



Dawn of the Serpent

by Steve Hough

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Rounding a bend you see the cheerful glow of a campfire about a hundred yards ahead. You can make out the silhouettes of three figures standing around the welcoming fire. Eager to warm yourselves and perhaps share some camaraderie with fellow travelers you urge your steeds on.

As you approach, a feeling of uneasiness settles in the pit of your stomachs. The forest around you is ominously still. An oppressive silence fills the void... as if the entire forest is holding its breath expectantly.

Upon closer inspection the figures surrounding the campfire appear to be extremely life-like stone statues, their faces frozen masks of fear or surprise.

Examining the campsite, you notice a pair of deep, parallel grooves in the loamy soil leading into the brush to the north as if something heavy has been dragged away...

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Requires the use of the
**Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®**

Dawn of the Serpent is a d20 System adventure booster designed for 3-4 characters levels 5-7. It can be played as a stand-alone adventure or dropped into any ongoing campaign setting.

Dawn of the Serpent



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How to Use This Product

This adventure is designed to be easily dropped into your existing 3rd edition D&D campaign. It can be run in a single session, and makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material, and you may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players in order to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

This module requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.® You won't be able to run this adventure without it.



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DM Background

Travel always has its hazards. Inclement weather, roving bandits, and the occasional monster all take their toll. In the PCs' case, they are about to encounter all three.

The Gloamwood Forest is shrouded in mystery and local legend. Tales of petrified animals, giant spiders, and lost caravans are spread by the local peasants. However, the dire stories are mostly passed off as superstition by educated members of society. Though strange disappearances do occur from time to time, the road through the Gloamwood Forest is still widely used by merchants and travelers.

A medusa and her maedar mate (Illian and Vaash) have haunted the Gloamwood Forest for months, living in a cave hidden deep in the woods. Normally content to hunt small forest animals, they do stalk larger prey when it presents itself...especially as winter draws near and food grows scarce.

Hissik, an evil drider, leads a gang of bandits that use the legends surrounding the forest to their advantage. He uses guile and trickery to lure unsuspecting travelers off the road into the woods before attacking. His efforts to propagate the wild legends about the forest have been successful so far, and the local constabulary are afraid to even enter the forest.

Adventure Summary

The adventure begins with the PCs traveling along the Gloamwood Forest Road as night falls. They spot a welcoming campfire ahead of them and urge their steeds forward only to find the camp occupants turned to stone. Investigation reveals a pair of deep grooves in the soil leading into the wilderness. Following the trail, the PCs are led to the nest of a drider and his gang of bandits. After facing the bandits, the PCs return to the camp site to discover their horses (and any other NPCs who remained at the camp) turned to stone. A new set of tracks leads the adventurers to a cave where a medusa and her mate lurk.

The Gloamwood Forest the PCs are traveling through has been left deliberately vague so that you can place it anywhere within your own campaign. The only requirement is that the forest be large and have a fairly well-traveled road running through it. The boxed text entries describe the adventure as taking place in or near winter. This is used to set the atmosphere of the adventure, but does not have to be strictly followed. GMs should feel free to set this adventure in any season they wish, making sure to modify the weather descriptions and circumstance penalty (see *The Cold Weather* below) as appropriate.



The Cold Weather

Winter has set in and the air is deathly cold. All Dexterity related skill checks, saves and attack rolls made during the course of this adventure suffer a -2 circumstance penalty due to the extreme cold. The penalty is negated if the PCs are wearing cold weather outfits.

Scaling the Adventure

Dawn of the Serpent is intended for three to four characters of levels 5-7, but can easily be modified for characters of higher or lower experience levels. The easiest way to scale the adventure for higher level characters is to increase the cold-weather circumstance penalty to -3 or more. Additionally the GM may wish to increase the HP of each creature encountered to the maximum for their HD type.

For lower level characters, the easiest way to adjust the adventure is to simply drop the cold-weather circumstance penalty to skill and attack rolls. Also the GM may wish to drop the HP for all creatures to the minimum for their HD type. If the PCs look like they are still having too much trouble, Larian the Druid (see rumor 2 below) can appear and bail them out. Larian will be more than happy to help the PCs rid his forest of the bandits and the medusa. Statistics for Larian can be found on page 12.

Rumors

The following are rumors that any PC may pick up about the Gloamwood Forest. Have each PC make a Gather Information check (DC 10) at the beginning of the adventure to learn one of the following rumors about the Gloamwood Forest. GM information regarding the veracity of each statement is provided in parentheses.

1. Petrified animals have been found in the Gloamwood Forest by woodsmen and hunters. (True. This is the favored hunting method of the medusa and maedar. Illian turns her prey to stone then sends Vaash to retrieve it. This is also why the petrified animals vanish after they are spotted by the intrepid peasants.)
2. A strange hermit dressed in rags has been seen wondering through the forest and speaking with the animals. (True. Larian is the druid that protects the forest and its inhabitants. Larian has been away from his cherished forest for several months to visit the distant Great Druid Circle. He is greatly disturbed by the recent arrival of the medusa.)
3. A beautiful nymph has been known to bathe in the cool streams found in Gloamwood Forest. However, any poor devil lucky enough to see her is instantly struck dumb and blind. (False. There is no nymph living in the Gloamwood Forest.)
4. The partially digested remains of a man was recovered from the Gloamwood Forest last month by a group of hunters. (False.)



5. Entire merchant caravans traveling through the Gloamwood Forest have been known to disappear without a trace. (Partly-true. Disappearances do occur occasionally, but never on this scale.)
6. A huge spider-like creature skulks about the edges of villages near the Gloamwood Forest. (True. A drider does indeed live in the Gloamwood Forest. He is the leader of a bandit gang that uses the forest as their base of operations.)
7. An old crone lurks deep in the woods. It is said she has the power to raise the dead! (False. There is no crone living in the forest.)
8. If you must travel through the Gloamwood Forest, carry a stick of rowan wood clenched in you teeth. It wards off the evil spirits. (False. However, the peasants do sell charms made of rowan wood specifically for this purpose. 2 cp per charm.)
9. Never leave the road as you travel through the forest. The spirits are powerless as long as you stick to the road! (Good advice, however this statement is false.)
10. A cabal of evil sorcerers has a shrine dedicated to a dark god hidden in the depths of the forest. They kidnap travelers to make bloody sacrifices every new moon. (False.)

A Welcoming Fire

Night has fallen and the darkness presses in like walls as you ride along the forest road. The thin sliver of a moon above does little to dispel the gloom. A chilling wind gently stirs the leaves and the crisp air stings your exposed flesh. Your breath hangs in the air forming small halos around your heads.

Rounding a bend you see the cheerful glow of a campfire about a hundred yards ahead. You can make out the silhouettes of three figures standing around the welcoming fire. Eager to warm yourselves and perhaps share some camaraderie with fellow travelers you urge your steeds on.

As you approach, a feeling of uneasiness settles in the pit of your stomachs. The forest around you is ominously still. An oppressive silence fills the void... as if the entire forest is holding its breath expectantly.

Let the players react as they wish, but as they near the camp, read the following aloud:

Upon closer inspection the figures surrounding the campfire appear to be extremely life-like stone statues, their faces frozen masks of fear or surprise.

Examining the campsite, you notice a pair of deep, parallel grooves in the soil leading into the thick brush to the north as if something heavy has been dragged away.



The statues are actually the remains of an adventuring party that were turned to stone by Illian several weeks ago. Hissik happened upon the petrified adventurers before Vaash could recover them. The bandits have placed them by the side of the road, hoping to lure unsuspecting travelers off the road and into their trap.

The brambles that the trail leads through is too thick for horses to pass, so the PCs will be forced to leave their mounts behind.

While the others are away, any mounts or members of the adventuring party left behind at the campsite will be attacked by Illian the medusa (See #9 below for statistics).

Attracted by the firelight, Illian will approach the campsite to discover who has invaded her hunting grounds. Her first attacks will always be against any PCs that remain behind. She will attempt to remain out of melee range and use her gaze attack against her foes. Failing that she will flee to the south toward her lair leaving an obvious trail in her haste (Tracking check DC 8 to follow).

NPCs and mounts left alone at the campsite automatically succumb to Illian's gaze attacks for the PCs to discover in *Returning to the Campsite* below. After Illian has petrified them, she will return to her lair to tell Vaash of her successful hunt. (Tracking check DC 15 to follow).

Don't worry, petrified PCs and NPCs can be returned to their original state later in the adventure.

Following the Trail

The trail leads through the entangling undergrowth for about 100 yards before opening up in a large clearing. The roughly circular clearing is about 30 ft. across. The trees surrounding the clearing are draped in huge spiderwebs that gently undulate in the breeze.

Two unsavory looking individuals stand in the center of the clearing arguing over a heavy wooden chest. The grooves in the soft soil lead around the edge of the clearing to the chest on the ground.

Have the first PC to enter the clearing make a Reflex save (remember to include the circumstance penalty for the cold weather) to avoid the **pit trap** at the entrance to the clearing.

Pit trap (20 ft. deep): CR 2 (Due to the save penalty). no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

The bandits are alert and waiting for the PCs to attack from the direction of the clearing entrance. If the PCs try to sneak around and attack from a different direction, They may be able to surprise the bandits (opposed Spot vs. Hide check).

Besides the **2 bandits (hp 7,6)** in the center of the clearing, **Hissik the Drider (hp 58)** is lurking in the tree branches above (Spot check DC 20 to notice). He will drop down into the clearing during the first round of combat.

Bandits (2): CR 1/2. SZ M (humanoid); HD 1d8; hp 7,6; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather); Atk: longsword +1 melee (1d8+1); Face 5 ft. by 5 ft.; Reach 5 ft.; AL LE; SV Fort +1, Ref +1, Will +1; Str 13, Dex 13, Con 13, Int 11, Wis 11, Cha 13; Skills: Hide +1, Move Silently +1, Spot +2, Wilderness Lore +1.

Hissik the Drider (1): CR 7. SZ L (aberration); HD 6d8+18; hp 58; Init +2 (Dex); Spd 30 ft., climb 15 ft.; AC 17 (-1 size, +2 Dex, +6 natural); Atk: 2 short swords +3 melee (1d6+2, 1d6+1), bite +0 melee (1d4+1), shortbow +5 ranged (1d6); SA spells, spell-like Abilities, poison; SQ SR 14; Face 10 ft. by 10 ft.; Reach 5 ft.; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16; Skills: Climb +14, Concentration +10, Hide +8, Listen +9, Move Silently +7, Spell Craft +10, Spot +9; Feats: Ambidexterity, Combat Casting, Two-Weapon Fighting; Spells: (All spells cast as a 6 level wizard) 0 - *ray of frost, daze, flare, ghost sound*, 1 - *magic missile, burning hands, shield*, 2 - *blur, summon swarm, web*, 3 - *lightning bolt, summon monster III*.

The bandits are dim and will fight to the death out of misguided loyalty to the drider. Hissik will fight viciously, using ranged attacks as long as he can, and closing only when he feels that the PCs have been 'softened up'. Hissik is unconcerned about the welfare of the two bandits and will cast spells even if they are in the area of effect. After suffering 40 HP of damage, Hissik will try to flee from the PCs. Hissik will use *darkness, ghost sound, web, summon monster*, or some similar spell or spell-like ability to draw the PCs' attention away from himself as he tries to escape.

The chest contains 2,200 gp in varied coins, 1 amethyst (100 gp), 1 golden yellow topaz (500 gp), 2 moonstones (50 gp each), 1 jar of *keoghtom's ointment*, and 1 potion of *cat's grace*.

Returning to the Campsite

By the time the PCs have defeated Hissik and dragged all their loot back to the campsite, Vaash and Illian will have ransacked the PC's belongings and lugged the first statue back to their lair.

The following boxed text assumes that only mounts were left behind at the campsite as the PCs followed the path to the forest clearing. The encounter description should be adjusted to fit the particular situation left by your PCs.

Returning to the campsite the familiar lump of uneasiness settles once again in your stomachs.

The gear you left behind lies scattered about the road. Your mounts are motionless, petrified statues. Of the three statues that stood around the fire before, only two remain. Where the third stood, a deep groove leads to the south, across the road and into the brush on the far side.

If any PCs or NPCs were left at the camp, be sure to include them in the description of the statues that now surround the campfire. Also, it may be useful to get the PCs



more personally involved by making the missing statue a favorite NPC or mount rather than one of the strangers.

The new path starts where the missing statue stood and leads across the road and into the brush on the far side. After following it for about a half mile, the PCs will find the hidden entrance to the medusa's lair (See #1 below).

1. The Lair Entrance

After following the new trail for about half a mile, you push your way through the brambles to reveal a hidden cave in the side of a cliff face.

The entrance is low and roughly circular, about 3 feet in diameter. Small toadstools and other fungi grow in patches around the cave mouth. The thin moonlight does little to illuminate the interior of the cavern.

Vaash often has to break pieces off the statues he recovers to fit them inside the cave. There is a limb from one such unfortunate soul lying at the base of one of the bramble bushes outside the cave entrance (Spot check DC 15 to notice).

If you are feeling particularly fiendish, the limb can belong to the statue that Vaash just lugged from the campsite.

2. The Crawl

This narrow passage stretches for about 40 feet before forking. At the far end you can see that the cave narrows further and a large passage opens to the northeast.

About halfway down the passage, a **rattle snake** (hp 4) is curled and hiding (opposed Spot vs. Hide check to notice). Using its Scent ability the viper will be ready to strike when the PCs come upon it.

Attacking the snake in the close environment of the cave with a slashing weapon will incur a -1 circumstance penalty.

Rattle Snake (1): CR 1/2. SZ S (animal); HD 1d8; hp 4; Init +3 (Dex); Spd 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural); Atk: bite +4 melee (1d2-2 and poison); SA poison, SQ scent, SV Fort +2, Ref +1, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills: balance +11, Climb +12, Hide +15, Listen +9, Spot +9; Feats: Weapon Finesse (bite).

3. The Fork

At the fork, further progress to the northwest is impeded by the narrowing of the already cramped passage. A larger passage roughly 7 feet in diameter opens to the northeast leading to area #4.

Only a small creature, such as a halfling or gnome is tiny enough to explore the narrow passage to the northwest. After twisting and turning for about 55 feet it leads to area #8.



Illian and Vaash don't consider creatures small enough to navigate the narrow passage much of a threat and so have not blocked the passage. However they have set a **spear trap** just inside the entrance to discourage such creatures anyway.

Spear Trap: CR 2. +12 ranged (1d8/x3 crit); Search (DC 20); Disable Device (DC 20); 200 ft. max range.

4. The Digester

This irregularly shaped room is roughly 15 feet across at the widest point. The air is thick and stale. Large mushrooms standing about 4 feet tall sprout randomly from the sandy floor. There is no obvious path through the fungi.

You can hear a slight scuffling noise from behind a dense group of fungi in the far corner. The sound of dripping water can be heard from down the corridor in the eastern wall.

The fungus in this room is completely harmless apart from causing the stale scent of the air.

Lurking back in the darkest corner of the room behind a thick stand of the mushrooms, is a **digester** (hp 68). The digester will attack with its acid spray as the PCs near the center of the room.

Digester (1): CR 6. SZ M (magical beast); HD 8d10+24; hp 80; Init +6 (+2 Dex, +4 Improved Initiative); Spd 60 ft.; AC 17 (+2 Dex, +5 natural); Atk: rake +11 melee (1d8+4); SA acid spray; SQ acid immunity, scent; SV Fort +9, Ref +8, Will +3; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10; Skills: Hide +11, Listen +6, Jump +7, Spot +6; Feats: Alertness, Improved Initiative.

5. The Feeding Room

Standing along the walls of this 20 foot by 10 foot kidney-shaped room are 8 statues similar to the ones you found at the campsite. Two of the statues are heavily damaged – one is missing an arm and the other is not much more than a torso. Dark stains like dried blood cover the floor around both statues.

Against the southeastern edge of the room is a stone well. Water gently trickles down the wall to be collected in the basin below.

Be sure to describe one of the statues as the one that was taken from the campsite while the PCs were fighting Hissik and his bandits.

This room is where Illian and Vaash eat. After Illian has subdued the prey with her gaze attack, Vaash drags the petrified victims into this room for storage. When they grow hungry Vaash will use his great strength to break parts off of the statues and then use his *reversing gaze* (see *new monster*) to return the stone bits into edible morsels.

Jllian's Lair





Anyone gazing into the well will see a faint glow coming from the bottom. The glow emanates from the blade of a **keen longsword** (threat range 17-20). The blade continually glows with a pale green light and will light a 20 foot area in the same fashion as a torch.

Submerged in the well is a **large water elemental** (hp 68). If the water in the well is disturbed, the elemental will rise up and attack immediately.

Illian the medusa is protected from the elemental by her ring of Water Elemental Command (see #9 below).

6. Pit Trap

Halfway along the the corridor between #5 and #7 is a **pit trap**. Illian and Vaash use the secret tunnel in the western wall to circumvent the pit as they move about their lair.

Pit trap (20 feet deep): CR 1. no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

7. Mushroom Forest

This roughly circular room is about 15 feet in diameter. The air is thick and musty. Large purple fungi grow to almost the height of a man from the sandy floor. An obvious path runs through the center of the room to another corridor in the western wall.

Most of the mushrooms are relatively harmless **shriekers** (hp 11 each), however there are 2 **violet fungus** (hp 17, 20) hidden among them (one on each side of the path). As soon as the PCs move into the room, the shriekers begin to emit a piercing wail of alarm. The violet fungus will begin to attack with their poisonous tentacles once the majority of the party has entered the room.

Shriekers (10): CR 1. SZ M (plant); HD 2d8+2; hp 11 each; Init -5; Spd 0 ft.; AC 13 (+3 natural); Atk: none; Face 5 ft. by 5 ft./0 ft.; SA shriek (1d3 rounds); SQ plant; SV Fort +4, Ref -, Will -, Str -, Dex -, Con 13, Int 1, Wis 2, Cha 1.

Violet Fungus (2): CR 3. SZ M (plant); HD 2d8+6; hp 17,20; Init -1 (Dex); Spd 10 ft.; AC 13 (-1 Dex, +4 natural); Atk: 4 tentacles +3 melee (1d6+2 and poison); Face 5 ft. by 5 ft./10 ft.; SA -; SQ plant; SV Fort +6, Ref -1, Will +0; Str 14, Dex 8, Con 16, Int 2, Wis 11, Cha 9.

8. Living Chamber

This irregularly shaped room is roughly 20 feet by 15 feet. Straw carpets the floor. In the western corner a large heap of straw has been gathered to form a kind of nest.

Standing in the center of the room is a tall man with vaguely reptilian features. Wielding a large, gleaming falchion he charges your party.

The man in the room is Vaash, the **maedar** (hp 48) (see *new monster for statistics*). Vaash is alert and waiting for the intruders, having heard the warning of the shriekers. He is wielding a +2 **falchion** (damage 2d4+6). Vaash will fight to the death to protect his mate Illian who is in the nursery (#9).

9. The Nursery

This room is roughly 20 feet deep by 15 feet wide. The floor is carpeted with loose straw. A fire pit ringed with stones stands near the center of the room, a merry fire burning brightly within. Strange paintings of large snakes and other reptiles adorn the walls of the cavern.

In the far corner, near another straw nest, stands a tall figure dressed in a hooded cloak.

The hooded figure is Illian the **Medusa** (hp 50).

Besides her natural attacks, Illian is armed with a shortbow, a dagger, and a *ring of water elemental command* (200,000 gp).

Illian is not a fool, but she will fight to the death to defend her clutch of 3 eggs which lie in the straw nest behind her. During the first round Illian will soften up the PCs by using her ring to cast *ice storm* (twice). After that she will begin using her more mundane forms of attack.

Behind the medusa, hidden among the straw that forms the nest, is a large wooden chest (Spot check, DC 15 to find).

The chest contains 2,000 gp and a silver chalice with lapis lazuli gems (105 gp).

The 3 medusa eggs from the nest are quite valuable as well. Mages, druids or collectors of strange artifacts may pay as much as 300 gp per egg. The value increases if the embryo within is still viable. Broken eggs are worthless.

Illian the Medusa (1): CR 8 (due to the ring of water elemental command). SZ M (monstrous humanoid); HD 6d8+6; hp 50; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 natural); Atk: shortbow +8/+3 ranged (1d6), or dagger +6/+1 melee (1d4), snakes +3 melee (1d4 and poison); SA Petrifying gaze, poison, spells (as per ring of water elemental command); SV Fort +3, Ref +7, Will +6; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15; Skills: Bluff +11, Disguise +11, Move Silently +9, Spot +10; Feats: Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Larian the Druid

Larian the Druid is intended as an alternative encounter to be used by the GM in one of two ways. First, Larian can lend the party his aid if the PCs need some healing or a hand in defeating the medusa. Second, Larian can be used to thwart the PCs if they try something completely unscrupulous like starting a forest fire in order to kill the drider, bandits, and the medusa.

Larian is a male human, 45 years old. He has a bushy gray beard and wears his salt-and-pepper hair long and wild. Although not physically imposing, standing only 5 feet tall, his keen steel-colored eyes are unsettling.



Always eager to meet those who travel through his forest, Larian is quick of wit and jovial. He spends most of his days wondering his beloved forest and tending to its needs.

Also, if the PCs are at a loss as to what to do with the medusa eggs, he will offer to take them off their hands. However Larian has no money to offer the PCs in exchange for them.

Larian, male human Drd8: SZ M (5 ft. tall humanoid); HD 8d8; hp 50; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (Dex, leather armor); Atk: scimitar +7/+2 melee (1d6); SA spells; AL NG; SV Fort +8, Ref +3, Will +9; Str 10, Dex 13, Con 14, Int 11, Wis 15, Cha 12; Skills: Animal Empathy +4, Concentration +5, Handle Animal +4, Heal +5, Hide +4, Intuit Direction +5, Knowledge (nature) +3, Spellcraft +3, Spot +5, Swim +3, Wilderness Lore +6; Feats: Combat Casting, Improved Initiative, Run, Weapon Focus (scimitar); Spells (6/4+1/3+1/3/2): 0 – *create water, cure minor wounds, detect magic, light, purify food and drink, resistance*; 1 – *calm animals, cure light wounds, endure elements, entangle, pass without a trace*; 2 – *barkskin, charm animal or person, delay poison, speak with animals*; 3 – *meld into stone, neutralize poison, snare*; 4 – *cure serious wounds, flame strike*.

Ending the Adventure

This isn't necessarily the end of the adventure. There are many ways to string along the events that occurred in *Dawn of the Serpent*. If the PCs decide to keep the medusa eggs in hopes of finding a buyer, the eggs may hatch during their journey. This could lead to untold havoc, especially if the eggs hatch while the PCs are in a town or village. Imagine the PCs reactions when they find the empty egg-shells and rumors of local pets (or farm animals) turned to stone begin to surface.

If Hissik the drider managed to escape, he may trail the PCs seeking vengeance. Hissik isn't likely to directly attack the PCs who have already defeated him once. Instead the drider will seek his revenge in other ways. Hissik's attempts to ruin their reputations with rumors or simply stealing their treasures shortly after each adventure could lead to some very interesting game sessions.

What if the maedar head, along with its ability to reverse petrification, also carries a curse along with it? Or maybe the ghost of Vaash is haunt the bearer of his head until it is returned to the cave where he and his beloved died.

A cabal of dark sorcerers, having heard of the PC's encounter with the medusa, may attack or blackmail them to gain possession of the eggs or the maedar head.

The possibilities are almost limitless. Curses, ghosts, murders and blackmail are just a few of the ways to keep the action going. Have Fun!



Notes

Large empty rectangular box with horizontal lines for taking notes.

Maedar

Medium-Size Monstrous Humanoid

The maedar is the male counterpart to the medusa. A maedar is indistinguishable from a normal human at distances greater than 30 feet (or closer if they conceal their faces). However, their true features, once revealed, are unsettling.

They are tall, averaging 6 feet, with well built, muscular bodies. Although earthen-colored, their bodies are exceptionally well proportioned and attractive. In contrast, their faces are hideous and reptilian with a short, flat nose and deep-set red eyes. They sport two large fangs and concealed poison sacks in their wide mouths. Unlike medusae, whose heads are crowned with writhing snakes, maedar have long dark hair. The creatures often wear only rags and let their hair hang wild, giving them a feral appearance.



Hit Dice: 6d8+6 (33 hp)
 Initiative: +6 (+2 Dex, +4 Improved Initiative)
 Speed: 30 ft.
 AC: 15 (+2 Dex, +3 natural)
 Attacks: falchion +11/+6 melee, or bite +6/+1 melee
 Damage: falchion 2d4+4, bite 1d4 and poison
 Face/Reach: 5 ft. by 5 ft./5 ft.
 Special Attacks: bite, poison
 Special Qualities: reversing gaze
 Saves: Fort +3, Reflex +7, Will +6
 Abilities: Str 18, Dex 15,

Con 12, Int 12, Wis 13, Cha 15
 Skills: Bluff +11, Disguise +11, Hide +7, Move Silently +9, Spot +10
 Feats: Improved Initiative, Power Attack, Weapon Focus (falchion)
 Climate/Terrain: Any land and underground
 Organization: solitary or coupled with a medusa
 Challenge Rating: 7
 Treasure: standard
 Alignment: usually lawful evil
 Advancement Range: by character class

Maedar are exceedingly rare, as most offspring of their kind are female and therefore medusae.

Combat

In combat maedar prefer heavy-bladed weapons (falchions, battle axes, etc.) that make use of their great strength. Alternatively, the maedar may make a bite attack, injecting poison secreted from poison sacks located in the roof of his mouth.

Poison (Ex): bite, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Reversing Gaze (Su): Reverse the effects of a Petrifying Gaze or similar spell or spell-like ability (like *Flesh to Stone* and *Statue*), returning the target to its original state.

The Head of the Maedar

Even in death the head of a maedar retains the ability to reverse the effects of a Petrifying Gaze or similar spell or spell-like ability (like *Flesh to Stone* and *Statue*), returning the target to its original state.

The head will begin to decay after 12 hours and become useless in 3 days unless taxidermy or some kind of preserving magic is used to protect it.





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