It is twelve feet long and weighs about 250 lbs. It has green and brown scales with a diamond pattern in white down its back and a wedge-shaped head like a viper. Abominations speak Yuan-ti, Common, Abyssal, and Draconic.

Appendix Four: APL 10 Stat Blocks

Encounter Seven

Chamber 5

Yuan-ti Halfblood Rog1/Ftr2/Dervish1: CR 9; Medium Monstrous Humanoid; HD 7d8+14+1d6+2+2d10+4+1d10+2; hp 86; Init +8; Spd 30 ft.; AC 23, touch 15, flat-footed 19 (+4 Dex, +4 natural, +4 armor, +1 dervish); Base Atk +10; Grp +14; Atk +16 melee (1d6+5/18-20, +1 scimitar) or +15 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +16/+11 melee (1d6+5/18-20, +1 scimitar) and +9 melee (1d6+2 plus poison, bite) or +15/+10 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)) or +14/+9 melee (1d6+5/18-20, +1 scimitar) and +14 melee (1d6+3/18-20, +1 scimitar) and +9 melee (1d6+2 plus poison, bite); SA poison, produce acid, spell-like abilities, sneak attack +1d6, dervish dance 1/day, slashing blades; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, trapfinding, AC bonus, movement mastery, SR 20; AL CE; SV Fort +7, Ref +13, Will +10; Str 19, Dex 18, Con 15, Int 20, Wis 16, Cha 16; *Complete Warrior*, page 25.

Skills and Feats: Balance +8, Concentration +12, Craft (weaponsmithing) +14, Hide +14, Jump +20, Knowledge (religion) +15, Listen +15, Perform (dance) +13, Spot +15, Tumble +16; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative, Mobility, Two-Weapon Fighting, Weapon Focus (scimitar).

AC Bonus (Ex): A dervish gains this bonus to AC as long as she is wearing no or light armor and not carrying a shield. This bonus applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack. If a dervish wields a slashing weapon while in dervish dance, she gains a +1 bonus on her attack and damage rolls that increases by +1 at every odd level after 1st. A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon or multiple weapons, only if both ends of the weapon or weapons are of the slashing type). She cannot perform dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish

cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability. A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the dervish has. At the end of a dervish dance, the dervish becomes fatigued for the duration of the encounter.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats a scimitar as a light weapon for all purposes.

Poison (Ex): Injury, Fort DC 15, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – animal trance (DC 15), cause fear (DC 14), entangle (DC 14); 1/day – deeper darkness, neutralize poison (DC 17), suggestion (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the halfblood doesn't regain any lost hit points by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use *detect poison* as the spell (caster level 6th) at will.

Possessions: +1 studded leather armor, +1 scimitar, +1 scimitar, masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: "This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent's head, complete with long fangs and forked tongue, rises from its shoulders." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Halfblood Ftr4: CR 9; Medium Monstrous Humanoid; HD 7d8+14+4d10+8; hp 89; Init +8; Spd 30 ft.; AC 23, touch 14, flat-footed 19 (+4 Dex, +4 natural, +5

armor); Base Atk +11; Grp +15; Atk +16 melee (1d6+6/18-20, masterwork scimitar) or +17 ranged (1d8+5/x3, +1 composite longbow (+4 Str bonus)); Full Atk +16/+11/+6 melee (1d6+6/18-20, masterwork scimitar) and +10 melee (1d6+2 plus poison, bite) or +17/+12/+7 ranged (1d8+5/x3, +1 composite longbow (+4 Str bonus)) or +15/+15/+10/+5 ranged (1d8+5/x3, +1 composite longbow (+4 Str bonus)); SA poison, produce acid, spell-like abilities; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 20; AL CE; SV Fort +8, Ref +10, Will +9; Str 19, Dex 18, Con 15, Int 20, Wis 16, Cha 16.

Skills and Feats: Climb +17, Concentration +12, Craft (bowmaking) +14, Hide +13, Jump +17, Knowledge (religion) +15, Listen +15, Spot +15; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow).

Poison (Ex): Injury, Fort DC 15, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – *animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the halfblood doesn't regain any lost hit points by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use *detect poison* as the spell (caster level 6th) at will.

Possessions: Mithral breastplate, masterwork scimitar, +1 composite longbow (+4 Str bonus), 2 quivers with 20 arrows each.

Description: “This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent's head, complete with long fangs and forked tongue, rises from its shoulders.” It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Rog2/Assassin2: CR 7; Medium Monstrous Humanoid; HD 4d8+4+2d6+2+2d6+2; hp 48; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 20 (+4 Dex, +1 natural, +5 armor); Base Atk +6; Grp +7; Atk +8 melee (1d6+1/18-20, masterwork scimitar) or +11 ranged (1d8+1/x3, masterwork composite longbow(+1 Str

bonus)); Full Atk +8/+3 melee (1d6+1/18-20, masterwork scimitar) or +11/+6 ranged (1d8+1/x3, masterwork composite longbow(+1 Str bonus)); SA spell-like abilities, sneak attack +2d6, death attack (DC 15), spells; SQ alternate form, darkvision 60 ft., detect poison, trapfinding, evasion, poison use, +1 save against poison, uncanny dodge, SR 18; AL CE; SV Fort +2, Ref +14, Will +3; Str 13, Dex 18, Con 13, Int 16, Wis 8, Cha 12.

Skills and Feats: Bluff +6, Concentration +8, Disguise +12, Hide +15, Knowledge (local – Sheldomar Valley Metaregion) +7, Listen +3, Move Silently +15, Spot +3, Tumble +8; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative.

Spell-like Abilities (Sp): 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the pureblood doesn't regain any lost hit points by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use *detect poison* as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Assassin Spells Known (2; save DC 13 + spell level): 1st – *disguise self*, *jump*, *true strike*.

Possessions: +1 mithral chain shirt, masterwork scimitar, masterwork composite longbow (+1 Str bonus), quiver with 20 arrows, *potion of shield of faith* +4, *wand of greater invisibility* (7th level caster, 5 charges).

Description: “This being looks much like a slim-bodied, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs.” It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Brd4: CR 7; Medium Monstrous Humanoid; HD 4d8+8+4d6+8; hp 54; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +1 natural, +5 armor, +2 shield); Base Atk +7; Grp +7; Atk +8 melee (1d6/18-20, masterwork rapier) or +11 ranged (1d8/x3, masterwork longbow); Full Atk +8/+3 melee (1d6/18-20, masterwork rapier) or +11/+6 ranged (1d8/x3, masterwork longbow); SA spell-like abilities, bardic music (countersong, fascinate, inspire courage +1, inspire competence) 4/day, spells; SQ alternate form, darkvision 60 ft., detect poison, bardic knowledge, SR 18; AL CE; SV Fort +4, Ref +11, Will +7; Str 11, Dex 17, Con 14, Int 14, Wis 8, Cha 16.

Skills and Feats: Bluff +9, Concentration +9, Disguise +14, Hide +4, Knowledge (arcana) +13, Listen +3, Perform (string instruments) +17, Spot +3; Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Skill Focus (perform (string instruments)).

Spell-like Abilities (Sp): 1/day – *animal trance* (DC 15), *cause fear* (DC 14), *charm person* (DC 14), *darkness*, *entangle* (DC 14). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the pureblood doesn't regain any lost hp by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use *detect poison* as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Bard Spells Known (3/3/1; save DC 13 + spell level): 0 – *detect magic*, *ghost sound*, *know direction*, *mage hand*, *message*, *read magic*; 1st – *comprehend languages*, *silent image*, *undetectable alignment*; 2nd – *cat's grace*, *eagle's splendor*.

Possessions: mithral breastplate, masterwork heavy steel shield, masterwork rapier, masterwork longbow, quiver with 20 arrows, *hat of disguise*.

Description: “This being looks much like a slim-hipped, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs.” It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Chamber 6

Yuan-ti Holy Guardian: CR 8; Medium Monstrous Humanoid; HD 8d8+16; hp 60; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +7 natural, +2 masterwork heavy shield); Base Atk +8; Grp +12; Atk +13 melee (1d6+4/18-20, masterwork scimitar) or +10 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +13/+8 melee (1d6+4/18-20, masterwork scimitar) and +7 melee (1d6+2 plus poison, bite) or +10/+5 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); SA constrict 1d6+6, improved grab, poison, spell-like abilities, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 18; AL CE; SV Fort +4, Ref +7, Will +10; Str 19, Dex 13, Con 15, Int 19, Wis 19, Cha 17; FR *Serpent Kingdoms*, page 88.

Skills and Feats: Climb +11, Concentration +13, Craft (alchemy) +16, Hide +10, Knowledge (religion) +15, Listen +17, Spot +17, Swim +10; Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Mobility.

Constrict (Ex): On a successful grapple check, a holy guardian deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, a holy guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – *animal trance* (DC 15), *cause fear* (DC 15), *entangle* (DC 15); 3/day – *deeper darkness*, *dispel magic*, *neutralize poison* (DC 18), *resist energy* (self only), *suggestion* (DC 17); 1/day – *baleful polymorph* (DC 19; into snake form only). Caster level 11th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a holy guardian can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 21, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell.

Alternate Form (Sp): A holy guardian can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the holy guardian doesn't regain any lost hit points by changing form and can take only viper shapes. The holy guardian loses its constrict ability in viper form but uses its own poison for its bite attack.

Chameleon Power (Sp): A holy guardian can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Detect Poison (Sp): A holy guardian can use *detect poison* as the spell (caster level 6th) at will.

Skills: A holy guardian receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A holy guardian has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Masterwork heavy steel shield, masterwork scimitar, masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: “A sinuous, snakelike creature with human arms sways hypnotically, raising a shining scimitar in defense.” A holy guardian resembles a yuan-ti half blood with its serpent head, human arms, and serpent tail. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Its dark scales lighten only slightly toward the tail and are always of uniform hue, never patterned or lighter on the underbelly. Holy guardians speak Abyssal, Common, Draconic, and Yuan-ti.

Thyssbn, Yuan-ti Mageslayer: CR 9; Medium Monstrous Humanoid; HD 8d8+16; hp 60; Init +1; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural); Base Atk +8; Grp +12; Atk +13 melee (1d6+6/19-20, masterwork short sword) or +10 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +13/+8 melee (1d6+6/19-20, masterwork short sword) and +7 melee (1d6+2 plus poison, bite) or +10/+5 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); SA constrict 1d6+6, improved grab, poison, spell-like abilities, spells, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 20; AL CE; SV Fort +4, Ref +7, Will +10; Str 19, Dex 13, Con 15, Int 19, Wis 19, Cha 17; FR *Serpent Kingdoms*, page 90.

Skills and Feats: Climb +12, Concentration +13, Craft (alchemy) +15, Hide +12, Knowledge (arcana) +15, Listen +17, Spot +17, Swim +12; Alertness^B, Blind-Fight^B, Combat Expertise, Eschew Materials, Still Spell.

Constrict (Ex): On a successful grapple check, a mageslayer deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, a mageslayer must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – *animal trance* (DC 15), *cause fear* (DC 15), *conceal thoughts* (self only), *entangle* (DC 15); 3/day – *deeper darkness*, *greater dispel magic*, *neutralize poison* (DC 18), *protection from energy* (self only), *suggestion* (DC 17); 1/day – *baleful polymorph* (DC 19; into snake form only), *dimensional anchor* (DC 15), *dimension door* (self and equipment only), *protection from spells*. Caster level 14th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a mageslayer can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 21, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell.

Alternate Form (Sp): A mageslayer can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the mageslayer doesn't regain any lost hit points by changing form and can take only viper shapes. The mageslayer loses its constrict ability in viper form but uses its own poison for its bite attack.

Chameleon Power (Sp): A mageslayer can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks. Mageslayers can control this power far more precisely than other yuan-ti, and they often use it to make a "badge" appear on their scales when participating in complex battles or missions, or to shift the hues of their scales so as to give mute signals (agreed upon beforehand with their fellows), such as "Enemy near," or "I sense magic."

Detect Poison (Sp): A mageslayer can use *detect poison* as the spell (caster level 6th) at will.

Skills: A mageslayer receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A mageslayer has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spells: A mageslayer casts arcane spells as an 8th level sorcerer, but its effective caster level is 14th. It may not take any spellcasting prestige class.

Sorcerer Spells Known (6/7/7/6/3; save DC 13 + spell level): 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *message*, *open/close*, *read magic*; 1st – *alarm*, *burning hands*, *disguise self*, *mage armor*, *unseen servant*; 2nd – *bull's strength*, *cat's grace*, *invisibility*; 3rd – *dispel magic*, *fireball*; 4th – *venom bolt**. *See Appendix Eight.

Possessions: Masterwork short sword, masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: "A serpent with human arms and a human head rears back, its serpent eyes glittering with malice. A streak of eldritch energy streams from its outstretched finger." A mageslayer looks like a slightly larger version of a yuan-ti half blood with human arms and a serpent tail. A typical specimen has a human head, though its tongue is forked and its eyes have vertical pupils, like a serpent's. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Mageslayers have a wide variety of scale patterning and hues in their natural states. Mageslayers speak Abyssal, Common, Draconic, and Yuan-ti.

Optional Encounter Eight

Chamber 8

Half-Green Dragon Lesser Flame Snake: CR 9; Medium-sized Dragon (Fire); HD 8d12+24; hp 90; Init +4; Spd 40 ft., climb 20 ft.; AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural); Base Atk +8; Grp +14; Atk +15 melee (1d8+6 plus 2d6 fire plus poison, bite) or +12 ranged touch (2d6 fire, magma spit); Full Atk +15 melee (1d8+6 plus 2d6 fire plus poison, bite) and +12 melee (1d4+3 plus 2d6 fire, 2 claws) and +12 melee (1d6+3 plus 2d6 fire, tail spike) or +12 ranged touch (2d6 fire, magma spit); SA constrict 2d6+9 plus 2d6 fire, fiery poison, heat, magma spit, breath weapon; SQ darkvision 60 ft., fast healing 3, fire subtype, low-light vision, scent, uncanny dodge, immune to sleep & paralysis effects, immune to acid; AL CE; SV Fort +9, Ref +10, Will +4; Str 23, Dex 18, Con 17, Int 10, Wis 14, Cha 15; Fiend Folio, page 74.

Skills and Feats: Climb +25, Hide +15, Listen +13, Move Silently +15, Spot +13; Multiattack, Weapon Finesse, Weapon Focus (bite).

Constrict (Ex): On a successful grapple check, a lesser flame snake can constrict a grabbed opponent, dealing 2d6+9 points of bludgeoning damage and 2d6 points of fire damage.

Fiery Poison (Ex): Injury, Fort DC 17, 1d4 Str/1d4 Str. In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds), it deals 2 points of fire damage (no save). This includes the round in which the victim was bitten. The save DC is Con-based.

Magma Spit (Su): Every 1d4 rounds, a lesser flame snake can launch a sticky glob of fiery spittle at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 2d6 points of fire damage and must make a Reflex save (DC 17) or catch on fire.

Breath Weapon (Su): Once per day, a lesser flame snake can breathe a 30 foot cone of corrosive (acid) gas. It deals 6d8 acid damage, Reflex save (DC 17) for half damage.

Uncanny Dodge (Ex): A lesser flame snake retains its Dex bonus to AC even when flat-footed or struck by an invisible attacker.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage (2d6).

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description: A coiled snake adorned in a mix of red and orange scales, down its back runs an intricate series of green scales that form a repeating pattern of ankhs. Its dull eyes never seem to blink. Measuring 7 feet long and 4 inches in diameter, these are intimidating specimens. The lesser flame snake has a spike of hardened bone that grows from its tail. It also has a set of claws, unlike most snakes. They are extremely foul tempered and revel in the burning of their foes. They use their magma spit at every opportunity and use their constrict ability only between spit attacks. Half-green dragon lesser flame snakes speak Ignan.

Chamber 10

Sssilya, Yuan-ti Abomination Clr5 of Merrshaulk: CR 12; Large Monstrous Humanoid; HD 9d8+36+5d8+20; hp 126; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 23, touch 10, flat-footed 22 (-1 size, +1 Dex, +10 natural, +3 shield); Base Atk +12; Grp +20; Atk +16 melee (1d8+5/18-20, +1 scimitar) or +13 ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +16/+11/+6 melee (1d8+5/18-20, +1 scimitar) and +11 melee (2d6+2 plus poison, bite) or +13/+8/+3 ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Space/Reach 10 ft./10 ft.; SA *aversion*, constrict 1d6+6, improved grab, poison, *produce acid*, spell-like abilities, rebuke undead 9/day, spells, spontaneous casting; SQ *alternate form*, *chameleon power*, darkvision 60 ft., detect poison, scent, aura, SR 23; AL CE; SV Fort +11 (+13), Ref +8 (+10), Will +17 (+19); Str 18, Dex 13, Con 19, Int 22, Wis 24, Cha 22.

Skills and Feats: Concentration +21, Craft (alchemy) +23, Hide +8, Knowledge (religion) +23, Listen +21, Move Silently +12, Perform (sing) +11, Spellcraft +21, Spot +21; Alertness^B, Blind-Fight^B, Combat Expertise, *Divine Shield, Dodge, Improved Initiative, Mobility.

***Divine Shield:** As a standard action, spend one of your rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Cha modifier. This bonus applies to the shield's bonus to AC and lasts for a number of rounds equal to half your character level. Feat, *Complete Warrior*, page 106.

Aversion (Sp): An abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti,

dead or alive; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dex score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Cha-based.

Constrict (Ex): On a successful grapple check, an abomination deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, an abomination must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): At will – *animal trance* (DC 18), *entangle* (DC 17); 3/day – *deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day – *baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DCs are Cha-based.

Chameleon Power (Sp): An abomination can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): An abomination can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the abomination doesn't regain any lost hit points by changing form and can take only viper shapes. The abomination loses its constrict ability in viper form but uses its own poison for its bite attack.

Detect Poison (Sp): An abomination can use *detect poison* as the spell (caster level 6th) at will.

Skills: An abomination receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. An abomination has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Cleric Spells Prepared (5/5+1/4+1/3+1; save DC 17 + spell level): 0 – *cure minor wounds*, *detect magic*, *guidance*, *read magic*, *resistance*; 1st – *comprehend languages*, *detect law*, *divine favor*, *protection from law**, *sanctuary*, *shield of faith*; 2nd – *eagle's splendor*, *hold person*, *resist energy*, *shatter**, *spiritual weapon*; 3rd – *contagion**, *protection from energy* (x2), *searing light*. *Domain spell.

Domains: Chaos, Destruction.

Possessions: +1 large heavy steel shield, +1 large scimitar, masterwork large composite longbow (+4 Str bonus), quiver with 20 arrows, brooch of shielding, cloak of resistance +2, ring of counterspells (dispel magic), oil of greater magic weapon +4.

Description: "This creature looks like a big serpent, except that its eyes betray a baleful intelligence, and it has two burly, humanoid arms." It is twelve feet long and weighs about 250 lbs. It has green and brown scales with a diamond pattern in white down its back, and a wedge-shaped head like a viper. Abominations speak Yuan-ti, Common, Abyssal, and Draconic.

Appendix Five: APL 12 Stat Blocks

Encounter Seven

Chamber 5

Yuan-ti Halfblood Rog1/Ftr2/Dervish3: CR 11; Medium Monstrous Humanoid; HD 7d8+21+1d6+3+2d10+6+3d10+9; hp 114; Init +8; Spd 35 ft. (45 ft.); AC 23, touch 15, flat-footed 19 (+4 Dex, +4 natural, +4 armor, +1 dervish); Base Atk +12; Grp +16; Atk +18 melee (1d6+5/15-20, +1 scimitar) or +17 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +18/+13/+8 melee (1d6+5/15-20, +1 scimitar) and +11 melee (1d6+2 plus poison, bite) or +17/+12/+7 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)) or +16/+11/+6 melee (1d6+5/15-20, +1 scimitar) and +16 melee (1d6+3/15-20, +1 scimitar) and +11 melee (1d6+2 plus poison, bite); SA poison, produce acid, spell-like abilities, sneak attack +1d6, dervish dance 2/day, slashing blades, fast movement +5 ft.; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, trapfinding, AC bonus, movement mastery, SR 22; AL CE; SV Fort +9, Ref +14, Will +11; Str 19, Dex 18, Con 16, Int 20, Wis 16, Cha 16; *Complete Warrior*, page 25.

Skills and Feats: Balance +12, Concentration +13, Craft (weaponsmithing) +14, Hide +14, Jump +22 (+27), Knowledge (religion) +15, Listen +15, Perform (dance) +19, Spot +15, Tumble +22; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Critical (scimitar), Improved Initiative, Mobility, Spring Attack^B, Two-Weapon Fighting, Weapon Focus (scimitar).

AC Bonus (Ex): A dervish gains this bonus to AC as long as she is wearing no or light armor and not carrying a shield. This bonus applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack. If a dervish wields a slashing weapon while in dervish dance, she gains a +1 bonus on her attack and damage rolls that increases by +1 at every odd level after 1st. A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon or multiple weapons, only if both ends of the weapon or weapons are of the slashing type). She

cannot perform dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability. A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the dervish has. At the end of a dervish dance, the dervish becomes fatigued for the duration of the encounter.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats a scimitar as a light weapon for all purposes.

Fast Movement (Ex): A dervish loses this bonus when she wears any armor heavier than light or when she carries a medium or heavy load.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – *animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the halfblood doesn't regain any lost hit points by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use *detect poison* as the spell (caster level 6th) at will.

Possessions: +1 studded leather armor, +1 scimitar, +1 scimitar, boots of striding and springing, masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: "This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent's head, complete with long fangs and forked tongue, rises from its shoulders." It is about the

same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Halfblood Ftr4/Order of the Bow Initiate2:

CR 11; Medium Monstrous Humanoid; HD 7d8+21+4d10+12+2d8+6; hp 114; Init +8; Spd 30 ft.; AC 23, touch 14, flat-footed 19 (+4 Dex, +4 natural, +5 armor); Base Atk +13; Grp +17; Atk +18 melee (1d6+6/18-20, masterwork scimitar) or +20 ranged (1d8+7/x3, +1 composite longbow (+4 Str bonus)); Full Atk +18/+13/+8 melee (1d6+6/18-20, masterwork scimitar) and +12 melee (1d6+2 plus poison, bite) or +20/+15/+10 ranged (1d8+7/x3, +1 composite longbow (+4 Str bonus)) or +18/+13/+8 ranged (1d8+7/x3, +1 composite longbow (+4 Str bonus)); SA poison, produce acid, spell-like abilities, ranged precision +1d8, close combat shot; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 22; AL CE; SV Fort +9, Ref +13, Will +12; Str 19, Dex 18, Con 16, Int 20, Wis 16, Cha 16; *Complete Warrior*, page 68.

Skills and Feats: Climb +19, Concentration +13, Craft (bowmaking) +16, Hide +13, Jump +17, Knowledge (religion) +17, Listen +15, Spot +17, Swim +9; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits also protects a creature from extra damage. Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dex bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways. The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels. An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): An initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – *animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the halfblood doesn't regain any lost hp by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use *detect poison* as the spell (caster level 6th) at will.

Possessions: Mithral breastplate, masterwork scimitar, +1 composite longbow (+4 Str bonus), 2 quivers with 20 arrows each, lesser bracers of archery.

Description: "This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent's head, complete with long fangs and forked tongue, rises from its shoulders." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Rog2/Assassin4:

CR 9; Medium Monstrous Humanoid; HD 4d8+4+2d6+2+4d6+4; hp 59; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 20 (+4 Dex, +1 natural, +5 armor); Base Atk +8; Grp +9; Atk +10 melee (1d6+2 plus poison/18-20, +1 scimitar) or +13 ranged (1d8+1 plus poison/x3, masterwork composite longbow(+1 Str bonus)); Full Atk +10/+5 melee (1d6+2 plus poison/18-20, +1 scimitar) or +13/+8 ranged (1d8+1 plus poison/x3, masterwork composite longbow (+1 Str bonus)); SA spell-like abilities, sneak attack +3d6, death attack (DC 17), spells; SQ alternate form, darkvision 60 ft., detect poison, trapfinding, evasion, poison use, +2 save against poison, uncanny dodge, SR 20; AL CE; SV Fort +3, Ref +15, Will +4; Str 13, Dex 18, Con 13, Int 16, Wis 8, Cha 12.

Skills and Feats: Bluff +10, Concentration +8, Disguise +14, Hide +17, Knowledge (local – Sheldomar Valley Metaregion) +7, Listen +3, Move Silently +17, Spot +3, Tumble +12; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Feint, Improved Initiative.

Spell-like Abilities (Sp): 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the pureblood doesn't regain any lost hp by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use *detect poison* as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Assassin Spells Known (4/2; save DC 13 + spell level): 1st – disguise self, feather fall, jump, true strike; 2nd – cat's grace, invisibility, pass without trace.

Possessions: +1 mithral chain shirt, +1 scimitar coated with poison (Sssartiss, Injury DC 20, Paralysis 2d6 minutes/Unconsciousness 1d4 hours), masterwork composite longbow (+1 Str bonus), quiver with 20 arrows coated with poison (Sssartiss, Injury DC 20, Paralysis 2d6 minutes/Unconsciousness 1d4 hours), *potion of shield of faith* +5, *wand of greater invisibility* (7th level caster, 5 charges), *oil of greater magic weapon* +2.

Description: "This being looks much like a slim-hipped, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Brd6: CR 9; Medium Monstrous Humanoid; HD 4d8+8+6d6+12; hp 66; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +1 natural, +5 armor, +2 shield); Base Atk +8; Grp +8; Atk +12 melee (1d6/18-20, masterwork rapier) or +12 ranged (1d8/x3, masterwork longbow); Full Atk +12/+7 melee (1d6/18-20, masterwork rapier) or +12/+7 ranged (1d8/x3, masterwork longbow); SA spell-like abilities, bardic music (countersong, fascinate, inspire courage +1, inspire competence, suggestion, +2 competence bonus to bardic music checks from instruments of the bards) 6/day, spells; SQ alternate form, darkvision 60 ft., detect poison, bardic knowledge, SR 20; AL CE; SV Fort +5, Ref +12, Will +8; Str 11, Dex 17, Con 14, Int 14, Wis 8, Cha 16.

Skills and Feats: Bluff +11, Concentration +9, Disguise +16, Gather Information +11, Hide +4, Knowledge (arcana) +15, Listen +3, Perform (string instruments) +19 (+21), Spot +3; Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Skill Focus (perform (string instruments)), Weapon Finesse.

Spell-like Abilities (Sp): 1/day – animal trance (DC 15), cause fear (DC 14), charm person (DC 14), darkness, entangle (DC 14). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a polymorph spell (caster level 19th), but the pureblood doesn't regain any lost hp by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use detect poison as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Bard Spells Known (3/4/3; save DC 13 + spell level): 0 – detect magic, ghost sound, know direction, mage hand, message, read magic; 1st – comprehend languages, phantom threat^B, silent image, undetectable alignment; 2nd – cat's grace, eagle's splendor, invisibility. *See Appendix Eight.

Possessions: Mithral breastplate, masterwork heavy steel shield, masterwork rapier, masterwork longbow, quiver with 20 arrows, hat of disguise, instruments of the bards (Mac-Fuirmidh Ciithern)*. *See Appendix Eight.

Description: "This being looks much like a slim-hipped, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Chamber 6

Yuan-ti Holy Guardian: CR 8; Medium Monstrous Humanoid; HD 8d8+16; hp 60; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +7 natural, +2 masterwork heavy shield); Base Atk +8; Grp +12; Atk +13 melee (1d6+4/18-20, masterwork scimitar) or +10 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +13/+8 melee (1d6+4/18-20, masterwork scimitar) and +7 melee (1d6+2 plus poison, bite) or +10/+5 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); SA constrict 1d6+6, improved grab, poison, spell-like abilities, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 18; AL CE; SV Fort +4, Ref +7, Will +10; Str 19, Dex 13, Con 15, Int 19, Wis 19, Cha 17; FR *Serpent Kingdoms*, page 88.

Skills and Feats: Climb +11, Concentration +13, Craft (alchemy) +16, Hide +10, Knowledge (religion) +15, Listen +17, Spot +17, Swim +10; Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Mobility.

Constrict (Ex): On a successful grapple check, a holy guardian deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, a holy guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – animal trance (DC 15), cause fear (DC 15), entangle (DC 15); 3/day – deeper darkness, dispel magic, neutralize poison (DC 18), resist energy (self only), suggestion (DC 17); 1/day – baleful polymorph (DC 19; into snake form only). Caster level 11th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a holy guardian can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 21, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell.

Alternate Form (Sp): A holy guardian can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a polymorph spell (caster level 19th), but the holy guardian doesn't regain any lost hit points by changing form and can take only viper shapes. The holy guardian loses its constrict ability in viper form, but uses its own poison for its bite attack.

Chameleon Power (Sp): A holy guardian can psionically change the coloration of itself and its

equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Detect Poison (Sp): A holy guardian can use *detect poison* as the spell (caster level 6th) at will.

Skills: A holy guardian receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A holy guardian has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: masterwork heavy steel shield, masterwork scimitar, masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: “A sinuous, snakelike creature with human arms sways hypnotically, raising a shining scimitar in defense.” A holy guardian resembles a yuan-ti half blood with its serpent head, human arms, and serpent tail. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Its dark scales lighten only slightly toward the tail and are always of uniform hue, never patterned or lighter on the underbelly. Holy guardians speak Abyssal, Common, Draconic, and Yuan-ti.

Thyssbn, Yuan-ti Mageslayer Sor4: CR 13; Medium Monstrous Humanoid; HD 8d8+32+4d4+16; hp 96; Init +2; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural); Base Atk +10; Grp +15; Atk +16 melee (1d6+7/19-20, masterwork short sword) or +13 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)); Full Atk +16/+11 melee (1d6+7/19-20, masterwork short sword) and +10 melee (1d6+2 plus poison, bite) or +13/+8 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)); SA constrict 1d6+7, improved grab, poison, spell-like abilities, spells, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 24; AL CE; SV Fort +7 (+9), Ref +9 (+11), Will +13 (+15); Str 21, Dex 15, Con 19, Int 19, Wis 17, Cha 22; FR *Serpent Kingdoms*, page 90.

Skills and Feats: Climb +13, Concentration +19, Craft (alchemy) +16, Hide +13, Knowledge (arcana) +19, Listen +16, Spellcraft +19, Spot +16, Swim +13; Alertness^B, Blind-Fight^B, Combat Expertise, Draconic Breath^{**}, Draconic Heritage^{*}, Eschew Materials, Still Spell.

***Draconic Heritage:** You have a greater connection with your distant draconic (black) bloodline. Hide is a class skill. You gain a bonus on saving throws against sleep and paralysis, as well as spells and abilities with the acid descriptor. This bonus is equal to the number of draconic feats you have (+2 currently). Feat, *Complete Arcane*, page 77.

****Draconic Breath:** As a standard action, you can change arcane spell energy into a breath weapon, a 60-foot line of acid that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 16 + the level of the spell) for half damage. This is a supernatural

ability, and the save is Cha-based. Feat, *Complete Arcane*, page 77.

Constrict (Ex): On a successful grapple check, a mageslayer deals 1d6+7 points of damage.

Improved Grab (Ex): To use this ability, a mageslayer must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – *animal trance* (DC 18), *cause fear* (DC 18), *conceal thoughts* (self only), *entangle* (DC 18); 3/day – *deeper darkness*, *greater dispel magic*, *neutralize poison* (DC 21), *protection from energy* (self only), *suggestion* (DC 20); 1/day – *baleful polymorph* (DC 22; into snake form only), *dimensional anchor* (DC 18), *dimension door* (self and equipment only), *protection from spells*. Caster level 14th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a mageslayer can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 24, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell.

Alternate Form (Sp): A mageslayer can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the mageslayer doesn't regain any lost hit points by changing form and can take only viper shapes. The mageslayer loses its constrict ability in viper form, but uses its own poison for its bite attack.

Chameleon Power (Sp): A mageslayer can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks. Mageslayers can control this power far more precisely than other yuan-ti, and they often use it to make a “badge” appear on their scales when participating in complex battles or missions, or to shift the hues of their scales so as to give mute signals (agreed upon beforehand with their fellows), such as “Enemy near,” or “I sense magic.”

Detect Poison (Sp): A mageslayer can use *detect poison* as the spell (caster level 6th) at will.

Skills: A mageslayer receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A mageslayer has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spells: A mageslayer Sor4 casts arcane spells as a 12th level sorcerer, but its effective caster level is 14th. It may not take any spellcasting prestige class.

Sorcerer Spells Known (6/8/8/7/7/6/4; save DC 16 + spell level): 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*; 1st – *alarm*, *burning hands*, *disguise self*, *mage armor*, *unseen servant*; 2nd – *bull's strength*, *cat's grace*, *glitterdust*, *invisibility*,

Melf's acid arrow; 3rd – dispel magic, fireball, haste, lightning bolt; 4th – enervation, mass reduce person, venom bolt*; 5th – cone of cold, feeblemind; 6th – true seeing. *See Appendix Eight.

Possessions: masterwork short sword, masterwork composite longbow (+5 Str bonus), quiver with 20 arrows, pearl of power (1st level spell), pearl of power (2nd level spell), cloak of resistance +2.

Description: "A serpent with human arms and a human head rears back, its serpent eyes glittering with malice. A streak of eldritch energy streams from its outstretched finger." A mageslayer looks like a slightly larger version of a yuan-ti half blood with human arms and a serpent tail. A typical specimen has a human head, though its tongue is forked and its eyes have vertical pupils, like a serpent's. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Mageslayers have a wide variety of scale patterning and hues in their natural states. Mageslayers speak Abyssal, Common, Draconic, and Yuan-ti.

Optional Encounter Eight

Chamber 8

Half-Green Dragon Lesser Flame Snake: CR 9; Medium-sized Dragon (Fire); HD 8d12+24; hp 90; Init +4; Spd 40 ft., climb 20 ft.; AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural); Base Atk +8; Grp +14; Atk +15 melee (1d8+6 plus 2d6 fire plus poison, bite) or +12 ranged touch (2d6 fire, magma spit); Full Atk +15 melee (1d8+6 plus 2d6 fire plus poison, bite) and +12 melee (1d4+3 plus 2d6 fire, 2 claws) and +12 melee (1d6+3 plus 2d6 fire, tail spike) or +12 ranged touch (2d6 fire, magma spit); SA constrict 2d6+9 plus 2d6 fire, fiery poison, heat, magma spit, breath weapon; SQ darkvision 60 ft., fast healing 3, fire subtype, low-light vision, scent, uncanny dodge, immune to sleep & paralysis effects, immune to acid; AL CE; SV Fort +9, Ref +10, Will +4; Str 23, Dex 18, Con 17, Int 10, Wis 14, Cha 15; Fiend Folio, page 74.

Skills and Feats: Climb +25, Hide +15, Listen +13, Move Silently +15, Spot +13; Multiattack, Weapon Finesse, Weapon Focus (bite).

Constrict (Ex): On a successful grapple check, a lesser flame snake can constrict a grabbed opponent, dealing 2d6+9 points of bludgeoning damage and 2d6 points of fire damage.

Fiery Poison (Ex): Injury, Fort DC 17, 1d4 Str/1d4 Str. In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds), it deals 2 points of fire damage (no save). This includes the round in which the victim was bitten. The save DC is Con-based.

Magma Spit (Su): Every 1d4 rounds, a lesser flame snake can launch a sticky glob of fiery spittle at an opponent within 30 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 2d6 points of fire damage and must make a Reflex save (DC 17) or catch on fire.

Breath Weapon (Su): Once per day, a lesser flame snake can breathe a 30 foot cone of corrosive (acid) gas. It deals 6d8 acid damage, Reflex save (DC 17) for half damage.

Uncanny Dodge (Ex): A lesser flame snake retains its Dex bonus to AC even when flat-footed or struck by an invisible attacker.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage (2d6).

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description: A coiled snake adorned in a mix of red and orange scales, down its back runs an intricate series of green scales that form a repeating pattern of ankhs. Its dull eyes never seem to blink. Measuring 7 feet long and 4 inches in diameter, these are intimidating specimens. The lesser flame snake has a spike of hardened bone that grows from its tail. It also has a set of claws, unlike most snakes. They are extremely foul tempered, and revel in the burning of their foes; they use their magma spit at every opportunity and use their constrict ability only between spit attacks. Half-green dragon lesser flame snakes speak Ignan.

Chamber 10

Sssilya, Yuan-ti Abomination Clr5/Yuan-ti Cultist2 of Merrshaulk: CR 14; Large Monstrous Humanoid; HD 9d8+36+5d8+20+2d4+8; hp 138; Init +6; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +10 natural, +3 shield); Base Atk +13; Grp +21; Atk +17 melee (1d8+5/18-20, +1 scimitar) or +15 ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +17/+12/+7 melee (1d8+5/18-20, +1 scimitar) and +12 melee (2d6+2 plus poison, bite) or +15/+10/+5 ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Space/Reach 10 ft./10 ft.; SA aversion, constrict 1d6+6, improved grab, poison, produce acid, spell-like abilities, rebuke undead 9/day, spells, spontaneous casting, spellcasting, spit poison, suffering domain, sticks to snakes; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, aura, outer circle, SR 25; AL CE; SV Fort +14 (+17), Ref +9 (+12), Will +20 (+23); Str 18, Dex 14, Con 19, Int 22, Wis 24, Cha 22; Savage Species, page 97.

Skills and Feats: Concentration +23, Craft (alchemy) +25, Hide +9, Knowledge (arcana) +11, Knowledge (religion) +25, Listen +21, Move Silently +13, Perform (sing) +16, Spellcraft +21, Spot +21; Alertness^B, Blind-Fight^B, Combat Expertise, *Divine Shield, **Divine Vigor, Dodge, Improved Initiative, Mobility.

*Divine Shield: As a standard action, spend one of your rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Cha modifier. This bonus applies to the shield's bonus to AC

and lasts for a number of rounds equal to half your character level. Feat, *Complete Warrior*, page 106.

****Divine Vigor:** As a standard action, spend one of your rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hp per character level. These effects last a number of minutes equal to your Cha modifier. Feat, *Complete Warrior*, page 108.

Spellcasting: Yuan-ti cultist levels count as Cleric levels for the purpose of determining spells per day and caster level.

Outer Circle: A yuan-ti cultist gains a +2 circumstance bonus on Diplomacy and Intimidate checks when dealing with yuan-ti not of the temple hierarchy and a +2 circumstance bonus on Knowledge (religion) checks dealing with the worship of Merrshauk. In addition, he learns the secret of brewing the dreadful mixture that transforms humans into tainted ones or broodguards.

Spit Poison (Ex): A yuan-ti cultist can spit his poison in a 10 foot cone and his poison counts as a contact poison that hits anyone in the cone if used in this way.

Suffering Domain: A yuan-ti cultist gains access to the Suffering Domain. This domain's granted power is to use a *pain touch* once per day. Make a touch attack against a living creature, which bestows on that creature a -2 enhancement penalty to Str and Dex for 1 minute on a successful hit. This spell-like ability does not affect creatures immune to critical hits. The domain spells are: 1st – *bane*, 2nd – *bear's endurance*, 3rd – *bestow curse*, 4th – *enervation*, 5th – *feblemind*, 6th – *harm*, 7th – *eyebite*, 8th – *symbol of pain*, 9th – *horrid wilting*.

Sticks to Snakes (Sp): A yuan-ti cultist gains the ability to transform inert pieces of wood, such as arrows, torches, or staffs, into snakes. Once per day he can transform 1d4 sticks + 1 per class level (including cleric levels) within medium range (100 feet + 10 feet/level). These cannot be enchanted items. Unattended items get no saving throw, while those in a creature's possession get a Will save. Sticks of 2 feet or less in length become Tiny vipers; those longer than 2 and shorter than 4 feet in length become Small snakes, while those longer than 4 and up to 6 feet long become Medium-size snakes. Transforming a Large weapon or sticks of a life size into a Large viper counts as creating two snakes for each such item. Items of Huge or larger size cannot be transformed. The effect's duration is 2 rounds per class level.

Aversion (Sp): An abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 24 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, dead or alive; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dex score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Cha-based.

Constrict (Ex): On a successful grapple check, an abomination deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, an abomination must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): At will – *animal trance* (DC 18), *entangle* (DC 17); 3/day – *deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day – *baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DCs are Cha-based.

Chameleon Power (Sp): An abomination can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): An abomination can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the abomination doesn't regain any lost hit points by changing form and can take only viper shapes. The abomination loses its constrict ability in viper form, but uses its own poison for its bite attack.

Detect Poison (Sp): An abomination can use *detect poison* as the spell (caster level 6th) at will.

Skills: An abomination receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. An abomination has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Cleric Spells Prepared (6/6+1/5+1/4+1/2+1; save DC 17 + spell level): 0 – *create water*, *cure minor wounds*, *detect magic*, *guidance*, *read magic*, *resistance*; 1st – *bane*, *comprehend languages*, *detect law*, *divine favor*, *protection from law**, *sanctuary*, *shield of faith*; 2nd – *bear's endurance**, *eagle's splendor*, *hold person*, *owl's wisdom*, *resist energy*, *spiritual weapon*; 3rd – *bestow curse**, *magic vestment*, *protection from energy* (x2), *searing light*; 4th – *cure critical wounds*, *enervation**, *freedom of movement*. *Domain spell.

Domains: Chaos, Destruction, Suffering.

Possessions: +1 light fortification large heavy steel shield, +1 large scimitar, masterwork large composite longbow (+4 Str bonus), quiver with 20 arrows, brooch of shielding, cloak of resistance +3, ring of counterspells (*dispel magic*), oil of greater magic weapon +5, elemental gem – earth, pile of sticks of various lengths.

Description: *“This creature looks like a big serpent, except that its eyes betray a baleful intelligence, and it has two burly, humanoid arms.”* It is twelve feet long and weighs about 250 lbs. It has green and brown scales with a diamond pattern in white down its back, and a wedge-shaped head like a viper. Abominations speak Yuan-ti, Common, Abyssal, and Draconic.

Appendix Six: APL 14 Stat Blocks

Encounter Seven

Chamber 5

Yuan-ti Halfblood Rog1/Ftr2/Dervish5: CR 13; Medium Monstrous Humanoid; HD 7d8+21+1d6+3+2d10+6+5d10+15; hp 133; Init +8; Spd 40 ft. (50 ft.); AC 24, touch 16, flat-footed 20 (+4 Dex, +4 natural, +4 armor, +2 dervish); Base Atk +14; Grp +18; Atk +20 melee (1d6+5/15-20, +1 *bane (elf) scimitar*) or +19 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +20/+15/+10 melee (1d6+5/15-20, +1 *bane (elf) scimitar*) and +13 melee (1d6+2 plus poison, bite) or +19/+14/+9 ranged (1d8+4/x3, masterwork composite longbow (+4 Str bonus)) or +18/+13/+8 melee (1d6+5/15-20, +1 *bane (elf) scimitar*) and +18/+13 melee (1d6+3/15-20, +1 *scimitar*) and +13 melee (1d6+2 plus poison, bite); SA poison, produce acid, spell-like abilities, sneak attack +1d6, dervish dance 3/day, slashing blades, fast movement +10 ft., dance of death; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, trapfinding, AC bonus, movement mastery, SR 24; AL CE; SV Fort +9, Ref +15, Will +12; Str 19, Dex 18, Con 16, Int 20, Wis 16, Cha 16; *Complete Warrior*, page 25.

Skills and Feats: Balance +24, Concentration +13, Craft (weaponsmithing) +14, Hide +14 (+19), Jump +24 (+29), Knowledge (religion) +15, Listen +15, Perform (dance) +21, Spot +15, Tumble +24; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Critical (scimitar), Improved Initiative, Improved Two-Weapon Fighting, Mobility, Spring Attack^B, Two-Weapon Fighting, Weapon Focus (scimitar).

AC Bonus (Ex): A dervish gains this bonus to AC as long as she is wearing no or light armor and not carrying a shield. This bonus applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack. If a dervish wields a slashing weapon while in dervish dance, she gains a +1 bonus on her attack and damage rolls that increases by +1 at every odd level after 1st. A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon or multiple weapons, only if both ends of

the weapon or weapons are of the slashing type). She cannot perform dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability. A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the dervish has. At the end of a dervish dance, the dervish becomes fatigued for the duration of the encounter.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats a scimitar as a light weapon for all purposes.

Fast Movement (Ex): A dervish loses this bonus when she wears any armor heavier than light or when she carries a medium or heavy load.

Dance of Death: A dervish gains the benefit of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – *animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the halfblood doesn't regain any lost hit points by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use *detect poison* as the spell (caster level 6th) at will.

Possessions: +1 shadow studded leather armor, +1 *bane (elf) scimitar*, +1 *scimitar*, boots of striding and springing,

masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: “This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent’s head, complete with long fangs and forked tongue, rises from its shoulders.” It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Halfblood Ftr4/Order of the Bow Initiate4:

CR 13; Medium Monstrous Humanoid; HD 7d8+21+4d10+12+4d8+12; hp 130; Init +8; Spd 30 ft.; AC 24, touch 14, flat-footed 20 (+4 Dex, +4 natural, +6 armor); Base Atk +15; Grp +19; Atk +20 melee (1d6+6/18-20, masterwork scimitar) or +23 ranged (1d8+7 plus 1d6 acid/x3, +1 corrosive composite longbow (+4 Str bonus)); Full Atk +20/+15/+10 melee (1d6+6/18-20, masterwork scimitar) and +14 melee (1d6+2 plus poison, bite) or +23/+18/+13 ranged (1d8+7 plus 1d6 acid/x3, +1 corrosive composite longbow (+4 Str bonus)) or +21/+21/+16/+11 ranged (1d8+7 plus 1d6 acid/x3, +1 corrosive composite longbow (+4 Str bonus)); SA poison, produce acid, spell-like abilities, ranged precision +2d8, close combat shot; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 24; AL CE; SV Fort +10, Ref +14, Will +13; Str 19, Dex 18, Con 16, Int 20, Wis 16, Cha 16; Complete Warrior, page 68.

Skills and Feats: Climb +21, Concentration +13, Craft (bowmaking) +16, Hide +13, Jump +17, Knowledge (religion) +17, Listen +15, Spot +21, Swim +17; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Greater Weapon Focus (composite longbow)^B, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate’s ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits also protects a creature from extra damage. Unlike with a rogue’s sneak attack, the initiate’s target does not have to be flat-footed or denied its Dex bonus, but if it is, the initiate’s extra precision damage stacks with sneak attack damage. Treat the initiate’s ranged precision attack as a sneak attack in all other ways. The initiate’s bonus to damage on ranged precision attacks increases by +1d8 every two levels. An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): An initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti’s body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – animal trance (DC 15), cause fear (DC 14), entangle (DC 14); 1/day – deeper darkness, neutralize poison (DC 17), suggestion (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a polymorph spell (caster level 19th), but the halfblood doesn’t regain any lost hit points by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use detect poison as the spell (caster level 6th) at will.

Possessions: +1 mithral breastplate, masterwork scimitar, +1 corrosive composite longbow (+4 Str bonus)*, quiver of Ehlonna with 60 arrows each, lesser bracers of archery. *See Appendix Eight.

Description: “This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent’s head, complete with long fangs and forked tongue, rises from its shoulders.” It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Rog2/Assassin6: CR 11; Medium Monstrous Humanoid; HD 4d8+4+2d6+2+6d6+6; hp 69; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 20 (+4 Dex, +1 natural, +5 armor); Base Atk +9; Grp +11; Atk +12 melee (1d6+4 plus 1d6 cold plus poison/15-20, +1 frost scimitar) or +14 ranged (1d8+2 plus poison/x3, masterwork composite longbow (+2 Str bonus)); Full Atk +12/+7 melee (1d6+4 plus 1d6 cold plus poison/15-20, +1 frost scimitar) or +14/+9 ranged (1d8+2 plus poison/x3, masterwork composite longbow (+2 Str bonus)); SA spell-like abilities, sneak attack +4d6, death attack (DC 19), spells; SQ alternate form, darkvision 60 ft., detect poison, trapfinding, evasion, poison use, +3 save against poison, uncanny dodge, improved uncanny dodge, SR 22; AL CE; SV Fort +4, Ref +16, Will +5; Str 14, Dex 18, Con 13, Int 16, Wis 8, Cha 12.

Skills and Feats: Bluff +14, Concentration +8, Disguise +16, Hide +19, Knowledge (local – Sheldomar Valley Metaregion) +7, Listen +3, Move Silently +19, Spot +3, Tumble +16; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Feint, Improved Critical (scimitar), Improved Initiative.

Spell-like Abilities (Sp): 1/day – animal trance (DC 13), cause fear (DC 12), charm person (DC 12), darkness, entangle (DC 12). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the pureblood doesn't regain any lost hp by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use *detect poison* as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Assassin Spells Known (4/4/2; save DC 13 + spell level): 1st – *disguise self*, *feather fall*, *jump*, *true strike*; 2nd – *cat's grace*, *invisibility*, *pass without trace*, *undetectable alignment*; 3rd – *deeper darkness*, *magic circle against good*, *nondetection*.

Possessions: +1 mithral chain shirt, +1 frost scimitar coated with poison (Sssartiss, Injury DC 20, Paralysis 2d6 minutes/Unconsciousness 1d4 hours), masterwork composite longbow (+2 Str bonus), quiver with 20 arrows coated with poison (Sssartiss, Injury DC 20, Paralysis 2d6 minutes/Unconsciousness 1d4 hours), *potion of shield of faith* +5, *wand of greater invisibility* (7th level caster, 5 charges), oil of greater magic weapon +3.

Description: "This being looks much like a slim-bodied, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Brd6/Seeker of the Song2: CR 11; Medium Monstrous Humanoid; HD 4d8+8+6d6+12+2d6+4; hp 78; Init +8; Spd 30 ft.; AC 22, touch 14, flat-footed 18 (+4 Dex, +1 natural, +5 armor, +2 shield); Base Atk +9; Grp +9; Atk +14 melee (1d6/15-20, masterwork rapier) or +14 ranged (1d8/x3, masterwork longbow); Full Atk +14/+9 melee (1d6/15-20, masterwork rapier) or +14/+9 ranged (1d8/x3, masterwork longbow); SA spell-like abilities, bardic music (countersong, fascinate, inspire courage +1, inspire competence, suggestion, +2 competence bonus to bardic music checks from *instruments of the bards*) 8/day, spells, seeker music (burning melody, song of unmaking), combine songs; SQ alternate form, darkvision 60 ft., detect poison, bardic knowledge, rapture of the song (+2 AC), SR 22; AL CE; SV Fort +5, Ref +13, Will +11; Str 11, Dex 18, Con 14, Int 14, Wis 8, Cha 16. *Complete Arcane*, page 56.

Skills and Feats: Bluff +11, Concentration +9, Diplomacy +12, Disguise +16, Gather Information +11, Hide +5, Knowledge (arcana) +15, Listen +3, Perform (string instruments) +21 (+23), Sense Motive +4, Spot +3; Alertness^B, Blind-Fight^B, Dodge, Improved Critical (rapier), Improved Initiative, Skill Focus (perform (string instruments)), Weapon Finesse.

Rapture of the Song (Su): A seeker of the song is so in tune with the power of the primal music that she gains special insight, physical fortitude, and resistance to magic while in the throes of her song. A seeker gains a +2 insight bonus to AC whenever she uses her bardic music ability, seeker music, or similar ability.

Seeker Music: A seeker of the song can use music or poetics to produce magical effects. Seeker music follows the same rules as bardic music. Each use of seeker music costs one daily use of bardic music to activate. Seeker of the song levels stack with bard levels for purposes of determining how many daily uses of bardic music and seeker music the character has. Some seeker music effects include a secondary effect, called a refrain. In any round when a seeker concentrates on a seeker music effect and expends another use of the bardic music, she can activate the refrain associated with that seeker music effect. Using a refrain is swift action that does not provoke attacks of opportunity. The original effects of the song do not end; the seeker can maintain the song and activate the refrain simultaneously.

Burning Melody (Su): A seeker of the song with 14 or more ranks in a Perform skill can gather a glimmer of the power of the primal music and gain some control over fire through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to fire 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Burning Melody, Refrain (Su): When she uses the refrain with her burning melody, a seeker shoots a 30-foot cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC 10 + the seeker's ranks in the Perform skill) halves the damage. The DC is 25.

Song of Unmaking (Su): A seeker with 15 or more ranks in a Perform skill can turn a fragment of the primal music's power against constructs. She can expend a use of bardic music and make a Perform check to deal 1d8 points of damage per seeker level to all constructs within a 30-foot burst of the seeker (no save).

Combine Songs (Ex): A seeker of the song can combine two types of bardic music or seeker music to provide the benefits of both. The seeker chooses two music abilities and activates both using the same standard action. If either or both require concentration, the seeker can maintain concentration on both by using one standard action each round to concentrate. The normal stacking rules for bonus types apply to music abilities combined with this ability.

Spell-like Abilities (Sp): 1/day – *animal trance* (DC 15), *cause fear* (DC 14), *charm person* (DC 14), *darkness*, *entangle* (DC 14). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the pureblood doesn't regain any lost hp by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use *detect poison* as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Bard Spells Known (3/4/3; save DC 13 + spell level): 0 – *detect magic*, *ghost sound*, *know direction*, *mage hand*,

message, read magic; 1st – comprehend languages, phantom threat*, silent image, undetectable alignment; 2nd – cat's grace, eagle's splendor, invisibility. *See Appendix Eight.

Possessions: Mithral breastplate, masterwork heavy steel shield, masterwork rapier, masterwork longbow, quiver with 20 arrows, hat of disguise, instruments of the bards (Mac-Fuirmidh Cithern)*, wand of cure critical wounds (7th level caster, 5 charges), wand of dominate person (7th level caster, 5 charges), wand of resonating bolt (7th level caster, 5 charges)*. *See Appendix Eight.

Description: "This being looks much like a slim-bodied, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Chamber 6

Yuan-ti Holy Guardian Ftr1/Pious Templar1: CR 10; Medium Monstrous Humanoid; HD 8d8+3+2d10+8; hp 93; Init +7; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 22, touch 13, flat-footed 19 (+3 Dex, +7 natural, +2 masterwork heavy shield); Base Atk +10; Grp +15; Atk +17 melee (1d6+5/18-20, masterwork scimitar) or +15 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)); Full Atk +17/+12 melee (1d6+5/18-20, masterwork scimitar) and +10 melee (1d6+2 plus poison, bite) or +15/+10 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)); SA constrict 1d6+7, improved grab, poison, spell-like abilities, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 20, mettle; AL CE; SV Fort +10, Ref +9, Will +11; Str 21, Dex 17, Con 19, Int 19, Wis 17, Cha 19; FR *Serpent Kingdoms*, page 88; *Complete Divine*, page 50.

Skills and Feats: Climb +16, Concentration +15, Craft (alchemy) +18, Hide +12, Knowledge (religion) +17, Listen +16, Spot +16, Swim +15; Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Mobility, True Believer*, Weapon Focus (scimitar).

*True Believer: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use relics of the deity you worship. Feat, *Complete Divine*, page 86.

Constrict (Ex): On a successful grapple check, a holy guardian deals 1d6+7 points of damage.

Improved Grab (Ex): To use this ability, a holy guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – animal trance (DC 16), cause fear (DC 16), entangle (DC 16); 3/day – deeper darkness, dispel magic, neutralize poison (DC 19), resist energy (self only), suggestion (DC 18); 1/day – baleful polymorph

(DC 20; into snake form only). Caster level 11th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a holy guardian can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 22, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell.

Alternate Form (Sp): A holy guardian can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the holy guardian doesn't regain any lost hit points by changing form and can take only viper shapes. The holy guardian loses its constrict ability in viper form but uses its own poison for its bite attack.

Chameleon Power (Sp): A holy guardian can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Detect Poison (Sp): A holy guardian can use *detect poison* as the spell (caster level 6th) at will.

Mettle (Su): If a Pious Templar makes a successful Will or Fort save that would normally reduce the spell's effects, she suffers no effects from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Skills: A holy guardian receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A holy guardian has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Pious Templar (Blackguard) Spells Prepared (1; save DC 13 + spell level): 1st – corrupt weapon.

Possessions: masterwork heavy steel shield, masterwork scimitar, masterwork composite longbow (+5 Str bonus), quiver with 20 arrows, wand of cure serious wounds (5th level caster, 5 charges), lesser bracers of archery.

Description: "A sinuous, snakelike creature with human arms sways hypnotically, raising a shining scimitar in defense." A holy guardian resembles a yuan-ti half blood with its serpent head, human arms, and serpent tail. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Its dark scales lighten only slightly toward the tail and are always of uniform hue, never patterned or lighter on the underbelly. Holy guardians speak Abyssal, Common, Draconic, and Yuan-ti.

Thyssbn, Yuan-ti Mageslayer Sor6: CR 15; Medium Monstrous Humanoid; HD 8d8+3+2d6+24; hp 108; Init +2; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 21, touch 14, flat-footed 19 (+2 Dex, +7 natural, +2 deflection); Base Atk +11; Grp +16; Atk +17 melee (1d6+7/19-20, masterwork short sword) or +14 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)); Full Atk +17/+12/+7 melee (1d6+7/19-20, masterwork short sword) and +11 melee (1d6+2 plus poison, bite) or +14/+9/+4 ranged

(1d8+5/x3, masterwork composite longbow (+5 Str bonus)); SA constrict 1d6+7, improved grab, poison, spell-like abilities, spells, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 26; AL CE; SV Fort +8 (+10), Ref +9 (+11), Will +13 (+15); Str 21, Dex 15, Con 19, Int 19, Wis 17, Cha 22; FR *Serpent Kingdoms*, page 90.

Skills and Feats: Bluff +12, Climb +13, Concentration +21, Craft (alchemy) +16, Hide +13, Knowledge (arcana) +21, Listen +16, Spellcraft +21, Spot +16, Swim +13; Alertness^B, Blind-Fight^B, Combat Expertise, Draconic Breath^{**}, Draconic Heritage^{*}, Eschew Materials, Still Spell.

***Draconic Heritage:** You have a greater connection with your distant draconic (black) bloodline. Hide is a class skill. You gain a bonus on saving throws against sleep and paralysis, as well as spells and abilities with the acid descriptor. This bonus is equal to the number of draconic feats you have (+2 currently). Feat, *Complete Arcane*, page 77.

****Draconic Breath:** As a standard action, you can change arcane spell energy into a breath weapon, a 60-foot line of acid that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 16 + the level of the spell) for half damage. This is a supernatural ability, and the save is Cha-based. Feat, *Complete Arcane*, page 77.

Constrict (Ex): On a successful grapple check, a mageslayer deals 1d6+7 points of damage.

Improved Grab (Ex): To use this ability, a mageslayer must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – *animal trance* (DC 18), *cause fear* (DC 18), *conceal thoughts* (self only), *entangle* (DC 18); 3/day – *deeper darkness*, *greater dispel magic*, *neutralize poison* (DC 21), *protection from energy* (self only), *suggestion* (DC 20); 1/day – *baleful polymorph* (DC 22; into snake form only), *dimensional anchor* (DC 18), *dimension door* (self and equipment only), *protection from spells*. Caster level 14th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a mageslayer can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 24, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell.

Alternate Form (Sp): A mageslayer can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the mageslayer doesn't regain any lost hit points by changing form and can take only viper shapes. The mageslayer loses its constrict ability in viper form but uses its own poison for its bite attack.

Chameleon Power (Sp): A mageslayer can psionically change the coloration of itself and its equipment to

match its surroundings, gaining a +10 circumstance bonus on Hide checks. Mageslayers can control this power far more precisely than other yuan-ti, and they often use it to make a "badge" appear on their scales when participating in complex battles or missions, or to shift the hues of their scales so as to give mute signals (agreed upon beforehand with their fellows), such as "Enemy near," or "I sense magic."

Detect Poison (Sp): A mageslayer can use *detect poison* as the spell (caster level 6th) at will.

Skills: A mageslayer receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A mageslayer has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spells: A mageslayer Sor6 casts arcane spells as a 14th level sorcerer. It may not take any spellcasting prestige class.

Sorcerer Spells Known (6/8/8/7/7/7/6/3; save DC 16 + spell level): 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*; 1st – *alarm*, *burning hands*, *disguise self*, *mage armor*, *unseen servant*; 2nd – *bull's strength*, *cat's grace*, *glitterdust*, *invisibility*, *Melf's acid arrow*; 3rd – *dispel magic*, *fireball*, *haste*, *lightning bolt*; 4th – *enervation*, *greater invisibility*, *mass reduce person*, *venom bolt*^{*}; 5th – *cone of cold*, *feeblemind*, *wall of force*; 6th – *disintegrate*, *true seeing*; 7th – *greater teleport*. ^{*}See Appendix Eight.

Possessions: masterwork short sword, masterwork composite longbow (+5 Str bonus), quiver with 20 arrows, *pearl of power* (1st level spell), *pearl of power* (2nd level spell), *cloak of resistance* +2, *ring of protection* +2.

Description: "A serpent with human arms and a human head rears back, its serpent eyes glittering with malice. A streak of eldritch energy streams from its outstretched finger." A mageslayer looks like a slightly larger version of a yuan-ti half blood with human arms and a serpent tail. A typical specimen has a human head, though its tongue is forked and its eyes have vertical pupils, like a serpent's. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Mageslayers have a wide variety of scale patterning and hues in their natural states. Mageslayers speak Abyssal, Common, Draconic, and Yuan-ti.

Optional Encounter Eight

Chamber 8

Greater Flame Snake: CR 16; Huge Magical Beast (Fire); HD 17d10+85; hp 192; Init +7; Spd 60 ft., climb 50 ft.; AC 29, touch 11, flat-footed 26 (-2 size, +3 Dex, +18 natural); Base Atk +17; Grp +33; Atk +24 melee (2d8+8 plus 1d6 fire plus 1d6 negative energy plus poison, bite); Full Atk +24 melee (2d8+8 plus 1d6 fire plus 1d6 negative energy plus poison, bite) and +19 melee (1d8+4 plus 1d6 fire plus 1d6 negative energy, crush) and +18 melee (1d6+4 plus 1d6 fire plus 1d6 negative energy, tail spike);

Face/Reach 15 ft./15 ft.; SA breath weapon, constrict 4d6+12 plus 1d6 fire plus 1d6 negative energy, death throes, fiery aura, fiery poison, heat, improved grab, negative energy, spell-like abilities, swallow whole; SQ darkvision 60 ft., DR 15/magic, fast healing 5, fire subtype, low-light vision, scent, SR 27, uncanny dodge; AL CE; SV Fort +15, Ref +13, Will +7; Str 27, Dex 17, Con 20, Int 11, Wis 14, Cha 16; *Fiend Folio*, page 74.

Skills and Feats: Climb +16, Hide -5, Listen +14, Move Silently +13, Search +10, Spot +14; Alertness, Cleave, Improved Initiative, Power Attack, Weapon Focus (bite, crush).

Breath Weapon (Su): Every 1d4 rounds, a greater flame snake can unleash a 50 foot cone of dark fire. A Reflex save (DC 23) halves the damage. The breath weapon deals 12d6 points of damage, half of which is fire damage, and the other half of which is negative energy damage.

Constrict (Ex): With a successful grapple check, a greater flame snake can constrict a grabbed opponent, dealing 4d6+12 points of bludgeoning damage and 1d6 points of fire damage and 1d6 points of negative energy damage.

Death Throes (Ex): When slain, a greater flame snake explodes in a blinding flash of fiery light that deals 30 points of damage (15 pts fire, 15 pts negative energy) to everything within 50 feet. A Reflex save (DC 23) halves the damage.

Fiery Aura (Ex): Merely being in the presence of a greater flame snake is damaging. Any creature within 5 feet of a greater flame snake automatically takes 1d6 points of fire damage.

Fiery Poison (Ex): Injury, Fort DC 26, 1d4 Str/1d4 Str. In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds), it deals 4 points of fire damage (no save). This includes the round in which the victim was bitten. The save DC is Con-based.

Improved Grab (Ex): If a greater flame snake hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +33). If it gets a hold, it can swallow the opponent on its next successful grapple check. Alternatively, the greater flame snake has the option to conduct the grapple normally, or simply use its bite to hold the opponent (-20 penalty to the grapple check, but the greater flame snake is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Swallow Whole (Ex): A greater flame snake can swallow a single creature that is at least two size categories smaller than itself by making a successful grapple check (grapple bonus +33), provided it already has that opponent in its maw (see Improved Grab, above). Once inside the greater flame snake, the opponent takes 2d6+13 points of crushing damage, 1d4 points of fire

damage, and 1d4 points of negative energy damage per round from the flame snake's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the greater flame snake's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing a total of at least 20 points of damage to the stomach (AC 19) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A greater flame snake's stomach can hold 2 Large, 4 Medium-size, or 16 Small or smaller opponents.

Uncanny Dodge (Ex): A lesser flame snake retains its Dex bonus to AC even when flat-footed or struck by an invisible attacker, and it cannot be flanked except by a rogue of at least 21st level.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage (1d6).

Negative Energy (Su): A greater flame snake's dark origins provide it with the ability to deal negative energy damage with most of its attacks.

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Spell-like Abilities (Sp): 3/day – *fireball* (DC 16), *fire shield* (warm shield only); 1/day – *fire storm* (DC 21), *flame strike* (DC 18), maximized *fireball* (DC 19). Caster level 16th. The save DCs are Cha-based.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description: A coiled snake adorned in dark red scales with an occasional deep black one interspersed, down its back runs an intricate series of black scales that form a repeating pattern of ankhs. Its dull eyes never seem to blink. Measuring 30 feet long and 6 feet in diameter, these are intimidating specimens. The lesser flame snake has a spike of hardened bone that grows from its tail. They are extremely foul tempered and revel in the burning of their foes. They use their breath weapons early and often and make frequent use of their swallow whole ability while waiting for their breath weapon to recharge. Greater flame snakes speak Ignan and Infernal.

Chamber 10

Sssilya, Yuan-ti Abomination Clr5/Yuan-ti Cultist4 of Mersshaulk: CR 16; Large Monstrous Humanoid; HD 9d8+36+5d8+20+4d4+16; hp 150; Init +6; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +10 natural, +3 shield); Base Atk +15; Grp +23; Atk +19 melee (1d8+5/15-20, +1 *keen scimitar*) or +17 ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +19/+14/+9 melee (1d8+5/15-20, +1 *keen scimitar*) and +14 melee (2d6+2 plus poison, bite) or +17/+12/+7 ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Space/Reach 10 ft./10 ft.; SA

aversion, constrict 1d6+6, improved grab, poison, *produce acid*, spell-like abilities, rebuke undead 9/day, spells, spontaneous casting, spellcasting, spit poison, suffering domain, *sticks to snakes*, snake darts, psionic focus, psionics: *chant of pain*; SQ *alternate form*, *chameleon power*, darkvision 60 ft., detect poison, scent, aura, third circle, SR 27; AL CE; SV Fort +15 (+18), Ref +10 (+13), Will +21 (+24); Str 18, Dex 14, Con 19, Int 22, Wis 24, Cha 22; *Savage Species*, page 97.

Skills and Feats: Concentration +25, Craft (alchemy) +27, Hide +9, Knowledge (arcana) +16, Knowledge (religion) +27, Listen +21, Move Silently +13, Perform (sing) +21, Spellcraft +21, Spot +21; Alertness^B, Blind-Fight^B, Combat Expertise, *Divine Shield, **Divine Vigor, Dodge, ***Domain Spontaneity, Improved Initiative, Mobility.

***Divine Shield:** As a standard action, spend one of your rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Cha modifier. This bonus applies to the shield's bonus to AC and lasts for a number of rounds equal to half your character level. Feat, *Complete Warrior*, page 106.

****Divine Vigor:** As a standard action, spend one of your rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hp per character level. These effects last a number of minutes equal to your Cha modifier. Feat, *Complete Warrior*, page 108.

*****Domain Spontaneity (Suffering Domain):** You may now convert prepared divine spells into any spell from this domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells. Feat, *Complete Divine*, page 80.

Spellcasting: Yuan-ti cultist levels count as Cleric levels for the purpose of determining spells per day and caster level.

Third Circle: A yuan-ti cultist gains a +4 circumstance bonus on Diplomacy and Intimidate checks when dealing with other yuan-ti and a +4 circumstance bonus on Knowledge (religion) checks dealing with the worship of Mershaulk. In addition, he learns the secret of brewing the dreadful mixture that transforms humans into tainted ones or broodguards.

Spit Poison (Ex): A yuan-ti cultist can spit his poison in a 10 foot cone and his poison counts as a contact poison that hits anyone in the cone if used in this way.

Suffering Domain: A yuan-ti cultist gains access to the Suffering Domain. This domain's granted power is to use a *pain touch* once per day. Make a touch attack against a living creature, which bestows on that creature a -2 enhancement penalty to Str and Dex for 1 minute on a successful hit. This spell-like ability does not affect creatures immune to critical hits. The domain spells are: 1st – *bane*, 2nd – *bear's endurance*, 3rd – *bestow curse*, 4th – *enervation*, 5th – *feeblemind*, 6th – *harm*, 7th – *eyebite*, 8th – *symbol of pain*, 9th – *horrid wilting*.

Sticks to Snakes (Sp): A yuan-ti cultist gains the ability to transform inert pieces of wood, such as arrows, torches, or staffs, into snakes. Once per day he can

transform 1d4 sticks + 1 per class level (including cleric levels) within medium range (100 feet + 10 feet/level). These cannot be enchanted items. Unattended items get no saving throw, while those in a creature's possession get a Will save. Sticks of 2 feet or less in length become Tiny vipers; those longer than 2 and shorter than 4 feet in length become Small snakes, while those longer than 4 and up to 6 feet long become Medium-size snakes. Transforming a Large weapon or sticks of a life size into a Large viper counts as creating two snakes for each such item. Items of Huge or larger size cannot be transformed. The effect's duration is 2 rounds per class level.

Snake Darts (Sp): Three times per day as a standard action, the cultist can launch his forearm snake tattoos (one on each arm) against opponents within medium range (100 feet + 10 feet/level). The snakes seek out their target(s) with unerring accuracy, automatically hitting. The target takes 2d6 points of damage from the impact and must succeed on a Fort save (DC 10 + yuan-ti cultist levels + yuan-ti Con modifier) for each snake to avoid the effects of the poison (Injury, Fort DC 18, 1d6 Con/1d6 Con). On the following round the snakes fly back to the cultist. Before the cultist can fire his darts again, he must swallow the living snakes, which causes them to reappear on his arms. Swallowing the snakes is a standard action that causes the cultist no harm.

Psionic Focus (Su): A yuan-ti cultist adds +2 to the DC for all saving throws against his innate psionic powers. This is factored in to the DCs below already.

Psionics (Chant of Pain) (Sp): At will as a full-round action, a yuan-ti cultist can dance and chant in a sinuous sacrament to deal 3d6 points of damage to one living creature within 60 feet. A successful Will save (DC 10 + yuan-ti cultist levels + yuan-ti Wis modifier) halves the damage. This ability has no effect on beings that are immune to mind-affecting effects, such as oozes and plants. The Will save DC is 23.

Aversion (Sp): An abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 26 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, dead or alive; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dex score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Cha-based.

Constrict (Ex): On a successful grapple check, an abomination deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, an abomination must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): At will – *animal trance* (DC 18), *entangle* (DC 17); 3/day – *deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day – *baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DCs are Cha-based.

Chameleon Power (Sp): An abomination can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): An abomination can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the abomination doesn't regain any lost hit points by changing form and can take only viper shapes. The abomination loses its constrict ability in viper form but uses its own poison for its bite attack.

Detect Poison (Sp): An abomination can use *detect poison* as the spell (caster level 6th) at will.

Skills: An abomination receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. An abomination has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Cleric Spells Prepared (6/6+1/6+1/5+1/3+1/2+1; save DC 17 + spell level): 0 – *create water*, *cure minor wounds*, *detect magic*, *guidance*, *read magic*, *resistance*; 1st – *comprehend languages*, *detect law*, *divine favor*, *protection from good*, *protection from law**, *sanctuary*, *shield of faith*; 2nd – *eagle's splendor*, *wave of grief**, *owl's wisdom*, *resist energy*, *shatter**, *spiritual weapon*; 3rd – *contagion**, *dispel magic*, *magic vestment*, *protection from energy* (x2), *searing light*; 4th – *chaos hammer**, *cure critical wounds* (x2), *freedom of movement*; 5th – *dispel law**, *righteous might*, *true seeing*. *Domain spell.

Domains: Chaos, Destruction, Suffering.

Possessions: +1 light fortification large heavy steel shield, +1 keen large scimitar, masterwork large composite longbow (+4 Str bonus), quiver with 20 arrows, brooch of shielding, cloak of resistance +3, ring of counterspells (*dispel magic*), oil of greater magic weapon +5, elemental gem – earth, boots of speed, pile of sticks of various lengths.

Description: "This creature looks like a big serpent, except that its eyes betray a baleful intelligence and it has two burly, humanoid arms." It is twelve feet long and weighs about 250 lbs. It has green and brown scales with a diamond pattern in white down its back, and a wedge-shaped head like a viper. Each arm is covered in a tattoo of a venomous pit viper. Abominations speak Yuan-ti, Common, Abyssal, and Draconic.

Appendix Seven: APL 16 Stat Blocks

Encounter Seven

Chamber 5

Yuan-ti Halfblood Rog1/Ftr2/Dervish7: CR 15; Medium Monstrous Humanoid; HD 7d8+21+1d6+3+2d10+6+7d10+21; hp 153; Init +10; Spd 40 ft. (50 ft.); AC 25, touch 17, flat-footed 21 (+4 Dex, +4 natural, +4 armor, +1 insight, +2 dervish); Base Atk +16; Grp +21; Atk +23 melee (1d6+6/15-20, +1 *bane (elf) scimitar*) or +21 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)); Full Atk +23/+18/+13/+8 melee (1d6+6/15-20, +1 *bane (elf) scimitar*) and +16 melee (1d6+2 plus poison, bite) or +21/+16/+11/+6 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)) or +21/+16/+11/+6 melee (1d6+6/15-20, +1 *bane (elf) scimitar*) and +21/+16 melee (1d6+3/15-20, +1 *bane (human) scimitar*) and +16 melee (1d6+2 plus poison, bite); SA poison, produce acid, spell-like abilities, sneak attack +1d6, dervish dance 4/day, slashing blades, fast movement +10 ft., dance of death; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, trapfinding, AC bonus, movement mastery, improved reaction, elaborate parry, SR 26; AL CE; SV Fort +10, Ref +16, Will +13; Str 20, Dex 18, Con 16, Int 20, Wis 16, Cha 16; *Complete Warrior*, page 25.

Skills and Feats: Balance +26, Concentration +13, Craft (weaponsmithing) +14, Escape Artist +14, Hide +14 (+19), Jump +27 (+32), Knowledge (religion) +15, Listen +15, Perform (dance) +23, Spot +15, Tumble +26; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Critical (scimitar), Improved Initiative, Improved Two-Weapon Fighting, Mobility, Spring Attack^B, Two-Weapon Fighting, Weapon Focus (scimitar).

AC Bonus (Ex): A dervish gains this bonus to AC as long as she is wearing no or light armor and not carrying a shield. This bonus applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack. If a dervish wields a slashing weapon while in dervish dance, she gains a +1 bonus on her attack and damage rolls that increases by +1 at every odd

level after 1st. A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon or multiple weapons, only if both ends of the weapon or weapons are of the slashing type). She cannot perform dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish can use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability. A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the dervish has. At the end of a dervish dance, the dervish becomes fatigued for the duration of the encounter.

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats a scimitar as a light weapon for all purposes.

Fast Movement (Ex): A dervish loses this bonus when she wears any armor heavier than light or when she carries a medium or heavy load.

Dance of Death: A dervish gains the benefit of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): A dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): A dervish gains an extra +4 bonus to AC when she chooses to fight defensively or use all-out defense in melee combat.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – *animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is

similar to a *polymorph* spell (caster level 19th), but the halfblood doesn't regain any lost hit points by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use *detect poison* as the spell (caster level 6th) at will.

Possessions: +1 shadow studded leather armor, +1 bane (elf) scimitar, +1 bane (human) scimitar, boots of striding and springing, ioun stone (dusty rose prism), horn of fog, masterwork composite longbow (+4 Str bonus), quiver with 20 arrows.

Description: "This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent's head, complete with long fangs and forked tongue, rises from its shoulders." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Halfblood Ftr4/Order of the Bow Initiates/Bbnr: CR 15; Medium Monstrous Humanoid; HD 7d8+21+4d10+12+5d8+15+1d12+3; hp 150; Init +8; Spd 40 ft.; AC 24, touch 14, flat-footed 20 (+4 Dex, +4 natural, +6 armor); Base Atk +17; Grp +21; Atk +22 melee (1d6+6/18-20, masterwork scimitar) or +25 ranged (1d8+7 plus 1d6 acid/x3 plus 2d10 acid, +1 *acidic burst composite longbow* (+4 Str bonus)); Full Atk +22/+17/+12/+7 melee (1d6+6/18-20, masterwork scimitar) and +16 melee (1d6+2 plus poison, bite) or +25/+20/+15/+10 ranged (1d8+7 plus 1d6 acid/x3 plus 2d10 acid, +1 *acidic burst composite longbow* (+4 Str bonus)) or +23/+23/+18/+13/+8 ranged (1d8+7 plus 1d6 acid/x3 plus 2d10 acid, +1 *acidic burst composite longbow* (+4 Str bonus)); SA poison, produce acid, spell-like abilities, ranged precision +3d8, close combat shot, rage 1/day; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, fast movement, SR 26; AL CE; SV Fort +12, Ref +14, Will +13; Str 19, Dex 19, Con 16, Int 20, Wis 16, Cha 16; *Complete Warrior*, page 68.

Skills and Feats: Climb +22, Concentration +13, Craft (bowmaking) +16, Hide +13, Jump +22, Knowledge (religion) +17, Listen +19, Spot +22, Swim +22; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Greater Weapon Focus (composite longbow)^B, Improved Initiative, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits also protects a creature from extra damage. Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dex bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the

initiate's ranged precision attack as a sneak attack in all other ways. The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels. An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot (Ex): An initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Poison (Ex): Injury, Fort DC 16, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): A halfblood has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): 3/day – *animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14); 1/day – *deeper darkness*, *neutralize poison* (DC 17), *suggestion* (DC 16). Caster level 8th. The save DCs are Cha-based.

Chameleon Power (Sp): A halfblood can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): A halfblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the halfblood doesn't regain any lost hit points by changing form and can take only viper shapes. The halfblood may use its own poison instead of that of the form it takes.

Detect Poison (Sp): A halfblood can use *detect poison* as the spell (caster level 6th) at will.

Possessions: +1 mithral breastplate, masterwork scimitar, +1 *acidic burst composite longbow* (+4 Str bonus)*, quiver of Ehlonna with 60 arrows each, lesser bracers of archery, oil of greater magic weapon +5, *potion of shield of faith* +5. *See Appendix Eight.

Description: "This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered in gleaming scales, and a serpent's head, complete with long fangs and forked tongue, rises from its shoulders." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Rog2/Assassin8: CR 13; Medium Monstrous Humanoid; HD 4d8+4+2d6+2+8d6+8; hp 80; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 20 (+4 Dex, +1 natural, +5 armor); Base Atk +11; Grp +13; Atk +14 melee (1d6+3 plus 1d6 cold plus poison/15-20 plus 1d10 cold, +1 *icy burst scimitar*) or +16 ranged (1d8+4 plus poison/x3, masterwork composite longbow(+2 Str bonus)); Full Atk +14/+9/+4 melee (1d6+3 plus 1d6 cold plus poison/15-20 plus 1d10 cold, +1 *icy burst scimitar*) or +16/+11/+6 ranged (1d8+4 plus poison/x3, masterwork composite longbow(+2 Str bonus)); SA spell-like abilities, sneak attack +5d6, death attack (DC 21), spells; SQ alternate form, darkvision 60 ft., detect poison, trapfinding, evasion, poison use, +4 save against poison,

uncanny dodge, improved uncanny dodge, hide in plain sight, SR 24; AL CE; SV Fort +4, Ref +17, Will +5; Str 14, Dex 18, Con 13, Int 16, Wis 8, Cha 12.

Skills and Feats: Bluff +17, Concentration +8, Disguise +18, Hide +21, Knowledge (local – Sheldomar Valley Metaregion) +7, Listen +3, Move Silently +21, Spot +3, Tumble +21; Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Feint, Improved Critical (scimitar), Improved Initiative.

Spell-like Abilities (Sp): 1/day – *animal trance* (DC 13), *cause fear* (DC 12), *charm person* (DC 12), *darkness*, *entangle* (DC 12). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the pureblood doesn't regain any lost hit points by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use *detect poison* as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Assassin Spells Known (4/4/4/1; save DC 13 + spell level): 1st – *disguise self*, *feather fall*, *jump*, *true strike*; 2nd – *cat's grace*, *invisibility*, *pass without trace*, *undetected alignment*; 3rd – *deeper darkness*, *magic circle against good*, *misdirection*, *nondetection*; 4th – *cursed blade**, *dimension door*, *freedom of movement*. *See Appendix Eight.

Possessions: +1 mithral chain shirt, +1 icy burst scimitar coated with poison (Sssartiss, Injury DC 20, Paralysis 2d6 minutes/ Unconsciousness 1d4 hours), masterwork composite longbow (+2 Str bonus), quiver with 20 arrows coated with poison (Sssartiss, Injury DC 20, Paralysis 2d6 minutes/Unconsciousness 1d4 hours), *potion of shield of faith* +5, *wand of greater invisibility* (7th level caster, 5 charges), *oil of greater magic weapon* +5.

Description: "This being looks much like a slim-hipped, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Yuan-ti Pureblood Brd6/Seeker of the Song4: CR 13; Medium Monstrous Humanoid; HD 4d8+8+6d6+12+4d6+8; hp 90; Init +8; Spd 30 ft.; AC 22, touch 14, flat-footed 18 (+4 Dex, +1 natural, +5 armor, +2 shield); Base Atk +11; Grp +11; Atk +16 melee (1d6/15-20, masterwork rapier) or +16 ranged (1d8/x3, masterwork longbow); Full Atk +16/+11/+6 melee (1d6/15-20, masterwork rapier) or +16/+11/+6 ranged (1d8/x3, masterwork longbow); SA spell-like abilities, bardic music (countersong, fascinate, inspire courage +1, inspire competence, suggestion, +2 competence bonus to bardic music checks from *instruments of the bards*) 10/day, spells, seeker music (burning melody, song of unmaking, dirge of frozen loss, song of life), combine songs; SQ alternate form, darkvision 60 ft., detect poison, bardic knowledge, rapture of the song (+2 AC, +2 saves), SR 24; AL CE; SV Fort +6, Ref +14, Will +12; Str 11, Dex 18, Con 14, Int 14, Wis 8, Cha 16. *Complete Arcane*, page 56.

Skills and Feats: Bluff +11, Concentration +9, Diplomacy +17, Disguise +16, Gather Information +11, Hide +5, Knowledge (arcana) +15, Listen +3, Perform (string instruments) +23 (+25), Sense Motive +9, Spot +3; Alertness^B, Blind-Fight^B, Dodge, Improved Critical (rapier), Improved Initiative, Skill Focus (perform (string instruments)), Weapon Finesse.

Rapture of the Song (Su): A seeker of the song is so in tune with the power of the primal music that she gains special insight, physical fortitude, and resistance to magic while in the throes of her song. A seeker gains a +2 insight bonus to AC and on saving throws whenever she uses her bardic music ability, seeker music, or similar ability.

Seeker Music: A seeker of the song can use music or poetics to produce magical effects. Seeker music follows the same rules as bardic music. Each use of seeker music costs one daily use of bardic music to activate. Seeker of the song levels stack with bard levels for purposes of determining how many daily uses of bardic music and seeker music the character has. Some seeker music effects include a secondary effect, called a refrain. In any round when a seeker concentrates on a seeker music effect and expends another use of the bardic music, she can activate the refrain associated with that seeker music effect. Using a refrain is swift action that does not provoke attacks of opportunity. The original effects of the song do not end; the seeker can maintain the song and activate the refrain simultaneously.

Burning Melody (Su): A seeker of the song with 14 or more ranks in a Perform skill can gather a glimmer of the power of the primal music and gain some control over fire through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to fire 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Burning Melody, Refrain (Su): When she uses the refrain with her burning melody, a seeker shoots a 30-foot cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC 10 + the seeker's ranks in the Perform skill) halves the damage. The DC is 27.

Song of Unmaking (Su): A seeker with 15 or more ranks in a Perform skill can turn a fragment of the primal music's power against constructs. She can expend a use of bardic music and make a Perform check to deal 1d8 points of damage per seeker level to all constructs within a 30-foot burst of the seeker (no save).

Dirge of Frozen Loss (Su): A seeker of the song with 16 or more ranks in a Perform skill can gather a glimmer of the power of the primal music and gain some control over cold energy through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to cold 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Dirge of Frozen Loss, Refrain (Su): When she uses the refrain with her dirge of frozen loss, a seeker shoots a 60-foot line of cold energy from her fingertips. The line deals 10d6 points of cold damage to any creature it hits and causes any creature damaged by it to become fatigued. A successful Fort save (DC 10 + the seeker's ranks in the Perform skill) halves the damage and negates the fatigue. The DC is 27.

Song of Life (Su): A seeker of the song with 17 or more ranks in a Perform skill can use fragments of the primal music to protect and heal her allies. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain immunity to poison and disease. An ally benefits from this effect for as long as it can hear the seeker sing.

Song of Life, Refrain (Su): When she uses the refrain with her song of life, a seeker can make a Perform check to heal a living creature of an amount of hit point damage equal to the check result, up to the creature's full normal hit point total). She must touch the affected ally to use this ability. The touch is a standard action, although activating the refrain is a swift action. The refrain has no effect on undead or nonliving creatures.

Combine Songs (Ex): A seeker of the song can combine two types of bardic music or seeker music to provide the benefits of both. The seeker chooses two music abilities and activates both using the same standard action. If either or both require concentration, the seeker can maintain concentration on both by using one standard action each round to concentrate. The normal stacking rules for bonus types apply to music abilities combined with this ability.

Spell-like Abilities (Sp): 1/day – *animal trance* (DC 15), *cause fear* (DC 14), *charm person* (DC 14), *darkness*, *entangle* (DC 14). Caster level 4th. The save DCs are Cha-based.

Alternate Form (Sp): A pureblood can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the pureblood doesn't regain any lost hp by changing form and can take only viper shapes.

Detect Poison (Sp): A pureblood can use *detect poison* as the spell (caster level 6th) at will.

Skills: A pureblood gains a +5 racial bonus on Disguise checks when impersonating a human.

Bard Spells Known (3/4/3; save DC 13 + spell level): 0 – *detect magic*, *ghost sound*, *know direction*, *mage hand*, *message*, *read magic*; 1st – *comprehend languages*, *phantom threat**, *silent image*, *undetected alignment*; 2nd – *cat's grace*, *eagle's splendor*, *invisibility*. *See Appendix Eight.

Possessions: mithral breastplate, masterwork heavy steel shield, masterwork rapier, masterwork longbow, quiver with 20 arrows, hat of disguise, instruments of the bards (*Mac-Fuirmidh Cithern*)*, wand of cure critical wounds (7th level caster, 5 charges), wand of dominate person (7th level caster, 5 charges), wand of resonating bolt (7th level caster, 5 charges)*, wand of unluck (7th level caster, 5 charges)*, wand of

wave of grief (3rd level caster, 5 charges)*, deck of illusions. *See Appendix Eight.

Description: "This being looks much like a slim-bodied, lithe human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs." It is about the same height and weight of a human. It speaks Abyssal, Common, Draconic, and Yuan-ti.

Chamber 6

Yuan-ti Holy Guardian Ftr1/Pious Templar3: CR 12; Medium Monstrous Humanoid; HD 8d8+32+4d10+16; hp 114; Init +7; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 22, touch 13, flat-footed 19 (+3 Dex, +7 natural, +2 masterwork heavy shield); Base Atk +12; Grp +17; Atk +19 melee (1d6+5/18-20, masterwork scimitar) or +17 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)); Full Atk +19/+14/+9 melee (1d6+7/18-20, masterwork scimitar) and +12 melee (1d6+2 plus poison, bite) or +17/+12/+7 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)); SA constrict 1d6+7, improved grab, poison, spell-like abilities, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 22, mettle, DR 1/-, smite 1/day; AL CE; SV Fort +11, Ref +10, Will +12; Str 21, Dex 17, Con 19, Int 19, Wis 17, Cha 20; FR *Serpent Kingdoms*, page 88; *Complete Divine*, page 50.

Skills and Feats: Climb +20, Concentration +15, Craft (alchemy) +20, Hide +12, Knowledge (religion) +19, Listen +16, Spot +16, Swim +19; Alertness^B, Blind-Fight^B, Dodge, Improved Initiative, Mobility, Spring Attack, True Believer*, Weapon Focus (scimitar), Weapon Specialization (scimitar).

**True Believer:* Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use relics of the deity you worship. Feat, *Complete Divine*, page 86.

Constrict (Ex): On a successful grapple check, a holy guardian deals 1d6+7 points of damage.

Improved Grab (Ex): To use this ability, a holy guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – *animal trance* (DC 17), *cause fear* (DC 17), *entangle* (DC 17); 3/day – *deeper darkness*, *dispel magic*, *neutralize poison* (DC 20), *resist energy* (self only), *suggestion* (DC 19); 1/day – *baleful polymorph* (DC 21; into snake form only). Caster level 11th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a holy guardian can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 23, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell. The save DC is Cha-based.

Alternate Form (Sp): A holy guardian can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the holy guardian doesn't regain any lost hit points by changing form and can take only viper shapes. The holy guardian loses its constrict ability in viper form, but uses its own poison for its bite attack.

Chameleon Power (Sp): A holy guardian can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Detect Poison (Sp): A holy guardian can use *detect poison* as the spell (caster level 6th) at will.

Mettle (Su): If a pious templar makes a successful Will or Fort save that would normally reduce the spell's effects, she suffers no effects from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar may make a single melee attack with a +4 attack bonus and a damage bonus equal to his pious templar level (if she hits). The pious templar must declare the smite before making the attack.

Skills: A holy guardian receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A holy guardian has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Pious Templar (Blackguard) Spells Prepared (2/1; save DC 13 + spell level): 1st – *corrupt weapon* (x2); 2nd – *eagle's splendor*.

Possessions: masterwork heavy steel shield, masterwork scimitar, masterwork composite longbow (+5 Str bonus), quiver with 20 arrows, *wand of cure critical wounds* (7th level caster, 5 charges), lesser bracers of archery, *potion of greater magic fang* +3.

Description: "A sinuous, snakelike creature with human arms sways hypnotically, raising a shining scimitar in defense." A holy guardian resembles a yuan-ti half blood with its serpent head, human arms, and serpent tail. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Its dark scales lighten only slightly toward the tail and are always of uniform hue, never patterned or lighter on the underbelly. Holy guardians speak Abyssal, Common, Draconic, and Yuan-ti.

Thyssbn, Yuan-ti Mageslayer Sor8: CR 17; Medium Monstrous Humanoid; HD 8d8+32+8d4+32; hp 120; Init +2; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 22, touch 15, flat-footed 20 (+2 Dex, +7 natural, +3 deflection); Base Atk +12; Grp +17; Atk +18 melee (1d6+7/19-20, masterwork short sword) or +15 ranged (1d8+5/x3, masterwork composite longbow (+5 Str bonus)); Full Atk +18/+13/+8 melee (1d6+7/19-20, masterwork short sword) and +12 melee (1d6+2 plus poison, bite) or +15/+10/+5 ranged (1d8+5/x3, masterwork composite longbow (+5 Str

bonus)); SA constrict 1d6+7, improved grab, poison, spell-like abilities, spells, venomous tentacles; SQ alternate form, chameleon power, darkvision 60 ft., detect poison, scent, SR 28; AL CE; SV Fort +9 (+11), Ref +10 (+12), Will +14 (+16); Str 21, Dex 15, Con 19, Int 19, Wis 17, Cha 23; FR *Serpent Kingdoms*, page 90.

Skills and Feats: Bluff +18, Climb +13, Concentration +23, Craft (alchemy) +16, Hide +13, Knowledge (arcana) +23, Listen +16, Spellcraft +23, Spot +16, Swim +13; Alertness^B, Blind-Fight^B, Combat Expertise, Draconic Breath^{**}, Draconic Heritage^{*}, Draconic Resistance^{***}, Eschew Materials, Still Spell.

***Draconic Heritage:** You have a greater connection with your distant draconic (black) bloodline. Hide is a class skill. You gain a bonus on saving throws against sleep and paralysis, as well as spells and abilities with the acid descriptor. This bonus is equal to the number of draconic feats you have (+3 currently). Feat, *Complete Arcane*, page 77.

****Draconic Breath:** As a standard action, you can change arcane spell energy into a breath weapon, a 60-foot line of acid that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 16 + the level of the spell) for half damage. This is a supernatural ability, and the save is Cha-based. Feat, *Complete Arcane*, page 77.

*****Draconic Resistance:** You gain resistance to acid equal to three times the number of draconic feats you have (acid resistance 9 currently). Feat, *Complete Arcane*, page 78.

Constrict (Ex): On a successful grapple check, a mageslayer deals 1d6+7 points of damage.

Improved Grab (Ex): To use this ability, a mageslayer must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 18, 1d6 Con/1d6 Con. The save DC is Con-based.

Spell-like Abilities (Sp): At will – *animal trance* (DC 18), *cause fear* (DC 18), *conceal thoughts* (self only), *entangle* (DC 18); 3/day – *deeper darkness*, *greater dispel magic*, *neutralize poison* (DC 21), *protection from energy* (self only), *suggestion* (DC 20); 1/day – *baleful polymorph* (DC 22; into snake form only), *dimensional anchor* (DC 18), *dimension door* (self and equipment only), *protection from spells*. Caster level 14th. The save DCs are Cha-based.

Venomous Tentacles (Sp): Once per day, a mageslayer can produce an effect that functions like *Evard's black tentacles* spell, except that the tentacles also deliver poison (contact, Fort DC 24, 1d6 Con/1d6 Con) during each round of grappling. This ability is the equivalent of an 8th level spell.

Alternate Form (Sp): A mageslayer can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the mageslayer doesn't regain any lost hit points by changing form and can take only viper shapes. The

magelayer loses its constrict ability in viper form, but uses its own poison for its bite attack.

Chameleon Power (Sp): A magelayer can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks. Magelayers can control this power far more precisely than other yuan-ti, and they often use it to make a “badge” appear on their scales when participating in complex battles or missions, or to shift the hues of their scales so as to give mute signals (agreed upon beforehand with their fellows), such as “Enemy near,” or “I sense magic.”

Detect Poison (Sp): A magelayer can use *detect poison* as the spell (caster level 6th) at will.

Skills: A magelayer receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A magelayer has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spells: A magelayer Sor8 casts arcane spells as a 16th level sorcerer. It may not take any spellcasting prestige class.

Sorcerer Spells Known (6/8/8/7/7/7/5/3; save DC 16 + spell level): 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*; 1st – *alarm*, *burning hands*, *disguise self*, *mage armor*, *unseen servant*; 2nd – *bull's strength*, *cat's grace*, *glitterdust*, *invisibility*, *Melf's acid arrow*; 3rd – *dispel magic*, *fireball*, *haste*, *lightning bolt*; 4th – *enervation*, *greater invisibility*, *mass reduce person*, *venom bolt**; 5th – *cone of cold*, *feeblemind*, *persistent image*, *wall of force*; 6th – *disintegrate*, *mass suggestion*, *true seeing*; 7th – *finger of death*, *greater teleport*; 8th – *horrid wilting*.
*See Appendix Eight.

Possessions: Masterwork short sword, masterwork composite longbow (+5 Str bonus), quiver with 20 arrows, *pearl of power* (1st level spell), *pearl of power* (2nd level spell), *cloak of resistance* +2, *ring of protection* +3.

Description: “A serpent with human arms and a human head rears back, its serpent eyes glittering with malice. A streak of eldritch energy streams from its outstretched finger.” A magelayer looks like a slightly larger version of a yuan-ti half blood with human arms and a serpent tail. A typical specimen has a human head, though its tongue is forked and its eyes have vertical pupils, like a serpent's. It stands about 7 feet tall when rearing upright and weighs about 270 pounds. Magelayers have a wide variety of scale patterning and hues in their natural states. Magelayers speak Abyssal, Common, Draconic, and Yuan-ti.

Optional Encounter Eight

Chamber 8

Greater Flame Snake: CR 16; Huge Magical Beast (Fire); HD 17d10+85; hp 192; Init +7; Spd 60 ft., climb 50 ft.; AC 29, touch 11, flat-footed 26 (-2 size, +3 Dex, +18 natural); Base Atk +17; Grp +33; Atk +24 melee (2d8+8

plus 1d6 fire plus 1d6 negative energy plus poison, bite); Full Atk +24 melee (2d8+8 plus 1d6 fire plus 1d6 negative energy plus poison, bite) and +19 melee (1d8+4 plus 1d6 fire plus 1d6 negative energy, crush) and +18 melee (1d6+4 plus 1d6 fire plus 1d6 negative energy, tail spike); Face/Reach 15 ft./15 ft.; SA breath weapon, constrict 4d6+12 plus 1d6 fire plus 1d6 negative energy, death throes, fiery aura, fiery poison, heat, improved grab, negative energy, spell-like abilities, swallow whole; SQ darkvision 60 ft., DR 15/magic, fast healing 5, fire subtype, low-light vision, scent, SR 27, uncanny dodge; AL CE; SV Fort +15, Ref +13, Will +7; Str 27, Dex 17, Con 20, Int 11, Wis 14, Cha 16; *Fiend Folio*, page 74.

Skills and Feats: Climb +16, Hide -5, Listen +14, Move Silently +13, Search +10, Spot +14; Alertness, Cleave, Improved Initiative, Power Attack, Weapon Focus (bite, crush).

Breath Weapon (Su): Every 1d4 rounds, a greater flame snake can unleash a 50 foot cone of dark fire. A Reflex save (DC 23) halves the damage. The breath weapon deals 12d6 points of damage, half of which is fire damage, and the other half of which is negative energy damage.

Constrict (Ex): With a successful grapple check, a greater flame snake can constrict a grabbed opponent, dealing 4d6+12 points of bludgeoning damage and 1d6 points of fire damage and 1d6 points of negative energy damage.

Death Throes (Ex): When slain, a greater flame snake explodes in a blinding flash of fiery light that deals 30 points of damage (15 pts fire, 15 pts negative energy) to everything within 50 feet. A Reflex save (DC 23) halves the damage.

Fiery Aura (Ex): Merely being in the presence of a greater flame snake is damaging. Any creature within 5 feet of a greater flame snake automatically takes 1d6 points of fire damage.

Fiery Poison (Ex): Injury, Fort DC 26, 1d4 Str/1d4 Str. In addition, if the save fails, the lesser flame snake's poison burns its victim from the inside as it courses through the opponent's body. Each round the poison remains in a victim's blood stream (maximum 10 rounds), it deals 4 points of fire damage (no save). This includes the round in which the victim was bitten. The save DC is Con-based.

Improved Grab (Ex): If a greater flame snake hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +33). If it gets a hold, it can swallow the opponent on its next successful grapple check. Alternatively, the greater flame snake has the option to conduct the grapple normally, or simply use its bite to hold the opponent (-20 penalty to the grapple check, but the greater flame snake is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Swallow Whole (Ex): A greater flame snake can swallow a single creature that is at least two size

categories smaller than itself by making a successful grapple check (grapple bonus +33), provided it already has that opponent in its maw (see Improved Grab, above).

Once inside the greater flame snake, the opponent takes 2d6+13 points of crushing damage, 1d4 points of fire damage, and 1d4 points of negative energy damage per round from the flame snake's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the greater flame snake's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing a total of at least 20 points of damage to the stomach (AC 19) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A greater flame snake's stomach can hold 2 Large, 4 Medium-size, or 16 Small or smaller opponents.

Uncanny Dodge (Ex): A lesser flame snake retains its Dex bonus to AC even when flat-footed or struck by an invisible attacker, and it cannot be flanked except by a rogue of at least 21st level.

Heat (Ex): A flame snake generates so much heat that its mere touch deals additional fire damage (1d6).

Negative Energy (Su): A greater flame snake's dark origins provide it with the ability to deal negative energy damage with most of its attacks.

Fire Subtype (Ex): A flame snake is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or a failure.

Spell-like Abilities (Sp): 3/day – fireball (DC 16), fire shield (warm shield only); 1/day – fire storm (DC 21), flame strike (DC 18), maximized fireball (DC 19). Caster level 16th. The save DCs are Cha-based.

Skills: Flame snakes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description: A coiled snake adorned in dark red scales with an occasional deep black one interspersed, down its back runs an intricate series of black scales that form a repeating pattern of ankhs. Its dull eyes never seem to blink. Measuring 30 feet long and 6 feet in diameter, these are intimidating specimens. The lesser flame snake has a spike of hardened bone that grows from its tail. They are extremely foul tempered, and revel in the burning of their foes; they use their breath weapons early and often and make frequent use of their swallow whole ability while waiting for their breath weapon to recharge. Greater flame snakes speak Ignan and Infernal.

Chamber 10

Sssilya, Yuan-ti Abomination Clr5/Yuan-ti Cultist6 of Merrshaulk: CR 18; Large Monstrous Humanoid; HD 9d8+45+5d8+25+6d4+30; hp 177; Init +6; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 24, touch 11, flat-footed 22 (-1 size, +2 Dex, +10 natural, +3 shield); Base Atk +16; Grp +24; Atk +20 melee (1d8+5/15-20, +1 keen scimitar) or +18

ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Full Atk +20/+15/+10/+5 melee (1d8+5/15-20, +1 keen scimitar) and +15 melee (2d6+2 plus poison, bite) or +18/+13/+8/+3 ranged (2d6+4/x3, masterwork composite longbow (+4 Str bonus)); Space/Reach 10 ft./10 ft.; SA *aversion*, constrict 1d6+6, improved grab, poison, *produce acid*, spell-like abilities, rebuke undead 9/day, spells, spontaneous casting, spellcasting, spit poison, suffering domain, *sticks to snakes*, snake darts, greater psionic focus, psionics: *chant of pain/chant of agony*; SQ *alternate form*, *chameleon power*, darkvision 60 ft., detect poison, scent, aura, second circle, SR 27; AL CE; SV Fort +17 (+20), Ref +11 (+14), Will +22 (+25); Str 18, Dex 14, Con 20, Int 22, Wis 24, Cha 22; *Savage Species*, page 97.

Skills and Feats: Concentration +28, Craft (alchemy) +29, Hide +9, Knowledge (arcana) +22, Knowledge (religion) +29, Listen +21, Move Silently +13, Perform (sing) +23, Spellcraft +23, Spot +21; Alertness^B, Blind-Fight^B, Combat Expertise, *Divine Shield, **Divine Vigor, Dodge, ***Domain Spontaneity, Improved Initiative, Mobility.

***Divine Shield:** As a standard action, spend one of your rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Cha modifier. This bonus applies to the shield's bonus to AC and lasts for a number of rounds equal to half your character level. Feat, *Complete Warrior*, page 106.

****Divine Vigor:** As a standard action, spend one of your rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hp per character level. These effects last a number of minutes equal to your Cha modifier. Feat, *Complete Warrior*, page 108.

*****Domain Spontaneity (Suffering Domain):** You may now convert prepared divine spells into any spell from this domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells. Feat, *Complete Divine*, page 80.

Spellcasting: Yuan-ti cultist levels count as Cleric levels for the purpose of determining spells per day and caster level.

Second Circle: A yuan-ti cultist gains a +6 circumstance bonus on Diplomacy and Intimidate checks when dealing with other yuan-ti and a +6 circumstance bonus on Knowledge (religion) checks dealing with the worship of Merrshaulk. In addition, he learns the secret of brewing the dreadful mixture that transforms humans into tainted ones or broodguards and the more potent mixture that transforms tainted ones into pureblood yuan-ti.

Spit Poison (Ex): A yuan-ti cultist can spit his poison in a 10 foot cone and his poison counts as a contact poison that hits anyone in the cone if used in this way.

Suffering Domain: A yuan-ti cultist gains access to the Suffering Domain. This domain's granted power is to use a *pain touch* once per day. Make a touch attack against a living creature, which bestows on that creature a -2 enhancement penalty to Str and Dex for 1 minute on a successful hit. This spell-like ability does not affect

creatures immune to critical hits. The domain spells are: 1st – *bane*, 2nd – *bear's endurance*, 3rd – *bestow curse*, 4th – *enervation*, 5th – *feeblemind*, 6th – *harm*, 7th – *eyebite*, 8th – *symbol of pain*, 9th – *horrid wilting*.

Sticks to Snakes (Sp): A yuan-ti cultist gains the ability to transform inert pieces of wood, such as arrows, torches, or staffs, into snakes. Once per day he can transform 1d4 sticks + 1 per class level (including cleric levels) within medium range (100 feet + 10 feet/level). These cannot be enchanted items. Unattended items get no saving throw, while those in a creature's possession get a Will save. Sticks of 2 feet or less in length become Tiny vipers; those longer than 2 and shorter than 4 feet in length become Small snakes, while those longer than 4 and up to 6 feet long become Medium-size snakes. Transforming a Large weapon or sticks of a life size into a Large viper counts as creating two snakes for each such item. Items of Huge or larger size cannot be transformed. The effect's duration is 2 rounds per class level.

Snake Darts (Sp): Three times per day as a standard action, the cultist can launch his forearm snake tattoos (one on each arm) against opponents within medium range (100 feet + 10 feet/level). The snakes seek out their target(s) with unerring accuracy, automatically hitting. The target takes 2d6 points of damage from the impact and must succeed on a Fort save (DC 10 + yuan-ti cultist levels + yuan-ti Con modifier) for each snake to avoid the effects of the poison (Injury, Fort DC 21, 1d6 Con/1d6 Con). On the following round the snakes fly back to the cultist. Before the cultist can fire his darts again, he must swallow the living snakes, which causes them to reappear on his arms. Swallowing the snakes is a standard action that causes the cultist no harm.

Greater Psionic Focus (Su): A yuan-ti cultist adds +4 to the DC for all saving throws against his innate psionic powers. This is factored in to the DCs below already.

Psionics (Chant of Pain) (Sp): At will as a full-round action, a yuan-ti cultist can dance and chant in a sinuous sacrament to deal 3d6 points of damage to one living creature within 60 feet. A successful Will save (DC 10 + yuan-ti cultist levels + yuan-ti Wis modifier) halves the damage. This ability has no effect on beings that are immune to mind-affecting effects, such as oozes and plants. The Will save DC is 27.

Psionics (Chant of Agony) (Sp): Three times per day as a full-round action, a yuan-ti cultist can dance and chant to deal 9d6 points of damage to one living creature within 60 feet. A successful Will save (DC 10 + yuan-ti cultist levels + yuan-ti Wis modifier) halves the damage. This ability has no effect on beings that are immune to mind-affecting effects, such as oozes and plants. The Will save DC is 27.

Aversion (Sp): An abomination can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 28 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, dead or alive; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes

or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dex score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th). The save DC is Cha-based.

Constrict (Ex): On a successful grapple check, an abomination deals 1d6+6 points of damage.

Improved Grab (Ex): To use this ability, an abomination must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fort DC 19, 1d6 Con/1d6 Con. The save DC is Con-based.

Produce Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constricting, or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti's body, and the yuan-ti is immune to its effects.

Spell-like Abilities (Sp): At will – *animal trance* (DC 18), *entangle* (DC 17); 3/day – *deeper darkness*, *neutralize poison* (DC 20), *suggestion* (DC 19); 1/day – *baleful polymorph* (DC 21; into snake form only), *fear* (DC 20). Caster level 10th. The save DCs are Cha-based.

Chameleon Power (Sp): An abomination can psionically change the coloration of itself and its equipment to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Alternate Form (Sp): An abomination can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but the abomination doesn't regain any lost hit points by changing form and can take only viper shapes. The abomination loses its constrict ability in viper form but uses its own poison for its bite attack.

Detect Poison (Sp): An abomination can use *detect poison* as the spell (caster level 6th) at will.

Skills: An abomination receives a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. An abomination has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Cleric Spells Prepared (6/7+1/6+1/6+1/4+1/3+1/2+1; save DC 17 + spell level): 0 – *create water*, *cure minor wounds*, *detect magic*, *guidance*, *read magic*, *resistance*; 1st – *comprehend languages*, *death watch*, *detect law*, *divine favor*, *protection from good*, *protection from law**, *sanctuary*, *shield of faith*; 2nd – *eagle's splendor*, *wave of grief**, *owl's wisdom*, *resist energy*, *shatter**, *spiritual weapon*; 3rd – *contagion**, *dispel magic* (x2), *magic vestment*, *protection from energy* (x2), *searing light*; 4th – *chaos hammer**, *cure critical wounds* (x2), *freedom of movement*, *spell immunity*; 5th – *feeblemind**, *righteous might*,

slay living, true seeing, 6th – harm, heal, whirl of fangs**.*

**Domain spell; **See Appendix Eight.*

Domains: Chaos, Destruction, Suffering.

Possessions: +1 light fortification large heavy steel shield, +1 keen large scimitar, masterwork large composite longbow (+4 Str bonus), quiver with 20 arrows, brooch of shielding, cloak of resistance +3, ring of counterspells (dispel magic), oil of greater magic weapon +5, elemental gem – earth, boots of speed, pearl of power – 6th level spell, pile of sticks of various lengths.

Description: “This creature looks like a big serpent, except that its eyes betray a baleful intelligence and it has two burly, humanoid arms.” It is twelve feet long and weighs about 250 lbs. It has green and brown scales with a diamond pattern in white down its back, and a wedge-shaped head like a viper. Each arm is covered in a tattoo of a venomous pit viper. Abominations speak Yuan-ti, Common, Abyssal, and Draconic.

Appendix Eight: New Rule Items

New Spells

Cursed Blade

Complete Warrior, page 117.

Necromancy; **Level:** Asn 4; **Components:** V; **Casting Time:** 1 standard action; **Range:** Touch; **Target:** One melee weapon; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No.

A weapon affected by this spell deals wounds that can't be healed in the usual fashion. Any damage dealt by the weapon (not including damage from special weapon properties such as flaming, wounding, holy, and so on) cannot be cured by any means until the damaged individual has received a *remove curse* spell (or some other effect that neutralizes a curse). If a creature is slain by a weapon that is under the effect of this spell, it can't be raised from the dead unless a *remove curse* spell (or similar effect) is cast on the body or a *true resurrection* spell is used.

Otiluke's Greater Dispelling Screen

Complete Arcane, page 117.

Abjuration; **Level:** Sor/Wiz 7; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Energy wall whose area is up to one 10 ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level; **Duration:** 1 min./level; **Saving Throw:** None; **Spell Resistance:** No.

You create an opaque, immobile, shimmering screen of violet energy. Any spell effect operating on a creature or unattended object that passes through the screen is affected as by a targeted *dispel magic* at your caster level. Attended items that pass through are not affected by the screen, which is the only way the screen differs from a normal targeted casting of *dispel magic* – attended items are essentially not targeted by the screen. Make a caster level check (1d20 +1 per caster level, maximum +20) to dispel spell effects (DC 11 + caster level) or suppress an unattended object's magical properties for 1d4 rounds (DC equal to the item's caster level). Spell effects not operating on objects or unattended creatures cannot pass through the screen. A disintegrate or successful *dispel magic* removes *Otiluke's greater dispelling screen*, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

Phantom Threat

Complete Warrior, page 118.

Illusion (Phantasm) [Mind-Affecting]; **Level:** Brd 1, Hexblade 1; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You create the sensation in the subject's mind that he is threatened by more foes than he actually faces.

Though the subject doesn't actually perceive any additional enemies (and thus doesn't waste any attacks on the phantasm), a creature affected by this spell is considered flanked, even if not threatened by other creatures. No amount of convincing by others can help the victim of this spell avoid its effect – only a successful saving throw against the spell when initially case can help the target.

Resonating Bolt

Complete Arcane, page 121.

Evocation [Sonic]; **Level:** Brd 4, Sor/Wiz 3; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** 60 ft.; **Area:** 60 ft. line; **Duration:** Instantaneous; **Saving Throw:** Ref half; **Spell Resistance:** Yes.

You unleash a tremendous bolt of sonic energy from your open hand, dealing 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a resonating bolt deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond if its range permits; otherwise, it stops.

Unluck

Complete Arcane, page 128.

Divination; **Level:** Brd 4, Sor/Wiz 4; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied. A creature carrying a *stone of good luck* is immune to the effect of *unluck*, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material Component: A piece of broken mirror.

Venom Bolt

FR Serpent Kingdoms, page 158.

Evocation [Acid]; **Level:** Clr 4, Sor/Wiz 4; **Components:** V, S, M; **Casting Time:** 1 standard action; **Range:** 100 ft.; **Area:** 100 ft. line; **Duration:** Instantaneous; **Saving Throw:** Reflex half, Fortitude partial (see text); **Spell Resistance:** Yes.

You release a beam of fell energy from your eye, mouth, fingertip, or tail tip that travels in a straight line. Every creature in its path takes 2d8 points of acid damage, though the beam is not actually composed of any acidic substance. A successful Reflex save halves the damage. Furthermore, every creature in the path must also make a Fortitude save or be paralyzed for 1d4+1 rounds. Success means the subject is *slowed* for 1 round.

Creatures do not block the beam, but walls and other solid barriers do. Yuan-ti and their creations are immune to the effects of this spell. Other Scaled Ones are immune to the paralysis effect and need not save against it.

Material Component: A drop of venom from any sort of poisonous snake.

Wave of Grief

Complete Divine, page 188.

Enchantment [Evil, Mind-Affecting]; **Level:** Brd 2, Blackguard 2, Clr 2; **Components:** S, M; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** Cone; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Whirl of Fangs

FR Serpent Kingdoms, page 158.

Evocation [Force]; **Level:** Clr 6, Sor/Wiz 7; **Components:** V, S; **Casting Time:** 1 standard action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Wall or plane of darting jaws up to 20 ft. long/level, or a ringed wall of whirling jaws with a radius of up to 5 ft./2 levels, either form 20 ft. high; **Duration:** 1 min./level; **Saving Throw:** Reflex half; **Spell Resistance:** Yes.

You create an immobile curtain of snapping, serpent-fanged jaws shaped of pure force. You can choose to orient the barrier at any angle from vertical to horizontal at the time of casting. The force jaws race to bite any creature other than you that comes into contact with them. Any creature passing through the curtain takes 12d4 points of damage, with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the curtain. Each such creature can avoid the wall (ending up on the side of its choice, where feasible) and thus take no damage by making a successful Reflex save. A successful Reflex save means the creature has reached either side of the wall without taking any damage. A creature inside the *whirl of fangs* takes 2d4 points of damage (Reflex save for half) on its turn each round it remains in contact with the effect. You can move through or remain within your own *whirl of fangs* with taking damage. Accordingly, many yuan-ti spellcasters “wear” this spell as a sort of immobile cloak when fighting formidable foes.

New Magic Items

***Acidic burst* weapon special ability:** An *acidic burst* weapon functions as a *corrosive* weapon that also explodes with acid upon scoring a critical hit. The acid does not harm the hands that hold the weapon. *Acidic burst* weapons deal +1d10 points of bonus acid damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus acid damage, and if the

multiplier is x4, add +3d10 points of bonus acid damage. Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition. CL: 12th; **Prerequisites:** Craft Magic Arms and Armor, *acid fog*, *Melf's acid arrow*, or *storm of vengeance*; **Market Price:** +2 bonus. *Arms & Equipment Guide*, page 95.

***Corrosive weapon* special ability:** Upon command, a *corrosive* weapon becomes slick with a thick layer of acidic fluid. The acid does not harm the hands that hold the weapon. *Corrosive* weapons deal +1d6 points of bonus acid damage on a successful hit. Bows, crossbows, and slings with this ability bestow the acid energy upon their ammunition. CL: 10th; **Prerequisites:** Craft Magic Arms and Armor, *acid fog*, *Melf's acid arrow*, or *storm of vengeance*; **Market Price:** +1 bonus. *Arms & Equipment Guide*, page 96.

***Goggles of Day*:** The lenses of this item are made of silvered crystal. When placed over the eyes, the wearer can operate without penalty in preternaturally bright light, such as might result from a *flare*, *sunbeam*, or *sunburst* spell. A bonus side effect allows vampires a full-round action prior to dissolution when confronted with sunlight, as opposed to just a partial action. Faint transmutation; CL: 3rd; **Prerequisites:** Craft Wondrous Item, *darkvision*; **Market Price:** 4,500 gp; **Weight:** 1 lb. *Libris Mortis*, page 78.

***Instruments of the Bards (Mac-Fuirmidh Cithern)*:** This pear-shaped masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +2 competence bonus on bardic music checks for countersong, *fascinate*, and *suggestion*. The cithern can be played by anyone with 4 ranks in Perform (string instruments) to cast *cure light wounds*, *mage armor*, or *sleep* each once per day. Faint various; CL: 3rd; **Prerequisites:** Craft Wondrous Item, *cure light wounds*, *mage armor*, *sleep*, creator must be a bard; **Market Price:** 2,900 gp; **Weight:** 3 lbs. *Complete Arcane*, page 148.

***Vest of Resistance*:** These garments offer magic protection in the form of a +1 to +5 bonus on all saving throws. Faint abjuration; CL: 5th; **Prerequisites:** Craft Wondrous Item, *resistance*, creator's CL must be at least three times the vest's bonus; **Market Price:** 9,000 gp (+3); **Weight:** 1 lb. *Complete Arcane*, page 150.

Player Handout #1

Brave Adventurer,

I wish to thank you personally for your efforts on my behalf. The tomes you recovered have brought me closer to my goal, and thus you have earned my respect and some of my trust. My ultimate goal parallels a goal you will wish to accomplish yourself, once you learn of certain happenings going on beyond the sight of the noble leaders of the Sheldomar. I have further need of you, and I'd like to pay you this time in important information. If we can work together successfully on this task, then I will work with you to accomplish my goal and your future one simultaneously - saving the nations of the Sheldomar from a horrible fate and bringing me my heart's desire. Meet me at the Handmaiden's Prospect Inn in the town of Fourwood a fortnight hence and ask for T.S. I promise the knowledge I will share with you is worth the trek.

Sincerest Wishes,

Tysiln San

Player Handout #2

Brave Adventurer,

A mutual acquaintance of ours recommended you for an urgent task I need accomplished. Your friend recovered some tomes for me, bringing me closer to an important goal. My ultimate goal parallels a goal you will wish to accomplish yourself, once you learn of certain happenings going on beyond the sight of the noble leaders of the Sheldomar. I have desperate need of you, and I'd like to pay you for your valuable time in important information. If we can work together successfully on this task, then I will work with you to accomplish my goal and your future one simultaneously - saving the nations of the Sheldomar from a horrible fate and bringing me my heart's desire. Meet me at the Handmaiden's Prospect Inn in the town of Fourwood a fortnight hence and ask for T.S. I promise the knowledge I will share with you is worth the trek.

Sincerest Wishes,

T.S.

Player Handout #3

Welcome to my home. Guests already know the way in. Unwelcome visitors will need to guess well. Three choices, but only one path is correct. All lead to undeath, but two provide some fun along the way. Will you get the vapors? Will you go on an underwater adventure? Or will you simply give your hat and cloak to my butler? If you're stuck in the middle of your choice, then you are smarter than you look.

-Mycelena

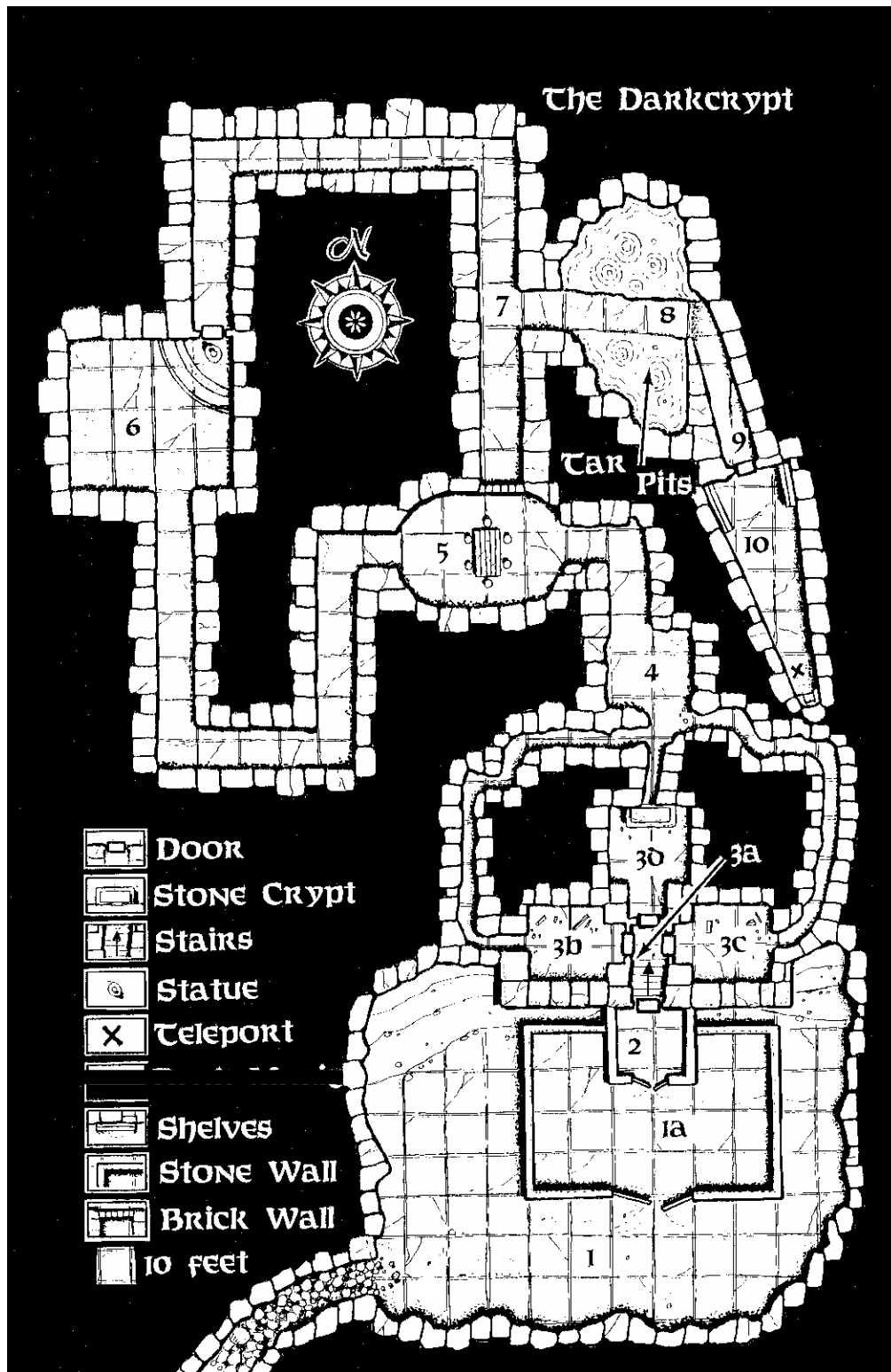
Player Handout #4

Sssilya:

You have made great accomplishments of late Brood Brother. Your conquest of the Darkcrypt was flawless, and the elders of House Je'thliss are still whispering about your success. It won't be more than a month or two before we proceed to the next phase of our plans in this region. Our pureblood spies prepare even now for their sojourns into Celene and Ulek, and our taskforce prepares for its exploration of the Suss. Keep our foothold safe, and the rewards will be immense for all of our kind.

Yssulth

DM Aid #1: Map of the Darkcrypt



Cartography by Rob Lazzaretti. Part of 2001 Map-a-week Archive at <http://www.wizards.com/dnd/article.asp?x=dnd/mw/mw20020725x2001>.
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Critical Event Summary

Please fill out this form as completely as possible and return it to your event coordinator. All forms should be collected and returned to Steven Conforti at VecnaReborn@aol.com. If you want to mail the forms instead of sending a compiled email report, send a message to the email address above requesting a mailing address. Any forms received before April 1, 2005 will determine the results of this event and the direction of the next event in the series.

1. Did the PCs inform Celofin of the sender of the notes they received?

2. Did the PCs make any specific queries about Tysiln San or the Valley of the Mage while in Tringlee, Courwood, or any other major town or city? Did they seek such information from nobles, locals, or sages? If they made Gather Information checks, what is the highest DC they achieved?

3. Did the PCs clear out all of the yuan-ti in **Encounter Seven**? Did they clear out the entire complex, including the yuan-ti in **Optional Encounter Eight**? Did Sssilya escape?

4. As per the **Conclusion**, what did the PCs do with their knowledge, the letter in **Optional Encounter Eight**, and the *well of many worlds* with regards to: Tysiln San, Drawmij, the Silent Ones, the Knights of Luna, and any other NPCs or NPC organizations the PCs may have contacted? Be as specific and detailed as possible.