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Dungeon Crawl Classics #16

Curse of the Emerald Cobra

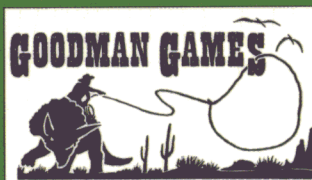
by Michael Ferguson
AN ADVENTURE FOR CHARACTER LEVELS 6-8



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

Centuries ago, a seemingly immortal yuan-ti warrior known as the Emerald Cobra ruled over the vast Eztenqui Jungles with an iron fist. Finally, a wizard managed to end the evil serpent's reign of terror by trapping its life essence in a magical staff. The staff became both the figurative and literal heart of Voltigeur, resting in an enchanted case in the center of the town as a symbol of victory. But now the magic staff has vanished. Since the disappearance, merchant caravans traveling to Voltigeur have been savagely attacked. The few survivors report that their attackers were serpent-men swearing fealty to the reborn Emerald Cobra! Legends speak of an old pyramid near Mount Icpitl that was once the Emerald Cobra's palace. Can the heroes locate this ancient ruin and destroy the reborn Emerald Cobra?

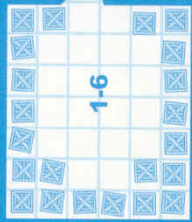
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Part 1: The
Slavers' Tunnels

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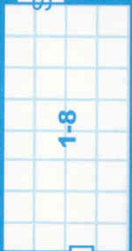
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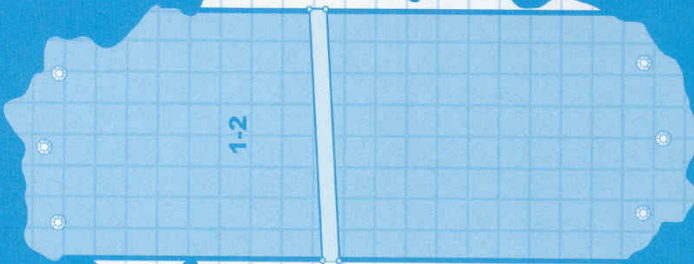
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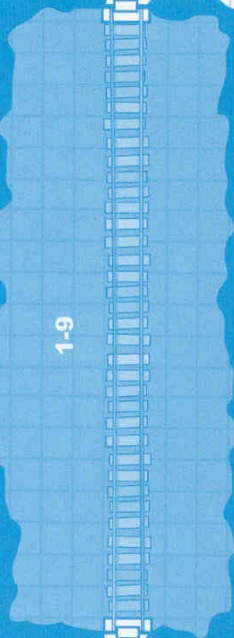
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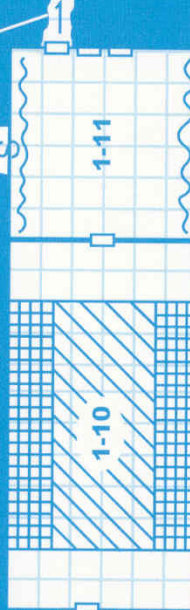
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To level 2



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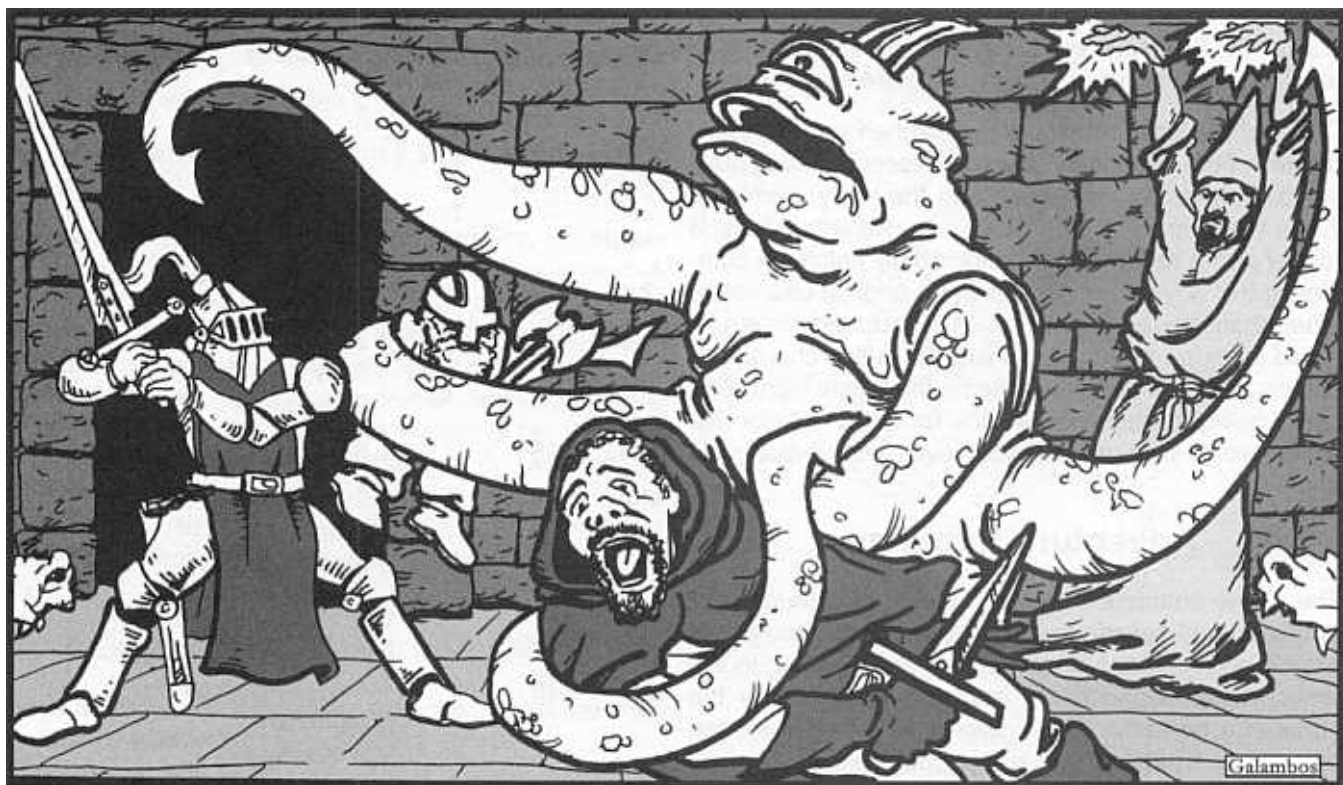


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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

Curse of the Emerald Cobra is designed for four to six players of 6th through 8th level. We recommend at least 30 total character levels between the party members. While the characters can be of any character class, a ranger and a rogue would be incredibly helpful in completing this adventure. Also, if using original characters other than the pregenerated PCs included herein, it would be extremely helpful to limit the player characters' access to spells and magic items that allow flight. See the "Scaling Information" section for ways to tailor this adventure to your group's size, level, and unique style of play.

Adventure Summary

The player characters arrive in the colonial outpost of Voltigeur, and set out to stop a band of brigands from assaulting merchant caravans that are traveling to the town. These brigands are believed to be led by the ghost of a powerful yuan-ti warrior who died centuries ago. Using an abandoned underground slavers' tunnel, the PCs travel to the ruins of the yuan-ti warrior's former fortress. There, they discover a band of evil reptilian raiders. These reptilian creatures are not led by the legendary yuan-ti warrior from the past, but instead take orders from three young yuan-ti upstarts that were exiled from a faraway land. The PCs learn that these yuan-ti, along with a traitorous human sorceress, plan to bring about the destruction of Voltigeur and all of its inhabitants. The heroes must stop them!

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** - the location number keyed to the map for the encounter. **Pg** - the module page number that the encounter can be found on. **Type** - this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** - the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** - the encounter level.

Loc	Pg	Type	Encounter	EL
1-2	6	P	False puzzle	1
		C	Bulette	7
1-4	7	C	Basilisk	6
		C	5 dire rats	1
1-6	9	C	5 tzopiloani	7
1-7	9	C	Wraith	5
1-9	10	C	2 girallons	7
1-10	11	T	2 spiked pit traps	4
1-11	11	P	Logic puzzle	5
		C	Necroctene	5
		T	Poisoned dart trap	4
		T	<i>Fireball</i> trap	5
2-1	14	C	4 lizardfolk	3
2-3	14	C	2 lizardfolk <i>Iaha</i> , lizardfolk Rgr4 2 shaduars	9
2-4	15	C	6 tzopiloani	7
2-5	16	C	2 basilisk-altered lizardfolk	4
		C	2 cobra-backed inphidians	5
2-6	17	C	9 lizardfolk	6
2-7	18	C	4 cobra-backed inphidians 6 tzopiloani	9
2-8	18	C	<i>Capotztic</i> , tzopiloani Clr6 3 tzopiloani	8
		T	Poisoned needle trap	2
2-10	19	C	2 cobra-backed inphidians	6
3-1	20	P	Name of the Cobra	4
		T	Deathblade wall scythe	8
3-2	20	T	<i>Fireball</i> trap	5
		C	Spirit naga	9
3-5	23	C	2 yuan-ti abominations	10
3-6	25	T	Wide-mouthed <i>reverse gravity</i> pit trap	10
4-1	26	C	Sepia snake	10
4-4	27	C	<i>Melisine d'Aurielle</i> , human Sor8	9
4-5	28	C	<i>Tlilcohuatl</i> , yuan-ti pureblood Ftr4	10
4-6	29	C	Tentacled horror	10

Scaling Information

Curse of the Emerald Cobra is designed for 4-6 characters of 6th-8th levels, but it can be easily modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

Weaker parties (3 or fewer characters, or lower than 6th level): Remove the basilisk from area 1-4. Reduce the number of lizardfolk and tzopiloani bandits in areas 2-4 and 2-6 by up to half. Remove 2 character levels from Melisine d'Aurielle, and remove her wand. Remove the yuan-ti abomination Tecocualli from the adventure, and place his artifact sword unprotected in area 4-2.

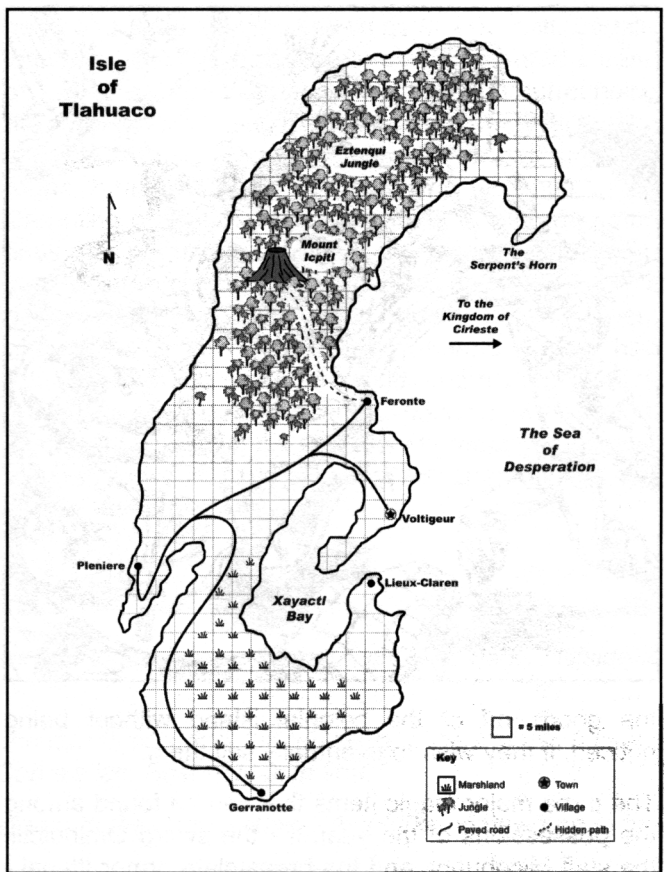
Stronger parties (7 or more characters, or higher than 8th level): Add a second basilisk to area 1-4. Place ochre jellies in area 1-10 at the bottom of the pit traps. Double the number of lizardfolk and tzopiloani bandits in Areas 2-3 and 2-4, and add a shaduar to areas 2-3 and 2-10. Add 2 character levels to Melisine d'Aurielle. Make Tlilcohuatl a 6th-level fighter, and give the yuan-ti abomination Tecocualli a twin brother named Xamani in area 3-5 (Xamani should have identical statistics to Tecocualli; however, he only should wield a +1 *bastard sword*, and not an artifact like his twin).

Getting the Players Involved

Feel free to use the following plot hooks to get the characters headed straight towards the dungeon.

The player characters have been hired by the Cristine government to explore and map the Eztenqui Jungle (although there are several Cristine colonial towns along the shores of the island, very little is known about Mount Icpitl and its surroundings towards the center of the island). When the characters arrive in Voltigeur, they learn of the recent troubles and rumors involving the Emerald Cobra. As agents of the crown, they are asked to aid Voltigeur in its hour of need.

- One of the characters (most likely a spellcaster) is an acquaintance of a wise and powerful wizard called Koldavus, who was once a mentor to the sorceress Melisine d'Aurielle. Concerned that his former pupil may have turned to evil, Koldavus has asked the player characters to learn of her whereabouts, and to find out if she is the victim of this new yuan-ti menace, or a willing participant.
- The player characters learn of a mysterious artifact called Omihuictli - the Bone Blade, an enchanted bastard sword rumored to have been created from the leg bones of an ancient black dragon. The sword is said to rest in the heart of an extinct vol-



cano, Mount Icpitl. When the characters arrive in Voltigeur, they learn of the recent troubles involving the yuan-ti; however, they also learn that the fortress of the Emerald Cobra must also be home to Omihuictli, the artifact that they seek.

- The yuan-ti raids on their caravans have severely harmed the merchants of Voltigeur and the other Cristine colonial towns. They have already tried hiring mercenaries to help protect their caravans, but this has proven unsuccessful. Facing financial extinction unless the yuan-ti menace is destroyed, the merchants hire the PCs to eradicate the reptilian bandits once and for all.

Treasure

The fortress of the Emerald Cobra, as well as the caverns and treetop bandit camps leading to it, contain a number of treasures that could make the players characters very wealthy. The main problem in reaping much of these rewards is the fact that much of the treasure is low in value but high in volume. To transport all of the treasure back towards Voltigeur will require a considerable amount of time, effort, and expense. Additionally, many of these items are trade goods stolen by the reptilian bandits from colonial merchants in Voltigeur - the merchants will certainly want to reclaim their stolen goods. Even if the PCs wish to keep the stolen goods for themselves, they will have to figure out a way to get



Background Story

The Emerald Cobra

Centuries ago, a seemingly immortal yuan-ti warrior known as Xiuhcoatl - the Emerald Cobra - ruled over the vast Eztenqui Jungles with an iron fist. His rule was challenged, however, when human explorers from the faraway kingdom of Crieite began to establish settlements at the outskirts of the jungle. Bloody battles between the Emerald Cobra's armies and these human settlers from nearby kingdoms raged for decades. For many years, the Emerald Cobra held the upper hand, defeating the human settlers and enslaving those whom he captured. Finally, a human wizard from the allied Xulmec city-states managed to end the evil serpent's reign of terror by trapping its life essence in a magical staff. Without the presence of their mighty despotic leader to hold them together, the Emerald Cobra's armies slithered away into the darkest recesses of the jungle.

the goods off of the colonial island without being noticed, if they wish to eventually sell them.

The three major magic items that can be found among the possessions of the yuan-ti - the sword Omihuitli, the staff Micohuani, and the breastplate armor Itlapal - may also be claimed by the citizens of Voltigeur (particularly the staff) should the characters return from Mount Icpitl. This is partially because the humans inhabiting Voltigeur have no desire to allow these artifacts to ever potentially be used against them again; however, it is also due to the simple fact that they would like to keep the powerful and valuable artifacts for themselves. The people of Voltigeur will not push this issue, though, if the PCs are violently insistent upon keeping the artifacts for themselves.

Poison

This adventure features a lot of enemies with poison. A lot. Unless noted otherwise, making a save against a creature's poison grants immunity to that poison for 24 hours. However, it doesn't grant immunity to the poison of other creatures, even if they are also reptilian snake-like creatures (which occur quite frequently in this module). Be prepared for a lot of Fortitude saves against poison!

If you want to make this adventure particularly difficult, change the rule above. Require that PCs must make a Fort save against every instance of poisoning, regardless of whether they've made a save against the same kind of poison earlier.

Back From the Dead

The staff containing the Emerald Cobra's life-force became both the figurative and literal heart of Voltigeur over the following decades, resting in an enchanted case in the center of the town as a symbol of victory. The fledgling outpost grew into a small but robust town, eventually becoming the center of the Crieite colonies. As the years passed, the stories of the yuan-ti menace became little more than myth, fading away into obscurity as the town thrived and prospered.

However, over the past few months, the yuan-ti myth has slowly become all too real once more. The magic staff, which symbolized the defeat of the Emerald Cobra, has vanished from the town. The human sorceress Melisine d'Aurielle, one of the town's chief protectors, vanished as well. Since those disappearances, merchant caravans traveling to Voltigeur from other colonial outposts have been savagely attacked. The few survivors of these attacks have reported that their attackers were serpent-men - serpent-men swearing fealty to the reborn Emerald Cobra...

With their protector missing, and with all other help an ocean away, the town of Voltigeur finds itself defenseless. Legends speak of an older slavers' route to find the Emerald Cobra's lair, a pyramid rumored to be located somewhere near Mount Icpitl. However, none in Voltigeur possess the strength to possibly find and defeat the Emerald Cobra. With the arrival of the PCs in Voltigeur, however, the colonial town may yet have a chance to be saved.

The Deadly Serpents – GM's Eyes Only

While the yuan-ti threaten Voltigeur once more, the true Emerald Cobra does not lead them. The true threat to the town is instead a brash and immature yuan-ti pureblood called Tlilcohuatl. Exiled from a faraway yuan-ti kingdom for treasonous crimes, Tlilcohuatl was banished to the Eztenqui Jungles, along with two yuan-ti abominations who had sworn oaths of loyalty to him, and other snake-like followers such as tzopiloani and inphidians.

However, this banishment turned out to be a blessing for the yuan-ti outcasts. In the darkest recesses of the jungle, Tlilcohuatl found the abandoned remains of the Emerald Cobra's fortress - a pyramid, hidden in the

heart of a dead volcano known as Mount Icpitl. Equally important, the evil yuan-ti exile also discovered a band of lizardfolk bandits living in the treetops surrounding the pyramid. Managing to convince the lizardfolk that he was the "reborn" Emerald Cobra, Tlilcohuatl suddenly found himself with a fortress and a small army. Dreaming of grandeur, he concocted a wild and ambitious plan to conquer Voltigeur and the other surrounding Criestine colonial villages. First, he would use his newfound army to terrorize the human colonists. Then, once they believed that the Emerald Cobra had returned from the dead, he would lead his reptilian followers to conquer the towns. Though it was daring, Tlilcohuatl knew that his plan would probably succeed - after all, he would have help from his paramour, the sorceress Melisine d'Aurielle ...

Player Beginning

A long and winding trek through obscure jungle paths takes you to the base of Mount Icpitl. The rocky cliffside is slick with rainwater, slime, and tangled vines.

With a machete, your guide hacks at the vines, revealing the mouth of a dark tunnel. "This is the slaver's tunnel," he whispers. "This is the quickest and surest path to the Cobra's lair. Best of luck to you."

The guide turns and heads back towards Voltigeur, leaving you to the deadly yuan-ti that lurks somewhere in the darkness beyond...

Part 1: The Slavers' Tunnels

The tunnels were originally used centuries ago by yuan-ti slavers, when the Emerald Cobra was at the height of his power. Although abandoned for some time, Tlilcohuatl and his minions have used the tunnels in the recent past.

Unless otherwise noted, all passages are 15 feet high, 10 feet across, and composed of unworked stone. All doors are made of stone as well. All walls and doors, unless otherwise noted, have the following statistics:

Unworked Stone Wall: 5 ft. thick; hardness 8; 900 hp; Break DC 65; Climb DC 20.

Stone Door: 4 in. thick; hardness 8; 60 hp; Break DC 28 (both stuck and locked).

Wandering Monsters

No wandering monsters will be encountered until the characters reach area 1-3. At that point, they have a 10% chance (1 on d10) of encountering wandering monsters in the remaining areas of the slaver's tunnels. This chance increases by 10% if the characters use some sort of obvious light source in the unlit rooms and passageways, and by a further 10% if the characters allow the girallons encountered in area 1-9 to escape. (All of the inhabitants of the dungeon have darkvision; unless the characters bring in some source of light, no area will be lit unless oth-

erwise noted.) If an encounter is called for, roll 1d6 and consult the following table.

1d6	Encounter
1-2	1d2 rust monsters
3-4	Necroctene
5	Average xorn
6	Phase spider

The following statistics blocks are provided for easy reference for the GM.

Rust Monsters (1-2): CR 3; Medium aberration; HD 5d8+5; hp 27; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +3; Atk antennae touch +3 melee (rust); Full Atk antennae touch +3 melee (rust) and bite -2 melee (1d3); Space/Reach 5 ft./5 ft.; SA Rust; SQ Darkvision 60 ft., scent; AL N; SV Fort +2, Ref +4, Will +5; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +7, Spot +7; Alertness, Track.

SA – Rust: Touch attack – antennae; target metal touched corrodes, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved.

Necroctene: CR 5; Huge animal; HD 7d8+7; hp 38; Init +7;

Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +20; Atk bite +10 melee (2d6+7 plus poison); Full Atk 2 bites +10 melee (2d6+7 plus poison); Space/Reach 15 ft./15 ft.; SA Constrict 2d6+7, improved grab, poison; SQ Darkvision 60 ft., immunity to sonic, scent; AL N; SV Fort +6, Ref +8, Will +3; Str 24, Dex 16, Con 12, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +15, Hide +5, Listen +3, Spot +9; Alertness, Improved Initiative, Multiattack

SA – Poison: Bite, Fortitude DC 14, initial damage 1d6 Con, secondary damage 2d6 Con.

Average Xorn: CR 6; Medium outsider (extraplanar, earth); HD 7d8+17; hp 48; Init +0; Spd 20 ft., burrow 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +6; Grp +9; Atk bite +10 melee (4d6+3); Full Atk bite +10 melee (4d6+3) and 3 claws +8 melee (1d4+1); Space/Reach 5 ft./5 ft.; SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +7, Ref +5, Will +5; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +10, Intimidate +10, Knowledge (dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10 (+12 following tracks or underground); Cleave, Multiattack, Power Attack, Toughness.

Phase Spider: CR 5; Large magical beast; HD 5d10+15; hp 42; Init +7; Spd 40 ft., climb 20 ft.; AC 15, touch 12, flat-footed 12; Base Atk +5; Grp +12; Atk bite +7 melee (1d6+4 plus poison); Full Atk bite +7 melee (1d6+4 plus poison); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., ethereal jaunt, low-light vision; AL N; SV Fort +7, Ref +7, Will +2; Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +11, Move Silently +11 +7, Spot +4; Ability Focus (poison), Improved Initiative.

SA – Poison: Injury, Fortitude DC 17, initial and secondary damage 1d8 Con.

Areas of the Map

Area 1-1 – Entrance to the Tunnels: Read or paraphrase the following as the characters enter the slavers' tunnels.

The mouth of the tunnel narrows quickly to a dark, winding passage. The sounds of water dripping can be heard echoing throughout the tunnel. Piles of bones can be seen scattered sporadically through this long passageway.

Any character that stops to check the bones lying in the tunnel can identify them as human with a successful DC 15 Heal or Knowledge (nature) check, and possibly as human bones that are centuries old (DC 18). Additionally, a small pouch lying underneath one of the piles of bones contains 3 pieces of onyx worth 20, 60 and 80 gp; this pouch can be found with a Search check (DC 20; however, even with a successful check, there is only a 1 in 4

chance of finding the pouch until the character making the Search check states that all piles of bones are being searched).

None of the bones are complete skeletons, nor are they undead.

Area 1-2 – The First Gateway (EL 7): Read or paraphrase the following:

The tunnel suddenly opens up into an immense oval-shaped cavern, 100 feet wide and 50 feet across. The ceiling expands to 30 feet high. A smooth stone pathway 5 feet wide leads from the entrance of this cavern to a massive iron door directly across from you. On either side of the pathway are large areas of a shiny black sand, which completely fill the cavern floor apart from the pathway. Looking to your left and to your right, you can faintly see tiny glittering objects – probably gemstones – lying in the sand at the far ends of the cavern.

Additionally, read or paraphrase the following as the characters come within 10 feet of the doorway.

The iron door is 10 feet high and 10 feet wide. The edges of the door are covered in rivets, and etching of snakes can be found at each of the door's four corners. Three small ledges jut out from the door. Above each ledge is a strange, glowing mystical symbol.

At this point, hand the players handout A, which shows the door and its strange symbols.

The door is barred firmly shut; casting a *detect magic* spell upon the door reveals that the door does indeed appear to be magic. However, in actuality this is not the case – *magic aura*, *light*, and *permanency* spells have been used to give the door the appearance of being magical. In reality, the door can be opened by placing any object weighing at least as much as a gold coin on each of the three ledges at the same time; careful examination of the ledges (Search check, DC 20) reveals that the ledges are mechanical devices. Alternatively, the door can simply be battered down, although it is stronger than other doors on this level of the dungeon.

False Magic Iron Door: 4 in. thick, Hardness 10, 120 hp, Break DC 40 (both stuck and locked).

However, the GM should use the handout as well as other trickery to convince the players that the only way to open the door is by “solving” some magical puzzle, and that acquiring the gemstones at the far ends of the cavern would be helpful. (“You’re going to try to break the door down? Okay, but you know that breaking down a magical door will probably

take just short of forever, right?") In reality, stepping off of the stone path and into the sand only summons forth the room's "guardian," which has been waiting patiently beneath the sand: a bulette.

If the characters defeat the bulette and acquire the gems, the GM may choose to hint that placing the stones on the ledges in a certain manner is the only way to open the door; in reality, the gems collected can be placed on the ledges in any order, and in any sequence, and the door will open successfully. (For that matter, any heavy object can be placed on the ledges; they do not have to be gemstones.) The gems collected from the northern side of the room are an emerald (worth 900 gp), a diamond (worth 600 gp), and a black pearl (worth 200 gp); the gems collected from the southern side of the room are two emeralds (worth 500 gp and 700 gp), a sapphire (worth 1,200 gp), and a bloodstone (worth 80 gp).

Tactics: Tlilcohuatl has been sporadically feeding the bulette human carcasses, and has trained the beast to savagely attack any creature that dares to cross the sand. If possible, it will initially try to position itself to attack from the rear, separating the player characters from each other. Once the trained bulette tastes blood, though, it will not stop attacking until there are no more living opponents to face in the cavern, or until it is dead. The bulette can burrow through the loose earth beneath the stone walkway.

Bulette: CR 7; Huge magical beast; HD 9d10+45; hp 108; Init +2; Spd 40 ft., burrow 10 ft.; AC 22, touch 10, flat-footed 20; Base Atk +9; Grp +25; Atk bite +16 melee (2d8+8); Full Atk bite +16 melee (2d8+8) and 2 claws +10 melee (2d6+4); Space/Reach 15 ft./10 ft.; SA Leap; SQ Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; AL N; SV Fort +11, Ref +8, Will +6; Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +18, Listen +9, Spot +3, Alertness, Iron Will, Track, Weapon Focus (bite).

SA – Leap: Four attacks (claw) instead of two, each with +15 attack bonus, no bite attack.

Area 1-3 – Hall of the Emerald Cobra: Read or paraphrase the following:

This large circular room has a gigantic statue of a fearsome reptilian warrior in the center. In one hand, the warrior holds a massive sword above its head; in the other, it holds a staff. A large gemstone is attached to the top of the staff. One end of the staff touches a small seven-pointed near the statue's feet. The entire floor of the room is covered with dull black tiles. Two passageways lead out of the room, one heading towards the north, the other heading south-

east. At the base of the statue, inscribed in both the Common and Draconic tongues, is a simple message: "Xiuhcoatl – Know My Name And You Shall Pass."

Now give the players handout B. The statue is that of Xiuhcoatl, the Emerald Cobra. The seven-pointed star is identical to the stars in area 4-6, which should give the characters some idea of how the real staff is to be used should they find the staff. Additionally, the message is an important clue for safely crossing the room in area 3-1.

Area 1-4 – The Basilisk's Lair (EL 6): Read or paraphrase the following:

The narrow underground passage opens up into a vast cavern, about 40 feet wide and 90 feet long. The ceiling of this cavern is immense, extending about 100 feet high. To the south is a smashed metal gate, leading to a manmade passage. Along the cavern walls are scores of rusted manacles, some of which are still attached to moldy skeletal remains. In each of the far southern corners of the cavern are piles of muck and refuse. Rustling and squeaking noises can be heard coming from the smaller pile of garbage in the southeast corner; nothing can be heard coming from the larger pile of muck in the southwest corner.

Additionally, read or paraphrase the following as the characters come within 20 feet of the large pile of refuse in the southwest corner, or if they start lobbing missile attacks over in that direction.

Suddenly, the larger pile of muck appears to explode, and a large basilisk, snarling and hissing, emerges from the filth and moves threateningly towards you!

This cavern was once used as a massive slave holding pen by the Emerald Cobra's armies. Now the area is used by the lizardfolk as a place to dispose of their refuse. It is also the lair of an extremely irritable, dangerous basilisk – another of Tlilcohuatl's "pets."

The open gate leads to a winding passage just large enough for a full-sized basilisk to squeeze through. Should the player characters choose to follow this passage, they will eventually find themselves chopping through thick vines and underbrush to get to a cave mouth that exits the dungeon. The cave mouth is located just 100 feet south of the original entrance that they took to enter the dungeon, and can be located from the outside with a DC 20 Search check.

Additionally, there are six dire rats crawling and



rooting through the smaller pile of muck; they will not attack, however, unless directly provoked by the player characters.

Tactics: The basilisk is quite keen to defend its nest (the refuse pile), and its two eggs, which are buried in the deepest part of its filthy nest. Tlilcohuatl has already taken one of the basilisk's eggs away, and the creature intends on defending its remaining eggs to the death. The basilisk attempts to first sting and paralyze those opponents whom it deems to be the most dangerous threat.

Basilisk Eggs: The basilisk's eggs are concealed in the southwest pile of refuse. They are months away from hatching. However, if they can somehow be kept very warm, they have a 50% chance of hatching within 1d4 months. They can be sold for a higher price if the eggs are viable when sold to a knowledgeable buyer such as a wizard or alchemist. If kept warm, the eggs can be worth up to 500 gp each; if allowed to get cold, the eggs would only be worth 200 gp each. Hidden amongst the remaining eggs (Search DC 20) is a magic key, one of the two keys needed to open the final door in area 1-11.

Basilisk eggs: 1 in. thick; hardness 6; 12 hp; Break DC 10.

Basilisk: CR 5; Medium magical beast; HD 6d10+12; hp 44; Init -1; Spd 20 ft.; AC 16, touch 9, flat-footed 16; Base Atk +6; Grp +8; Atk/Full Atk Bite +8 melee (1d8+3); Space/Reach 5 ft./5 ft.; SA Petrifying gaze; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +0, Listen +7, Spot +7, Alertness, Blind-Fight, Great Fortitude.

Dire Rats (6): CR 1/3; Small animal; HD 1d8+1; hp 4, 5, 5, 6, 6, 7; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Move Silently +4, Spot +4, Swim +11, Alertness, Weapon Finesse.

Area 1-5 – The Auction Block: Read or paraphrase the following:

This circular room, lined with black stone bricks, is approximately 25 feet in diameter. Lit torches line the walls of this room, although nearly all of them seem to be on the verge of burning out.

In the center of the room is a rotting wooden platform, 15 feet long and 10 feet wide. Dark crimson streaks stain the sides of the platform. A wooden podium, also falling apart, sits on the front end of this platform. Bits of bone and metal can be found at the southern end of the room. To the north, there are three small passageways, each heading in different directions, to the east, there is a larger passage that leads back in darkness.

The Emerald Cobra once used this room as a place to auction slaves. It now serves (along with areas 1-6, 1-7, and 1-8) as a command post for Tlilcohuatl and his followers.

Several maps lie carelessly on top of the podium. A successful Knowledge (geography) check (DC 18) reveals that the maps are of Voltigeur and its surrounding territory, and the areas that Tlilcohuatl and his forces use for ambushes. Additionally, hidden beneath the rotting auctioneer's podium is a rusted metal box, which can either be bashed open, or opened with a successful Open Lock check (DC 22). Inside this box is the second key required to open the magic door in area 1-11.

Metal Box: 1/2 in. thick; Hardness 8; 20 hp; Break DC 14.

Area 1-6 – Storage Facility: Read or paraphrase the following:

Torches light this cramped room, which is filled from floor to ceiling with wooden boxes. The boxes are all made of wood, and measure about four feet in each direction. As you enter the room, you can hear voices coming from the shadows in the back of the room; the voices abruptly stop, as five brutish reptilian humanoids step out of the shadows; three with swords drawn, two with crossbows.

These humanoids are tzopiloani (see page 40), savage and stupid snake-men in the service of Tlilcohuatl. However, they are not particularly loyal to their master, as they had been busy pilfering through their master's ill-gotten treasures until being discovered by the player characters, instead of patrolling through the slavers' tunnels for intruders as ordered. They view the intrusion of the PCs as a chance to impress their yuan-ti masters, and have no intention of allowing their newfound prey to escape.

Tactics: Three of the tzopiloani charge forward with their swords, attempting to drive back the player characters towards the entrance of the room in order to give themselves more room to fight. The remaining two tzopiloani with crossbows climb the pile of boxes (Climb DC 12) in order to get a bird's-eye view of the area and to fire upon the PCs towards the rear; should they be successful, they will be approximately 10 feet above the player characters.

Should the fight go badly for the tzopiloani, they attempt to flee. If captured, they will volunteer what little information they know to the PCs, although extracting that information may prove difficult (the creatures only speak the Draconic tongue). They can provide the approximate numbers of the tzopiloani, lizardfolk, and inphidian warriors in the encounters to come, and can offer basic information on their three yuan-ti commanders: Tlilcohuatl, Tecocualli, and Cuezpalcuani (although the dim-witted tzopiloani make their yuan-ti leaders sound far more cunning and powerful than they actually are). They can also let the PCs know that the sorceress Melisine d'Aurielle is definitely in league with the yuan-ti as their ally.

Tzopiloani (5): CR 2; Medium humanoid (reptilian); HD 3d8+3; hp 12, 13, 15, 16, 19; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +4; Atk Longsword +5 melee (1d8+3) or light crossbow +3 ranged (1d8/19–20); Full Atk Longsword +5 melee (1d8+3) or bite +0 melee (1d4+2 plus poison) or light crossbow +3 ranged (1d8/19–20); Space/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., scent; AL CE; SV Fort +4, Ref +2, Will +0; Str

15, Dex 12, Con 13, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +3, Hide +2, Listen +1, Move Silently +3, Alertness, Weapon Focus (longsword).

SA – Poison: Bite, Fortitude DC 12, initial and secondary damage 1d4 Dex.

The boxes in this storeroom contain the following items:

Box #	Contents
1-20	3 bolts of Tyrish silk each (20 gp per bolt)
21-30	6 bottles of Vhelik perfumes each (15 gp per bottle)
31-45	4 animal pelts each (6 gp per pelt)
46-54	4 glass baubles each (2 gp per bauble)

Area 1-7 – Coffin of Tlemiyahuatl (EL 5): Read or paraphrase the following:

As you enter this room, you immediately see a large stone sarcophagus resting in its center. The room is circular, roughly 25 feet in diameter. Painted on this room's stone walls are detailed murals of battles, depicting armies of snake-men slaughtering human and elven foes. One of the leaders of the snake-men shown in the murals looks remarkably similar to the snake-like figure etched on the lid of the sarcophagus.

Now give the players handout C. The sarcophagus contains the remains of one of the Emerald Cobra's most trusted lieutenants, a yuan-ti halfblood warrior called Tlemiyahuatl. Also inhabiting the sarcophagus is a wraith, which represents the undead remnants of Tlemiyahuatl's hateful, evil essence.

Tactics: The wraith is simply a hateful creature that wishes to destroy all living things. It looks distinctively like an incorporeal yuan-ti, and the PCs may not realize it is a mundane wraith.

The wraith hides within the sarcophagus until the lid is removed, then it leaps out to strike. It attacks the members of the party that seem most weakened or injured first, and then attempts to destroy the rest of the party. The wraith is a talkative creature, and boasts of its past accomplishments in battle to the PCs while attacking them and belittling them, calling them insignificant worms and other similar insults. Only when on the verge of destruction will it attempt to retreat.

Wraith: CR 5; Medium undead (incorporeal); HD 5d12; hp 37; Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp –; Atk/Full

Atk Incorporeal touch +5 melee (1d4 plus 1d6 Con drain); Space/Reach 5 ft./5 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Area 1-8 – Alchemist's Laboratory: Read or paraphrase the following:

This cramped room is approximately 40 feet long and 20 feet wide. It is filled with the long-ago work of some forgotten alchemist. A long, dusty table is littered with the remnants of ruined books, torn scrolls, and dozens of discarded pieces of parchment. Strange streaks of color stain the stone floor, along with shards of broken glass and pieces of broken equipment, presumably once used by alchemists. Along the back wall of this room is a giant oaken cabinet, which contains a number of flasks and vials filled with strange liquids.

Yuan-ti sages and alchemists in the service of the Emerald Cobra once used this room. Amidst the moldy books, scattered papers, and assorted beakers and flasks still present on the main table is a partially burned letter (Search DC 18), which the PCs may find interesting. Give the players handout D if they find the letter. The phrase "confident that they can walk on air" refers to the permanent wall of force in area 1-10, which provides a clue as to how to avoid the traps in that area. None of the other books, scrolls, or papers have any discernable value.

The huge cabinet along the back wall contains a number of flasks filled with various liquids. On the top shelf of the cabinet, there are eight flasks; these all contain non-magical herbal brew that turned rancid long ago. Any PC imbibing the contents of one of these flasks will become violently ill; in addition to this, they also take 1d4 points of damage unless a successful Fortitude save (DC 16) is made.

On the bottom shelf of the cabinet, there are six vials, all various magical potions and poisons; the contents of these vials are as follows: potion of *cure light wounds*, potion of *cure moderate wounds*, potion of *invisibility*, oil of darkness, black adder venom, and dragon bile.

Perhaps more importantly, behind the massive cabinet is a hidden secret door, barely visible to the naked eye (Search DC 24). Though locked, this stone door can be picked (Open Lock DC 22) or battered down. Once opened, the door reveals a small tunnel 5 feet high by 5 feet wide. Should the player characters choose to crawl through this tunnel, they eventually find that they have discovered a safer shortcut to area 1-11.

Stone Door: 4 in. thick; hardness 8; 60 hp; Break DC 28 (both stuck and locked); Open Lock DC 22.

Area 1-9 – The Rope Bridge (EL 7): As the player characters enter this area, they find themselves standing on a 10 foot by 10 foot wooden ledge that overlooks a vast cavern. Read or paraphrase the following as the characters enter this area.

You stand upon a wooden platform, which is the only thing that keeps you from falling into a vast cavern. Some 30 feet below you are hundreds of stalagmites, jutting up from the floor of this huge cavern like dull stone spikes. Above you are equal numbers of stalactites, half-hidden in a blanket of vines and moss.

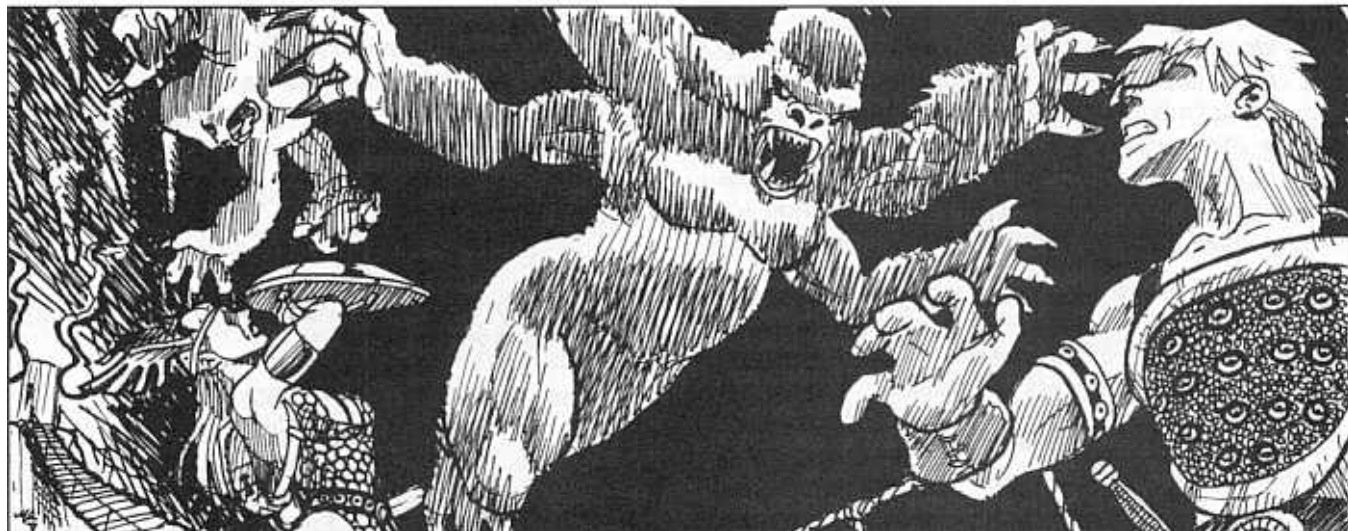
At the edge of the platform is a rope bridge, which spans nearly 100 feet long. This bridge leads across the vast, open cavern to another platform at the opposite side. You can dimly a wooden door at the other platform, which is lit by flickering torches.

The rope bridge must be crossed at half speed. Crossing the bridge requires a successful Balance check (DC 10, or 14 if moving faster than half speed). Failure by 4 or more indicates a slip, but the falling character can attempt a Reflex save (DC 15) to grab onto the bridge and avoid falling. Falling from the bridge causes 3d6 points of falling damage and 1d6 points of piercing damage from the stalagmites.

A PC on the rope bridge is considered flat-footed for combat purposes. Player characters that have fallen may attempt to climb back up the cavern walls to one of the two platforms, but the cavern walls are steep and slick, making the climb somewhat difficult (Climb DC 18).

Rope Bridge: 1 in. thick; hardness –; hp 2; Break DC 23.

A successful Spot check (DC 20) reveals that there are two girallons hiding amongst the thick vines hanging from the cavern ceiling. One is directly over the ledge entering the cavern; the other is above the midpoint of the rope bridge. They remain motionless until either attacked by the players characters, or



until the PCs reach the midpoint of the rope bridge. At that point, both drop down onto the rope bridge. If the player characters fail to spot the girallons, the ape-like creatures gain a surprise attack.

Tactics: The girallons are also assigned to patrol the slavers' tunnels for intruders. If not spotted by the player characters, they will both start by attacking the player characters for two rounds. The one dropping from the vines to the midpoint of the bridge, however, then attempts to run to the giant bell in area 1-11 after two rounds, in order to warn his yuan-ti masters of the intruders. Meanwhile, the girallon dropping from the vines over the cavern entrance first attempts to use its rend attack on the PC closest to itself, and then directs its attacks to help its partner escape, and fights until its own death is imminent. At that time, it will run back towards the cavern entrance and attempt to flee to area 1-5. As with the player characters, the girallons are considered flat-footed for combat purposes while on the rope bridge.

Girallons (2): CR 6; Large magical beast; HD 7d10+20; hp 54, 56; Init +3; Spd 40 ft., climb 40 ft.; AC 16, touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk Claw +12 melee (1d4+6); Full Atk 4 Claws +12 melee (1d4+6) and bite +7 melee (1d8+3); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +8, Spot +6, Iron Will, Toughness (2).

Area 1-10 – The Gates of Faith (EL 4): Read or paraphrase the following:

As you enter this large room, you notice that there is an immense hole in its stone tiled floor. The room, which is 30 feet wide and 60 feet

long, has a rectangular gap in its center, which is 10 feet wide and 40 feet long. This gaping hole appears to drop into a some dark, wild portion of the caverns below. Around the sides of this gap are stone pathways that appear to be well-worn by use. On the opposite end of this room is a stone archway leading to another passageway.

This “hole” in the center of the room is actually sealed by a permanent wall of force, and is actually the safest pathway to the archway on the other side of the room. If the characters cross the room by walking over the wall of force, absolutely no harm will come to them in this area.

If, on the other hand, the player characters use the stone pathways on the sides of the room to try to reach the archway on the other side, they face many dangers. Both stone pathways are spiked pit traps, designed to open as the player characters reach the halfway point across the pathways. The triggers for these pit traps are located on the pathways, and can be found with a successful Search check (DC 20). The pit traps can also be disabled with a successful Disable Device check (DC 24); however, a failed check means that the trap activates, and sends the player character attempting the disarm plummeting to the spikes below.

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids, 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 24.

Area 1-11 – The Gates of Truth (EL 6): Read or paraphrase the following:

This square room is 30 feet by 30 feet. Large tapestries line the walls of this room, once more displaying long-ago victories of a yuan-ti army.

At the other end of the room, you see three stone doors. To the right of the doors is a small brass bell. The bell, which is approximately the size of a human skull, hangs from the ceiling by a thin steel chain. There are also nearly a dozen holes in the ceiling; each of the holes is approximately 2 feet in diameter, and they are spaced out fairly evenly throughout the room.

A Search check (DC 10) reveals a tunnel opening that leads back to area 1-8 behind the tapestries. The brass bell, if rung, alerts the lizardfolk and the tzopiloani that intruders are coming.

Additionally, as the characters come within 10 feet of the three doors, give them handout E, and then read or paraphrase the following.

Above the three doors are written the following words:

"Beyond these doors lie three separate paths,

One leads to safe haven, the others to wrath

So know this, if the safe passage you seek,

At most, only one of these doors shall the truth speak."

The three doors all appear identical. They are all carved from gray stone, with the likenesses of small human mouths etched deeply into the surface of the doors. Each door has a brass handle; it appears that the doors can only be opened by pulling upon the handles.

Upon each door are written the following phrases:

DOOR 1: Only death lies beyond this door

DOOR 2: Safe passage lies beyond this door.

DOOR 3: Death lies beyond the middle door.

The puzzle is fairly simple to solve. The messages on door 2 and door 3 contradict one another, so at least one of them must be true. Since at most "only of these doors shall the truth speak," then the message of door 1 must be false. Safe passage can therefore be found beyond door 1. Should the PCs pull the handle of door 1 (whether or not they figure out the puzzle), they reveal a panel that has two slots for keys. The magic keys from areas 1-4 and 1-5 can then be used to open the door; without the two keys, this door cannot be opened. Once open, a short passage appears that takes them to the entrance to part 2. Door 1 should be treated as a magic door.

Should the PCs instead pull the handle to door 2, the PCs activate a poison dart trap that fires upon

whoever opens the door. Pulling open the handle to door 3 proves even worse, as it activates a fireball trap that blasts into the room as soon as the door is opened. Doors 2 and 3 should be treated as magically treated stone doors.

Magic Door: 4 in. thick; hardness 30; 400 hp; Break DC 50; Open Lock DC N/A (cannot be picked).

Magically Treated Stone Door: 4 in. thick; hardness 16; 120 hp, Break DC 28.

Poison Dart Trap: CR 4; mechanical; touch trigger (handle); automatic reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 40; Disable Device DC 40.

Fireball Trap: CR 5; magic device; touch trigger (handle); automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 40; Disable Device DC 40.

Additionally, if the player characters either spend more than 5 minutes of game time within this area, or spend more than 5 actual minutes trying to solve the puzzle (DM's option), a necoctene slithers out of one of the holes nearest to the doorway and attacks the party. With a successful Spot check (DC 15), the monster's presence in the room can be noted before it attacks; otherwise, the monstrous snake gains a surprise attack against the player characters.

Necoctene: CR 5; Huge animal; HD 7d8+7; hp 38; Init +7; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +20; Atk bite +10 melee (2d6+7 plus poison); Full Atk 2 bites +10 melee (2d6+7 plus poison); Space/Reach 15 ft./15 ft.; SA Constrict 2d6+7, improved grab, poison; SQ Darkvision 60 ft., immunity to sonic, scent; AL N; SV Fort +6, Ref +8, Will +3; Str 24, Dex 16, Con 12, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +15, Hide +5, Listen +3, Spot +9; Alertness, Improved Initiative, Multiattack

SA – Poison: Bite, Fortitude DC 14, initial damage 1d6 Con, secondary damage 2d6 Con. Save DC is Constitution-based.

Tactics: The necoctene strikes the party from the rear, attempting to poison each of the player characters with its powerful bite. If its life is in imminent danger, it moves towards the large brass bell near the entrance to the room, and will attempt to ring it, warning its yuan-ti masters of the intruders that are in the room.

Part 2: Minions of the Emerald Cobra

The slavers' tunnels lead out to the heart of an extinct volcano. A small jungle of tall, mighty trees has grown in the volcano's interior, making an enclosed forest. At the center of these trees growing in the volcano's interior is a mighty stepped pyramid.

The slavers' tunnels lead out at treetop level, where a system of wooden platforms and rope bridges surround the pyramid. This system of treetop structures comprises the camp of the yuan-ti minions.

There are two types of platforms: open and enclosed. Open platforms are little more than long, level wooden floors built among the highest branches of the trees. Combat or any other actions taken on an open platform may alert the inhabitants of all other open platforms as to the presence of the player characters; however this chance is relatively low, given that the thick density of trees between the platforms makes the other platforms somewhat difficult to see, and the constant flow of jungle noise tends to drown out the songs of swordplay. Sighting activity on other open platforms is extremely difficult (Spot DC 30), and any attempt to use a ranged attack on a creature standing on a different open platform is equally difficult (–12 penalty to all ranged attacks.) For each encounter that occurs on an open platform, there is a cumulative 5% chance that the remaining inhabitants of all other open platforms are alerted to the player characters' presence. Additionally, if either of the bells from areas 1-11 or 2-1 are rung, all creatures on open platforms with missile weapons will be expecting the player characters, and will open fire on them as soon as they arrive on a platform.

Enclosed platforms are essentially treetop wooden rooms. Unless otherwise noted, these enclosed platforms have walls and roofs composed of wood, and all ceilings are 10 feet in height. These enclosed platforms also all have strong wooden doors unless otherwise noted. Actions within an enclosed platform cannot be seen or heard from outside the platform, and inhabitants of the enclosed platforms are unaware of the presence of the player characters, regardless of their actions, unless the player characters enter the enclosed platform, or unless a NPC enters an enclosed platform to warn those inhabitants. If either of the bells from areas 1-11 or 2-1 are rung, individuals in enclosed platforms will not be aware of the player characters' presence.

As in area 1-9, all of the rope bridges connecting the platforms can only safely be crossed at half speed. Crossing the bridge requires a successful Balance check (DC 10). Failure by 4 or more indicates a slip, but the falling character can attempt a Reflex save (DC 15) to grab onto the bridge and avoid falling. Characters attempting to move at full speed must make a success-

ful Balance check (DC 22); should this check be failed, no Reflex save is allowed to avoid falling. Falling from the bridge causes 4d6 points of falling damage, as it is 40 feet from the platforms to the ground. A PC on the rope bridge is considered flat-footed for combat purposes. Player characters that have fallen may attempt to climb back up the trees (Climb DC 18) or up the side of the pyramid (Climb DC 26). However, once player characters are on the ground, they may become the victims of concentrated missile attacks, as all creatures with missile weapons will direct fire at any PC moving on the ground.

Rope Bridge: 1 in. thick; Hardness –; 2 hp; Break DC 23.

Wooden Wall: 6 in. thick; Hardness 5; 60 hp; Break DC 20; Climb DC 21.

Strong Wooden Door: 2 in. thick; Hardness 5; 20 hp; Break DC 23 (stuck), 25 (locked).

Wandering Monsters

There is a 15% chance (1-3 on d20) per half hour that the PCs will encounter a wandering monster. These encounters likely occur on the rope bridges between the platforms. The chance for an encounter increases by 10% (1-5 on d20) if combat has occurred on any of the open platforms. If an encounter is called for, roll 1d6 and consult the following table.

1d6	Encounter
1-2	4 lizardfolk (EL 3) (normally in area 2-6)
3-4	2 tzopiloani (EL 4) (normally in area 2-7)
5	4 cobra-back inphidians (EL 3) (normally in area 2-7)
6	1d2 necoctene (EL 5-7)

Necoctene: CR 5; Huge animal; HD 7d8+7; hp 38; Init +7; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +20; Atk bite +10 melee (2d6+7 plus poison); Full Atk 2 bites +10 melee (2d6+7 plus poison); Space/Reach 15 ft./15 ft.; SA Constrict 2d6+7, improved grab, poison; SQ Darkvision 60 ft., immunity to sonic, scent; AL N; SV Fort +6, Ref +8, Will +3; Str 24, Dex 16, Con 12, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +15, Hide +5, Listen +3, Spot +9; Alertness, Improved Initiative, Multiattack

SA – Poison: Bite, Fortitude DC 14, initial damage 1d6 Con, secondary damage 2d6 Con. Save DC is Constitution-based.

Refer to the indicated encounter area for the wandering monsters' statistics. If the player characters defeat any of these foes, be sure to subtract them from their normal encounter area.

Note to the GM: Part 2 is potentially a very combat-heavy area. Should you wish to reduce the overall number of combat encounters in the adventure, or are looking to run the adventure in a single session, it is suggested that you simply have area 1-11 lead straight to area 3-1, and eliminate part 2 altogether.

Areas of the Map

Area 2-1 – The Sentinels (EL 3): Read or paraphrase the following as the characters step onto this open treetop platform:

Sunlight strikes your eyes as you exit the cavern tunnels. You find that you have left the inside of a cavern for a wooden platform built in the treetops! You now stand upon a platform built from stout wooden planks, 40 feet wide and 30 feet long. This platform is supported by the massive branches of a giant tree, whose trunk rises through the center of the platform. The rear of the platform touches a sheer cliff wall, which you now realize is the interior of the volcano – Mount Icpitl. The remaining sides of the platform have no railings, and merely drop off to the forest floor. The drop from the platform down to the ground is roughly forty feet.

To either side of you are gently swaying rope bridges, which lead to other open platforms built near the tops of trees, similar to the one you are currently standing on now. It appears that you have arrived at a network of treetop platforms, all connected by a web of rope bridges. Some of the platforms are open, like the one you now stand on; others are enclosed with walls and ceilings, like wooden tree houses. In the center of this web is a massive stone stepped pyramid. There does not appear to be an entrance to the pyramid from the ground far below; instead, it appears that the only entrance to the pyramid is at its top. One of the trees furthest from you seems to have a swaying rope bridge connecting to the top of this sinister-looking pyramid.

Immediately to your right is a small brass bell, similar to the one you just saw in the caverns. It hangs from a rope just over the side to the platform. To your left, you hear shouting. Three lizardfolk warriors at the far end of the platform have just noticed your arrival, and they start to reach for their javelins and heavy shields.

Now give the players handout F.

The lizardfolk warriors were supposed to be vigilantly guarding the main access point to the treetop village. However, as they never expected intruders, they have been caught somewhat off-guard. The

player characters may take a standard action before initiative is rolled; the lizardfolk should be considered flat-footed during this action.

Tactics: The lizardfolk have two main goals – defeat or subdue the player characters, and ring the alarm bell. Should the PCs just cut the rope that holds the bell, the bell falls to the earth below with a muffled thud, alerting no one to their presence. While not terribly organized, the lizardfolk first attempt to use their javelins against the PCs, then rush them with their clubs, trying to back the characters up against the cliff wall.

Rope: 1 in. thick; hardness –; hp 2; Break DC 23.

Lizardfolk (4): CR 1; Medium humanoid (reptilian); HD 2d8+2; hp 9, 11, 14, 16; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1); Full Atk 2 claws +2 melee (1d4+1) and bite +0 melee (1d4), or club +2 melee (1d6+1) and bite +0 melee (1d4), or javelin +1 ranged (1d6+1); Space/Reach 5 ft./5 ft.; SQ Hold breath; AL LE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats: Balance +4, Jump +5, Swim +2, Multiattack.

Area 2-2 – The Forge: Read or paraphrase the following:

On this 40-foot square open platform is a forge. Dying embers flicker in the belly of the forge, which rests near the center of this platform, while cold tongs lie on an anvil nearby. Piles of swords, javelins, crossbow bolts, and arrows lie around the perimeter of the platform.

The forge is where most of the weapons for Tlilcohuatl's forces are made. None of the reptilian warriors, however, are skilled in making weapons; the reluctant weaponsmith for Tlilcohuatl is Jorah Silverhand, one of the prisoners in area 3-3.

Of the weapons present on this platform, there are 144 arrows, 96 crossbow bolts, 50 javelins, 6 short swords, 4 longswords, and a bastard sword. A successful Appraise check (DC 18) reveals that 3 of the short swords and 2 of the longswords are of masterwork quality.

Area 2-3 – The Shaduar Pens (EL 9): Read or paraphrase the following:

This open platform is 50 feet wide and 30 feet long. At the far end of this platform is a wooden pen. Two fearsome, scaled creatures, vaguely resembling reptilian jaguars, pace restlessly back and forth in the pen. Standing by the gates

of the pen are three lizardfolk warriors, one of whom seems bigger and better armored than his companions. As you step onto the platform, the two smaller lizardfolk rush towards you, while the larger one rushes to open the gate of the pen.

The larger of the lizardfolk is laha, a ranger reluctantly serving Tlilcohuatl. laha was leader of the lizardfolk that originally inhabited these treetop ruins. Having no love for humans, he originally welcomed Tlilcohuatl and the other members of the yuan-ti's group; however, as late he has come to resent their presence, particularly those of the tzopiloani and the cobra-backed inphidians, who have taken to treating the native lizardfolk like servants. laha and his two companions would love nothing better than to capture the PCs to gain status with Tlilcohuatl. Given the right opportunity, though, they would be willing to lay down their weapons and possibly join forces with the player characters, as their loyalties to their yuan-ti commanders are strained.

Tactics: The two smaller lizardfolk initially attack the player characters to buy the time needed (1 round) for laha to open the pen. Once the pen is opened, they fall back, allowing laha and his shaduars (see page 38) to assault the PCs directly, supporting them from the sides with their javelins. laha fights either to the death or until convinced by the characters that he and his companions would be spared if they surrendered. The two smaller lizardfolk, though, will attempt to head for area 2-5 and warn more of their lizardfolk brethren of impending danger should laha fall.

laha has trained the shaduars in the pen as attack animals. They obey his commands only; should laha be slain, they indiscriminately attack everything living on the platform, including the lizardfolk.

laha, male lizardfolk Rgr4: CR 7; Medium Humanoid (reptilian); HD 6d8+18; hp 42; Init +7; Spd 30 ft.; AC 23, touch 15, flat-footed 20; Base Atk +3; Grp +7; Atk Club +7 melee (1d6+4) or longbow +7 ranged (1d8); Full Atk 2 claws +7 melee (1d4+4) and bite +7 melee (1d4+2), or club +7 melee (1d6+1) and bite +7 melee (1d4+2), or longbow +7 ranged (1d8); SA Favored enemies (humans +2); SQ Hold breath, wild empathy; Space/Reach 5 ft./5 ft.; AL CG; SV Fort +11, Ref +6, Will +2; Str 19, Dex 16, Con 16, Int 9, Wis 15, Cha 14.

Languages Spoken: Draconic, Common.

Skills and Feats: Balance +9, Climb +6, Concentration+6, Handle Animal +8, Heal +2, Hide +2, Knowledge (nature) +4, Jump +7, Listen +2, Move Silently +4, Spot +8, Swim +6, Use Rope +6;



Improved Initiative, Lightning Reflexes, Track, Two-Weapon Combat.

Possessions: Bracers of armor +2.

Lizardfolk (2): CR 1; Medium humanoid (reptilian); HD 2d8+2; hp 9, 11, 14, 16; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1); Full Atk 2 claws +2 melee (1d4+1) and bite +0 melee (1d4), or club +2 melee (1d6+1) and bite +0 melee (1d4), or javelin +1 ranged (1d6+1); Space/Reach 5 ft./5 ft.; SQ Hold breath; AL LE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats: Balance +4, Jump +5, Swim +2, Multiattack.

Shaduars (2): CR 4; Large magical beast; HD 6d10+18; hp 50, 54; Init +2; Spd 40 ft., climb 40 ft.; AC 17, touch 11, flat-footed 15; Base Atk +6; Grp +14; Atk Bite +9 melee (1d8+2 plus poison); Full Atk Bite +10 melee (1d8+2 plus poison); Space/Reach 10 ft./10 ft.; SA Poison; SQ Darkvision 60 ft., scent; AL N; SV Fort +8, Ref +9, Will +3; Str 18, Dex 14, Con 16, Int 5, Wis 12, Cha 8.

Skills and Feats: Climb +15, Hide +5, Move Silently +7, Spot +2, Alertness, Dodge, Track.

SA – Poison: Bite, Fortitude DC 17, initial and secondary damage 1d8 Con.

Area 2-4 – The Tzopiloani Watchtower (EL 7): Read or paraphrase the following:

This open platform is long and narrow, some 60 feet wide and 20 feet long. You can see five brutish snake-men, bigger and uglier than the lizardfolk, half-heartedly participating in military



drills with swords. Attached to the rising tree trunk in the center of the platform is a rope ladder, which ascends 50 feet up towards the sky to another, smaller wooden platform. Through a maze of tree branches, you can barely see another brutish snake-man standing on this 10-foot square platform, scanning the horizon with a spyglass.

Like the creatures in area 1-6, these snake-men are tzopiloani, crude and primitive relatives of the yuan-ti. These particular tzopiloani represent the bulk of Tlilcohuatl's forces. Awaiting orders to attack Voltigeur, they have become restless and bored, and the arrival of the player characters provides them the excuse for mayhem that they have desperately been craving.

Lying unused at the top of the smaller watchtower platform is a jeweled +1 *dagger*, featuring the likeness of a silver snake skull on the pommel of the dagger. This is one of the daggers capable of opening the magic door at area 2-10. The spyglass, which is left on the watchtower by the tzopiloani, is also valuable and plated with silver (400 gp).

Tactics: Having only attacked low-level NPCs before, the tzopiloani attack the PCs with a reckless false sense of security, as they have never before been beaten in combat. The five tzopiloani on the

main platform simply rush the PCs, hoping to overwhelm them with numbers and sheer ferocity. As they attack, any character that speaks Draconic will recognize that their battle-cry is "for god and emperor" – a reference to Tlilcohuatl (the emperor) and the beast that lurks in area 4-6, which they worship as a god. The remaining tzopiloani at the top of the watchtower descends down the ladder to attempt to provide cover fire with his crossbow. Should the battle turn against them, they beat a strategic retreat back towards area 2-8, to gain protection from their shaman.

Tzopiloani (6): CR 2; Medium humanoid (reptilian); HD 3d8+3; hp 12, 13, 14, 15, 15, 18; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +4; Atk Longsword +5 melee (1d8+3) or light crossbow +3 ranged (1d8/19–20); Full Atk Longsword +5 melee (1d8+3) or bite +0 melee (1d4+2 plus poison) or light crossbow +3 ranged (1d8/19–20); Space/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., scent; AL CE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 12, Con 13, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +3, Hide +2, Listen +1, Move Silently +3, Alertness, Weapon Focus (longsword).

SA – Poison: Bite, Fortitude DC 12, initial and secondary damage 1d4 Dex.

Area 2-5 – The Basilisk Warriors (EL 6): Read or paraphrase the following:

As you open the door to this enclosed platform, a horrid stench fills the air, nearly bringing you all to your knees. This enclosed wooden platform is a 30-foot square, and is essentially devoid of all furnishings or amenities. The exceptions to this are a massive, dusty tome, which sits on a small wooden table near the northern wall of the room; and two glass cylinders, some 6 feet in diameter each, which stretch from floor to ceiling. The cylinders are apparently the source of the smell, as thick green liquid drips from within them. Additional puddles of the green liquid are scattered all over the floor.

Emerging from each cylinder is a lizardfolk warrior. The faces of these warriors have been hideously scarred by a combination of sorcery and surgery. Helping each lizardfolk warrior out of the cylinders are two reptile-men, with cobra-like hoods shrouding their heads. These hooded creatures appear to have viper heads for hands, with tongues flickering where fingers should be.

The odor in the room, while not deadly, is still overwhelmingly horrible. All player characters entering the room must make a successful Fortitude save

(DC 16) or suffer a -1 penalty to all attack rolls and skill checks while they remain in the room. The penalty immediately goes away as soon as they leave the enclosed platform.

The lizardfolk have been altered (unsuccessfully) by the sorceress Melisine, who has used the remnants of the book on table – a tome known as *The Book of Seven Serpents* (see Appendix 3 - New magic Items)– to give the lizardfolk warriors the gaze attack of a basilisk. (That is why the egg was taken from area 1-4.) The warriors were also supposed to have the strength and power of a basilisk as well; fortunately for the PCs, this did not occur.

The cobra-like creatures are cobra-backed inphidians, the most trusted servants of the yuan-ti. As they are preoccupied with removing the altered lizardfolk out of their mystical glass cylinders, the player characters may take a standard action before initiative is rolled. Both the altered lizardfolk and the cobra-backed inphidians should be considered flat-footed during this action.

Along with the book, lying on the table are the leathery remnants of a basilisk egg (a DC 18 Knowledge (arcana), DC 20 Knowledge (nature) or DC 20 Survival check correctly identifies the egg), and another jeweled +1 *dagger*, also featuring the likeness of a silver snake skull. This may also be used to open the magic door at area 2-10. However, to a sage or a collector, the book could be worth up to 4,000 gp.

Basilisk-altered lizardfolk (2): CR 2; Medium humanoid (reptilian); HD 2d8+2; hp 13, 15; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1); Full Atk 2 claws +2 melee (1d4+1) and bite +0 melee (1d4), or club +2 melee (1d6+1) and bite +0 melee (1d4), or javelin +1 ranged (1d6+1); Space/Reach 5 ft./5 ft.; SA Petrifying gaze; SQ Hold breath; AL LE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats: Balance +4, Jump +5, Swim +2, Multiattack.

SA – *Petrifying Gaze:* Turn to stone permanently, range 30 feet; DC 11 Fort save negates.

Cobra-back inphidians (2): CR 3; Medium monstrous humanoid (reptilian); HD 5d8+10; hp 31, 34; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +8; Atk/Full Atk Snake-hand bite +8 melee (1d4+3 plus poison); Space/Reach 5 ft./5 ft.; SA Poison, spit poison; SQ Darkvision 60 ft., breath; AL NE; SV Fort +3, Ref +7, Will +5; Str 16, Dex 16, Con 15, Int 12, Wis 12, Cha 12.

Skills and Feats: Jump +9, Listen +9, Move

Silently +6, Search +4, Spot +9, Alertness, Weapon Focus (snake hand).

SA – *Poison:* Injury, Fortitude DC 16, initial and secondary damage 1d4 Str.

SA – *Spit poison:* Contact, Fortitude DC 16, initial and secondary damage 1d4 Str. Range of 20 feet; may only be used once every four rounds.

Area 2-6 – The Lizardfolk Barracks (EL 6): Read or paraphrase the following:

This enclosed platform is fifty feet wide and thirty feet long, and contains nine bunks, each of which has a footlocker resting nearby. Belonging to those nine bunks are nine lizardfolk warriors, surprised to see you enter their quarters.

This is the main force of lizardfolk warriors, who were the original inhabitants of the ruins before Tlilcohuatl and his forces arrived. Over the past few weeks, though, they have grown tired of the disdainful, condescending attitude of the yuan-ti commander and his minions. Should the player characters attempt to parley with the lizardfolk present in this area, they may choose to simply let the PCs pass through the barracks towards the pyramid, although they will not assist the characters against the yuan-ti (either a successful Diplomacy check (DC 20) or just good role playing will accomplish this; GM's option). Failing that, the lizardfolk attack the player characters, hoping to win favor and respect from Tlilcohuatl instead.

Searching the footlockers of the lizardfolk produces 400 gp in treasure.

Tactics: The lizardfolk warriors rush the PCs, attempting to grapple and overbear those whom they believe to be the strongest warriors. By doing this, they hope to minimize any chance of ranged attacks. If they begin to believe that the battle is lost (over 50% of their number dead or incapacitated), the remaining lizardfolk attempt to escape to area 2-8, unless the characters have cut off access to that particular exit.

Lizardfolk (9): CR 1; Medium humanoid (reptilian); HD 2d8+2; hp 8, 9, 11, 13, 14, 14, 15, 16; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1); Full Atk 2 claws +2 melee (1d4+1) and bite +0 melee (1d4), or club +2 melee (1d6+1) and bite +0 melee (1d4), or javelin +1 ranged (1d6+1); Space/Reach 5 ft./5 ft.; SQ Hold breath; AL LE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats: Balance +4, Jump +5, Swim +2, Multiattack.

Area 2-7 – Servants of the Yuan-ti (EL 9): Read or paraphrase the following:

The interior of this enclosed platform is just filthy, with shattered bunks, buzzing flies, and bubbling goo littering the floors and walls. The only thing apparently of value in the room is a rack of bastard swords that hangs from one of the walls. Shouts and insults fill the air as three cobra-hooded reptile-men argue fiercely with bigger, more primitive-looking reptile-men; their arguing subsides, however, as they slowly turn to face you.

The cobra-back inphidians and the tzopiloani chose to follow Tlilcohuatl into exile, and came to Mount Icpitl as his loyal servants. The two races, however, do not get along, and tensions ride high between them. Unlike the lizardfolk, though, they have no interest in parleying with the player characters.

Searching this filthy mess of a room (Search DC 16) reveals 2,300 gp scattered about in several different sacks and poorly-made wooden chests. The rack of swords on the wall contains 8 bastard swords, 3 of which are masterwork quality.

Tactics: Both the tzopiloani and the inphidians immediately attack the player characters, with the tzopiloani leading the attack. The inphidians, though, are not above attacking their tzopiloani comrades as well as the PCs, particularly if one of the tzopiloani is badly wounded by the characters.

Cobra-back inphidians (4): CR 3; Medium monstrous humanoid (reptilian); HD 5d8+10; hp 28, 30, 31, 32; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +8; Atk/Full Atk Snake-hand bite +8 melee (1d4+3 plus poison); Space/Reach 5 ft./5 ft.; SA Poison, spit poison; SQ Darkvision 60 ft., breath; AL NE; SV Fort +3, Ref +7, Will +5; Str 16, Dex 16, Con 15, Int 12, Wis 12, Cha 12.

Skills and Feats: Jump +9, Listen +9, Move Silently +6, Search +4, Spot +9, Alertness, Weapon Focus (snake hand).

SA – Poison: Injury, Fortitude DC 16, initial and secondary damage 1d4 Str.

SA – Spit poison: Contact, Fortitude DC 16, initial and secondary damage 1d4 Str. Range of 20 feet; may only be used once every four rounds.

Tzopiloani (6): CR 2; Medium humanoid (reptilian); HD 3d8+3; hp 12, 13, 14, 15, 15, 18; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +4; Atk Longsword +5 melee (1d8+3) or light crossbow +3 ranged (1d8/19–20); Full Atk Longsword +5 melee (1d8+3) or bite +4 melee (1d4+2 plus poison) or light crossbow +3 ranged (1d8/19–20); Space/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision

60 ft., scent; AL CE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 12, Con 13, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +3, Hide +2, Listen +1, Move Silently +3, Alertness, Weapon Focus (longsword).

SA – Poison: Bite, Fortitude DC 12, initial and secondary damage 1d4 Dex.

Area 2-8 – Altar of Madness (EL 8, 2): Read or paraphrase the following as the characters arrive at this platform. Add in any lizardfolk, tzopiloani, or inphidians to the description as needed, if any have retreated and regrouped in this area.

Unlike other open platforms, this massive 40-foot square platform is not supported in the center by a single tree trunk, but is instead supported at each of its four corners by different trees. At the eastern end of this huge platform are primitive-looking kettle drums and a stone altar. Behind the stone altar is a 20-foot marble idol of a hideous creature, vaguely resembling a tentacled frog with a large horn upon its head. Jewels glitter where the creature's eyes should be. In front of the altar stand three snake-men. One is noticeably bigger than the others, and wears robes over crude hide armor. He holds a glowing mace in his scaled hands.

"Foolish men," says the robed snake-man, "bow before our god, or perish."

Now give the players handout G.

The idol represents the tentacled horror in area 4-3, whom most of the lizardfolk and the rest of the yuan-ti's minions worship as a god. Only the yuan-ti and Melisine d'Aurielle know of the truth – that the creature is simply a hideous monster, nothing more – but since they can use the creature's "god-hood" to help control their minions, they allow this myth to persist.

The snake creature dressed in robes is Capotztic, a tzopiloani shaman. Apart from the yuan-ti in the pyramid, Capotztic is regarded by the other reptilian inhabitants of this treetop as an undisputed leader. He is obeyed without question.

Hidden at the base of the idol (Search DC 18) is a small steel strongbox. The strongbox is locked and protected with a poisoned needle trap. Within the strongbox are three scrolls: *lightning bolt*, *neutralize poison*, and *cure serious wounds*, mass. Also in the box is the final jeweled +1 *dagger*, which features the likeness of a silver snake skull. This may also be used to open the magic door at area 2-10.

Steel Strongbox Box: 1/2 in. thick; hardness 10; 40 hp; Break DC 16.

Poisoned Needle Trap: CR 2; mechanical; location trigger; manual reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

Tactics: The kettle drums are drums of panic, which one of the tzopiloani warriors with Capotztic will use immediately. If the characters panic, Capotztic and his tzopiloani brethren charge the player characters and engage in melee combat. If the drums do not take significant effect, they maneuver themselves behind the altar and allow the player characters to come to them, attempting to avoid ranged combat.

Capotztic, male tzopiloani Clr6: CR 7; Medium Humanoid (reptilian); HD 9d8+13; hp 48; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +8; Atk *Mace of terror* +12 melee (1d8+8/x2); Full Atk *Mace of terror* +12 melee (1d8+8/x2) or bite +9 melee (1d4+2 plus poison); Space/Reach 5 ft./5 ft.; AL CE; SV Fort +6, Ref +6, Will +9; Str 21, Dex 14, Con 14, Int 8, Wis 17, Cha 9. Languages Spoken: Draconic, Common.

Skills and Feats: Bluff +2, Climb +2, Concentration +2, Diplomacy +1, Hide +1, Knowledge (religion) +3, Listen +3, Move Silently +3, Spellcraft +1, Spot +5; Iron Will, Improved Turning, Persuasive.

SA – Poison: Bite, Fortitude DC 16, initial and secondary damage 1d4 Dex.

Cleric Domains: Death and Evil.

Spells (4/4+1/2+1/1+1; save DC 13 + spell level; domain spells marked with *); 0–*detect magic, inflict minor wounds, light, resistance*; 1st–*cause fear*, doom, inflict light wounds*; 2nd–*death knell*, inflict moderate wounds*; 3rd–*magic circle against good**.

Possessions: *Mace of terror, amulet of mighty fists, hide armor, shield.*

Tzopiloani (3): CR 2; Medium humanoid (reptilian); HD 3d8+3; hp 14, 17, 18; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +4; Atk Longsword +5 melee (1d8+3) or light crossbow +3 ranged (1d8/19–20); Full Atk Longsword +5 melee (1d8+3) or bite +4 melee (1d4+2 plus poison) or light crossbow +3 ranged (1d8/19–20); Space/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., scent; AL CE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 12, Con 13, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +3, Hide +2, Listen +1, Move Silently +3, Alertness, Weapon Focus (longsword).

SA – Poison: Bite, Fortitude DC 12, initial and secondary damage 1d4 Dex.

Area 2-9 – Storeroom: This enclosed platform is 30-foot square and has no inhabitants. The majority of the room is filled with crates and casks, most of which are filled with military rations and weak, sour-tasting wine. The rest of the objects in the room are standard equipment items, such as tinderboxes, backpacks, and so on (GM's discretion as to what exactly can be found in the room).

Area 2-10 – Guardians of the Pyramid (EL 6): Read or paraphrase the following as the characters step onto this open treetop platform:

This final platform among the treetops touches the top of the pyramid, which now looms below you. One end of this open platform is attached to the outer pyramid wall. A single stone door, lined with gold, is recessed slightly inside this wall. You see that there is a tiny slot in the door, just over 3 inches wide; apart from that, the door is smooth and has no features.

Guarding this doorway are two cobra-hooded reptile-men. One wears a glowing necklace around its neck.

The door is the only entrance into the pyramid. The door is magically locked, and can only be opened by using one of the three magic daggers found among the treetop platforms. It cannot be opened by any other conventional or magical means.

Magic Door: 4 in. thick; hardness 30; 400 hp; break DC 50; Open Lock DC N/A (lock cannot be picked).

Outer Pyramid Wall (hewn stone): 3 ft. thick; Hardness 8; 540 hp; Break DC 50.

Tactics: One of the inphidians possesses a *type II necklace of fireballs*. This is used first against the player characters (particularly if the PCs are trying to scale the pyramid from below), before closing in to engage in melee combat.

Cobra-back inphidians (2): CR 3; Medium monstrous humanoid (reptilian); HD 5d8+10; hp 28, 30; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +8; Atk/Full Atk Snake-hand bite +8 melee (1d4+3 plus poison); Space/Reach 5 ft./5 ft.; SA Poison, spit poison; SQ Darkvision 60 ft., breath; AL NE; SV Fort +3, Ref +7, Will +5; Str 16, Dex 16, Con 15, Int 12, Wis 12, Cha 12.

Skills and Feats: Jump +9, Listen +9, Move Silently +6, Search +4, Spot +9, Alertness, Weapon Focus (snake hand).

SA – Poison: Injury, Fortitude DC 16, initial and secondary damage 1d4 Str.

SA – Spit poison: Contact, Fortitude DC 16, initial and secondary damage 1d4 Str. Range of 20 feet; may only be used once every four rounds.

Part 3: Pyramid of the Emerald Cobra – Upper Level

The pyramid in long-ago times was the home and fortress of the Emerald Cobra. It has now been retaken by the yuan-ti who has assumed his legendary mantle, Tlilcohuatl. All halls are 10 feet wide and 15 feet high, made of polished, worked stone. Rooms in the pyramid are 15 feet high where the ceiling meets the walls, and 25 feet high in the center of the room. All walls are magically treated, polished, and built of superior masonry. All doors are made of stone. All walls and doors, unless otherwise noted, have the following statistics:

Magically Treated, Polished, Superior Masonry Walls: 1 ft. thick; Hardness 16; 180 hp; Break DC 55; Climb DC cannot be climbed without magical assistance.

Stone Door: 4 in. thick; Hardness 8; 60 hp; Break DC 28 (both stuck and locked).

Wandering Monsters

When the player characters first arrive, the monsters all remain in their current locations, as they have little reason to move between areas of the pyramid. However, there is a 10% chance each hour that monsters from a bypassed encounter (one in which the characters did not slay the monsters involved) will find the PCs again and attack. This chance increases by 5% if the characters are making lots of noise, and by a further 10% if they are using some sort of obvious light source. (All the inhabitants of the pyramid have darkvision, and most have low-light vision; unless the characters bring in a light source, no room will be lit unless otherwise noted.)

Areas of the Map

Area 3-1 – The Name of the Cobra (EL 9): Read or paraphrase the following as the characters enter the upper level of the pyramid:

As you enter this room, which is 30 feet wide and 40 feet long, you notice that you have stepped onto a stone ledge that is 5 feet wide and runs the width of this room. Directly below the ledge is a series of stone tiles, which are recessed into the floor. Upon each tile is inscribed a letter from the Common tongue. There are 81 tiles in all, each measuring slightly over 3 foot square.

At this point, provide the players with handout H. Then continue to read or paraphrase the following:

At the far end of this room, past the tiles recessed in the floor, you see another ledge that runs across the width of the room. On this far ledge you see a statue of a yuan-ti warrior,

which appears identical to the one that you saw in the caverns. Barely visible behind the statue is a stone door. You also note that there are long, thin slots – 9 in all – cut into the wall behind the statue.

The statue is identical to the one found in area 1-3. The message beneath the statue in Area 1-3 – “Xiuhoatl – Know My Name And You Shall Pass” – is the key to solving this puzzle. From bottom to top, the letters in the third column from the left spell out the Emerald Cobra’s true name – X-I-U-H-C-O-A-T-L. If the characters use this path to walk to the ledge on the other side and do not touch any of the other tiles, they can pass through this room without incident. If the players did not write down the Emerald Cobra’s true name back in area 1-3, a successful Intelligence check (DC 24) will allow them to remember it with the correct spelling, or the GM may simply choose to let the players rely on their actual memories instead.

However, if they step on any of the other tiles in the floor, the player characters activate a deathblade wall scythe trap, where blades come whirling out of the slots in the far wall to reach across to the ledge on the opposite side of the room. Any creatures standing on any of the tiles on the floor – including the tiles marking the correct pathway – face a chance of being successfully struck by the scythe blades should any of the incorrect tiles be touched. All blades pop out of the nine slots simultaneously, then return back to their original locations, where they automatically reset themselves for the next time that an incorrect tile is touched. Characters with a speed of 30 or greater can cross the tiles while the trap is activated and reach the far ledge (although they face a chance of being struck).

Deathblade Wall Scythe Trap: CR 8; mechanical; touch trigger (tiles); automatic reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24, Disable Device 19.

Area 3-2 – The Naga’s Lair (EL 10): Read or paraphrase the following:

This dark 50-foot square room contains 12 marble pillars, each of which reaches from floor to ceiling. Ornate carvings adorn each pillar, each of which has the likeness of a yuan-ti warrior featured somewhere upon it. Some show scenes of battle, some show sorcery, but all have infernal tones to them.

Towards the far end of the room, you can see something snake-like slithering through the shadows, lurking behind the pillars.

Inhabiting this room is a spirit naga, a beast so evil and foul that not even the yuan-ti dare to enter this room. It can be correctly identified with a successful DC 18 Spot check and a DC 20 Knowledge (dungeoneering) check.

The spirit naga has been around since the time of the original Emerald Cobra. It used to roam around the entire pyramid and the jungle outside, feeding on necroctene, shaduars, and other wild creatures it found. Since Tlilcohuatl arrived, he's managed to confine it to this area through a combination of brute force and the promise of more "interesting" victims (such as captured humanoids).

Room Details: Between the pillars in the middle of the room is a fireball trap, which is activated by pressure plates in the floor. Astute characters can be tipped off to the presence of the trap with a successful Spot or Survival check (DC 26), which reveals that the floor in the middle of the room has been badly scorched by fire numerous times.

A pile of bones in the far southeast corner of the room hides a small pile of treasure, which is revealed with a successful Search check (DC 14). Amongst the bones are 2 emeralds worth 900 gp and 1,300 gp, respectively; a *ring of jumping*; and a *dark blue ioun stone*.

A secret door in the northern wall (Search or Spot DC 22) leads to the cells in Area 3-3.

Tactics: The spirit naga will attempt to lure the player characters through the fireball trap in the middle of the room, using itself as bait, just showing enough of itself to act a lure. Once the trap is activated, it first uses spells to attack the PCs, and then moves in if necessary for melee. The creature is completely insane and cheerfully fights to the death; it will taunt the player characters once it engages the PCs in combat.

Fireball Trap: CR 5; magic device; touch trigger (floor); automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 40; Disable Device DC 40.

Spirit Naga: CR 9; Large aberration; HD 9d8+36; hp 81; Init +1; Spd 40 ft.; AC 16, touch 10, flat-footed 15; Base Atk +6; Grp +14; Atk/Full Atk Bite +9 melee (2d6+6 plus poison); Space/Reach 10 ft./5 ft.; SA Charming gaze, poison, spells; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +9; Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17.

Skills and Feats: Concentration +13, Listen



+14, Spellcraft +10, Spot +14, Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes.

SA – *Charming gaze*: As *charm person*, 30 feet, Will DC 19 negates.

SA – *Poison*: Injury, Fortitude DC 18, initial and secondary damage 1d8 Con.

Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0—*cure minor wounds*, *daze*, *detect magic*, *magic hand*, *open/close*, *ray of frost*, *read magic*; 1st—*charm person*, *cure light wounds*, *divine favor*, *magic missile*, *shield of faith*; 2nd—*cat's grace*, *invisibility*, *summon swarm*; 3rd—*displacement*, *fireball*.

Area 3-3 – Prisoners of the Yuan-ti: This room can only be reached by the secret doors in areas 3-2 or 3-4. When entered, read or paraphrase the following:

This room appears to be a prison with four cells. Two of the cells are empty. The remaining cells each contain an unarmed and unarmored dwarf, who appears to have been beaten. However, upon seeing you, they smile with joy and rush to the cell doors, hoping that freedom has finally arrived.

The dwarves are Torvok Blackspear and Jorah Silverhand, dwarven merchants who were traveling to Voltigeur when their caravan was ambushed by



the yuan-ti and their minions. The rest of their dwarven traveling companions were slain; however, Torvok and Jorah were spared, mostly due to Jorah's skill as a weaponsmith. The dwarves have no love for the yuan-ti and would be happy to assist the player characters, although they would be reluctant to enter combat, given their lack of skill with fighting. However, if treated kindly, Jorah is able to provide the PCs with a small but invaluable piece of assistance – a map showing the layout of the lower level of the pyramid, which he stole from one of the yuan-ti abominations (refer to handout I). While the map does not detail what exactly is in each of the rooms on the lower level, it does accurately show the layout of the area. If treated unfairly, though, Jorah does not give the PCs the map.

The cell doors are locked (obviously), however, they can either be picked open (Open Lock DC 17) or smashed open by the player characters. A successful Search check of the room (DC 18) also reveals a hidden compartment in the floor just in front of the northern door, which contains a key that unlocks all the cells.

Iron Cell Doors: 2 in. thick; hardness 10; 60 hp; Break DC 28 (both stuck and locked).

Torvok Blackspear, male dwarf Ari3: CR 2; Medium Humanoid (dwarf); HD 3d8+6; hp 20; Init

+1; Spd 20 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +6; Atk/Full Atk Unarmed strike +3 melee (1d3+1); Space/Reach 5 ft./5 ft.; SQ Dwarven traits; AL NG; SV Fort +3, Ref +2, Will +3; Str 12, Dex 12, Con 15, Int 14, Wis 10, Cha 16. Languages Spoken: Common, Dwarven, Gnome, Undercommon.

Skills and Feats: Appraise +8, Bluff +11, Diplomacy +13, Disguise +3, Forgery +2, Gather Information +8, Intimidate +10, Knowledge (geography) +5, Listen +5, Perform +3, Ride +1, Sense Motive +4, Swim +1; Negotiator, Persuasive.

Jorah Silverhand, male dwarf Exp2: CR 1; Medium Humanoid (dwarf); HD 2d6+4; hp 13; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +5; Atk/Full Atk Unarmed strike +3 melee (1d3+2); Space/Reach 5 ft./5 ft.; SQ Dwarven traits; AL NG; SV Fort +2, Ref +0, Will +6; Str 15, Dex 10, Con 14, Int 18, Wis 16, Cha 10. Languages Spoken: Common, Draconic, Dwarven, Gnome, Undercommon.

Skills and Feats: Appraise +9, Craft (armor-smith) +9, Craft (blacksmith) +9, Craft (bowmaking) +7, Craft (weaponsmith) +9, Knowledge (architecture and engineering) +7, Listen +10, Open Lock +5, Sense Motive +8, Use Rope +5; Alertness.

Area 3-4 – Grand Failures and Visions: Read or paraphrase the following:

This strange, large room, which is 30 feet wide and 65 feet long, is filled with faint glowing green mist and the smells of burnt flesh. There are many large glass cylinders in this room, all filled with thick green liquid. They contain the bodies of lizardfolk warriors, which float in the cylinders in various states of decay; some of the bodies are relatively intact, while others are little more than skeletons.

At the northern end of this room is a large silver mirror, stretching from floor to ceiling. The mirror is approximately 10 feet wide. Next to the mirror is a small wooden table. Several slender notebooks, dusty and rotten, rest atop this table.

As in area 2-5, experiments in this area have been conducted to make an army of stronger lizardfolk warriors. To date, those experiments simply have not been successful. The notes, which were obtained from dark, mysterious sources by Melisine d'Aurielle, are woefully incomplete; many of the relevant pages in these notebooks have simply rotted away. They also need the skills of a wizard or sorcerer far more powerful than Melisine, something that the evil sorceress refuses to acknowledge or admit to anyone.

The cylinders can be smashed open. Nothing of value can be found inside, though; the lizardfolk warriors contained within them are dead and will stay that way. They possess no valuables.

The notebooks are written in the Common tongue. Anyone attempting to read the books who makes a successful Knowledge (arcana) check (DC 22) will understand that the books detail how to take life essences from powerful lizards such as dragons, basilisks, wyverns, and their like; and then infuse reptilian humanoids with those life essences to make them far more powerful. A successful check of 26 or greater also demonstrates that there are major gaps in the information, making the odds of success extremely unlikely. As with the book found in area 2-5, these notebooks could probably be sold to an alchemist, wizard, or other collector as a curiosity; there are five notebooks in all, and each can be sold for up to 700 gp.

The mirror is magic, and reveals visions of the future for anyone who gazes into its silver surface for more than 2 rounds. If this adventure is being used as part of an ongoing campaign, it is suggested that the GM try to tailor the visions to something that may happen in forthcoming adventures. If this adventure is being used as a stand-alone or one-shot adventure, the visions can be more immediate. Suggestions for more immediate visions could be a two-headed snake with arms, wielding a flaming skeleton sword as a weapon (the yuan-ti abominations in area 3-5); a human sorceress, wandering alone in the woods, unaware that she walks in a pit of vipers that bite at her ankles (Melisine d'Aurielle, in area 4-4); or a man with reptilian features, walking on a giant-sized chessboard, laughing as pawns fall all around him (Tlilcohuatl, in area 4-5). If possible, each player should receive a different vision, although many can share the same theme. The mirror can be shattered, although doing so serves no purpose.

A secret door in the southern wall (Search or Spot DC 22) leads to the cells in area 3-3.

Glass Cylinders: 3 in. thick; hardness 4; 25 hp; Break DC 14; Climb DC 30.

Magic Mirror: 1in. thick; hardness 8; 100 hp; Break DC 45; Climb DC 30; weight 220 lbs.; radiates moderate divination.

Area 3-5 – The Abominations (EL 10): Read or paraphrase the following:

Huddled over a table in this small 20-foot are two monstrosly large and powerful reptile men. Cruel smiles grow on their faces as they see you. One immediately draws a sword, which appears to have been crafted out of giant bones. The blade of this sword crackles with green flame.

These snake-men are yuan-ti abominations – Cuezpalcuani and Tecocualli, loyal servants to Tlilcohuatl who followed him into exile. In addition to being loyal to a traitorous fiend, these two abominations were exiled from their yuan-ti homeland for their peculiar belief that purebloods, not abominations, should rule all yuan-ti. They are blindly loyal to their pureblood commander, and would follow any of his orders without hesitation, even at the costs of their own lives.

The sword is Omihuictli – the Bone Blade, originally wielded by the Emerald Cobra centuries ago. It is an intelligent artifact and highly evil.

Tactics: Cuezpalcuani and Tecocualli try to force the player characters out into the hallway, where they have more room to operate. Their method of doing this is to use their aversion abilities and Omihuictli to intimidate the characters into regrouping. Once there, they attempt to split the party, choosing to try to divide and conquer where possible. If in danger, the yuan-ti move back into their war room and into area 3-6 (even if this means set-

Omihuictli, the Bone Blade

Omihuictli: +3 *flaming burst bastard sword*; AL CE; Int 15, Wis 10, Cha 15, Speech, 60 ft. darkvision and hearing; Ego score 12.

Lesser Powers: *Locate object* 3/day, *zone of truth* 3/day. Omihuictli has 10 ranks in Intimidate (total modifier +12).

Personality: Created by wizards in the service of the Emerald Cobra, Omihuictli was made from the bones of an ancient black dragon, who was one of the Emerald Cobra's mortal enemies. The sword possesses the bloodthirsty savagery of its first wielder. Quick to urge its owner into battle, the magical bone blade has little patience, and despises diplomacy and parleying with the enemy.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *flame blade*; Price 73,335 gp.

ting off the traps located there), trying to make their way down to the lower level of the pyramid towards their commander, Tilcohuatl.

Tecoacualli, yuan-ti abomination: CR 7; Large monstrous humanoid; HD 9d8+27; hp 70; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 22, touch 10, flat-footed 21; Base Atk +9; Grp +17; Atk +3 *flaming burst bastard sword* +15 melee (1d10+7/19-20) or masterwork composite longbow (+4 Str bonus) +10 ranged (2d6+4/x3); Full Atk +3 *flaming burst bastard sword* +15 melee (1d10+7/19-20) and bite +7 melee (2d6+3 plus poison plus 3d6 acid); or masterwork composite longbow (+4 Str bonus) +10 ranged (2d6+4/x3); Space/Reach 10 ft./10 ft.; SA Aversion, constrict (1d6+6 plus 5d6 acid), improved grab, poison, produce acid, spell-like abilities; SQ Alternate form, chameleon power, darkvision 60 ft., detect poison, scent, spell resistance 18; AL CE; SV Fort +6, Ref +7, Will +11; Str 19, Dex 13, Con 17, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +15, Knowledge (geography) +17, Knowledge (nature) +17, Hide +8, Listen +19, Move Silently +12, Spot +19, Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Mobility.

SA – Aversion: Psionic compulsion effect targeting one creature within 30 feet; target must make successful DC 22 Will save or gain aversion to snakes for 10 minutes; affected creatures must stay at least 20 feet away from snakes or yuan-ti; if unable to do so, overcome with revulsion, which reduces Dexterity score of victim by -4 until effect wears off or out of 20 foot range.

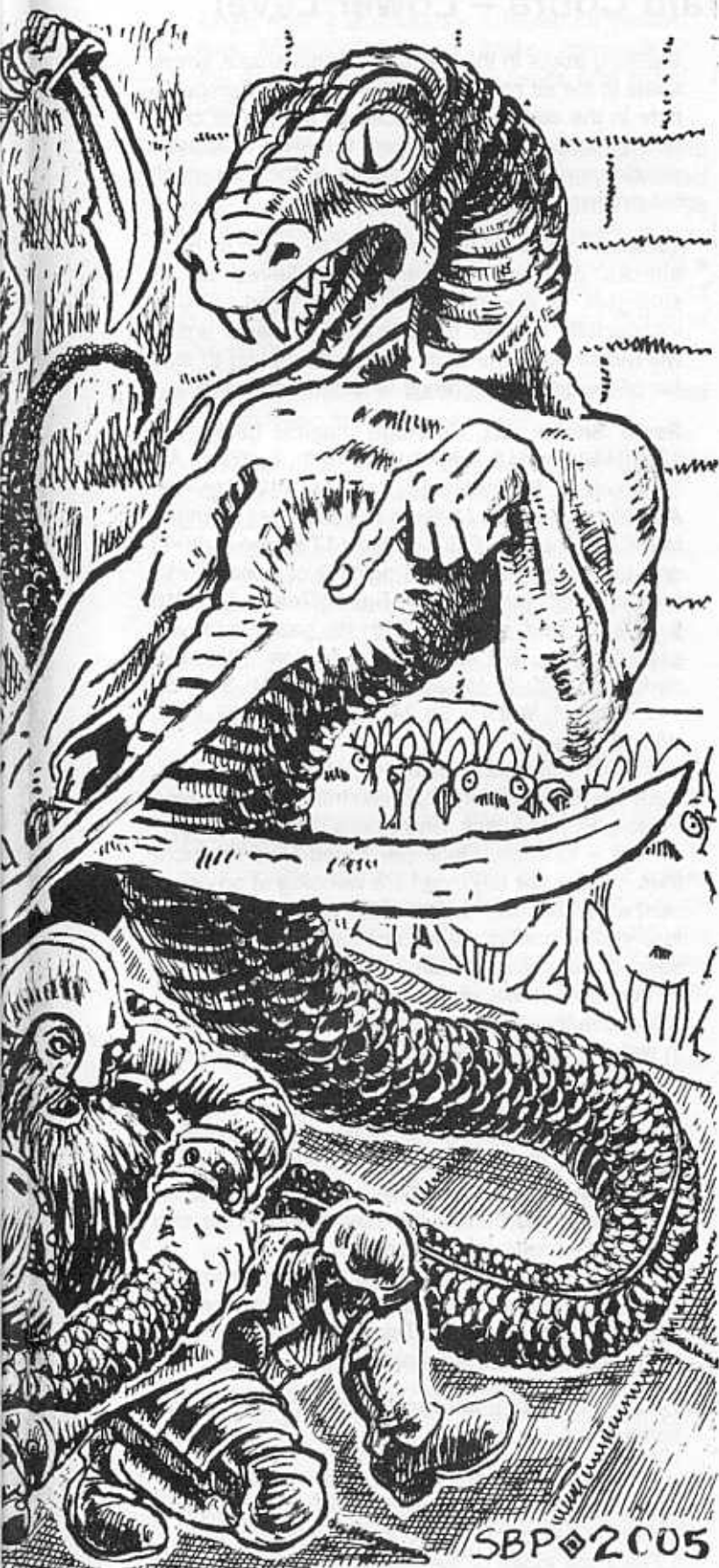
SA – Poison: Injury, Fortitude DC 17, initial and secondary damage 1d6 Con.

SA – Produce acid: Additional 3d6 points of damage to creatures touched by yuan-ti, including by bite attack; grappling, pinning, or constricting attacks cause additional 5d6 points of acid damage.

SA – Spell-like abilities: At will—*animal trance* (DC 16), *entangle* (DC 15); 3/day—*deeper darkness*, *neutralize poison* (DC 18), *suggestion* (DC 17); 1/day—*baleful polymorph* (DC 19, into snake form only), *fear* (DC 18). Caster level 10th.

Cuezpalcuani, yuan-ti abomination: CR 7; Large monstrous humanoid; HD 9d8+27; hp 73; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 22, touch 10, flat-footed 21; Base Atk +9; Grp +17; Atk +2 *scimitar* +14 melee (1d8+6/18-20) or masterwork composite longbow (+4 Str bonus) +10 ranged (2d6+4/x3); Full Atk +2 *scimitar* +14 melee (1d8+6/18-20) and bite +7 melee (2d6+3 plus poison plus 3d6 acid); or masterwork composite longbow (+4 Str bonus) +10 ranged (2d6+4/x3); Space/Reach 10 ft./10 ft.; SA Aversion, constrict





(1d6+6 plus 5d6 acid), improved grab, poison, produce acid, spell-like abilities; SQ Alternate form, chameleon power, darkvision 60 ft., detect poison, scent, spell resistance 18; AL CE; SV Fort +6, Ref +7, Will +11; Str 19, Dex 13, Con 17, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +15, Craft (bowsmithing) +17, Craft (weaponmaking) +17, Hide +8, Listen +19, Move Silently +12, Spot +19, Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Mobility.

SA – Aversion: Psionic compulsion effect targeting one creature within 30 feet; target must make successful DC 22 Will save or gain aversion to snakes for 10 minutes; affected creatures must stay at least 20 feet away from snakes or yuan-ti; if unable to do so, overcome with revulsion, which reduces Dexterity score of victim by -4 until effect wears off or out of 20 foot range.

SA – Poison: Injury, Fortitude DC 17, initial and secondary damage 1d6 Con.

SA – Produce acid: Additional 3d6 points of damage to creatures touched by yuan-ti, including by bite attack; grappling, pinning, or constricting attacks cause additional 5d6 points of acid damage.

SA – Spell-like abilities: At will—*animal trance* (DC 16), *entangle* (DC 15); 3/day—*deeper darkness*, *neutralize poison* (DC 18), *suggestion* (DC 17); 1/day—*baleful polymorph* (DC 19, into snake form only), *fear* (DC 18). Caster level 10th.

Area 3-6 – Descent into the Depths (EL 10): Read or paraphrase the following:

This narrow, barren room, which is 15 feet wide and 30 feet long, is empty, save for dust and cobwebs. A stairway at the western end of the room descends into darkness.

The middle of the room is rigged with a wide-mouthed *reverse gravity pit trap*. Player characters making a successful Search or Survival check (DC 28) will notice that the area where the pit is located does not have nearly the same amount of dust, webs, and decay as the rest of the room. Additionally, behind a small hidden panel in the eastern wall (Search DC 30) is a lever that easily deactivates the trap.

Wide-Mouthed Reverse Gravity Pit Trap: CR 10; magic device; touch trigger (floor, 10-ft. by 15-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 4d6 fall [upon initially falling into the 40-ft. pit]; then 5d6 fall [upon hitting the ceiling of the room after falling into the pit and activating the spell], then 5d6 fall [upon falling from the ceiling back into the pit after the spell ends], DC 20 Reflex avoids); Search DC 36; Disable Device DC 36.

Part 4: Pyramid of the Emerald Cobra – Lower Level

As in the upper level of the pyramid, all halls are 10 feet wide and 15 feet high, made of polished, worked stone. Rooms in the pyramid are 15 feet high where the ceiling meets the walls, and 25 feet high in the center of the room. All walls are magically treated, polished, and built of superior masonry. All doors are made of stone. All walls and doors, unless otherwise noted, have the following statistics:

Magically Treated, Polished, Superior Masonry Walls: 1 ft. thick, Hardness 16, 180 hp, Break DC 55, Climb DC cannot be climbed without magical assistance.

Stone Door: 4 in. thick; Hardness 8; 60 hp; Break DC 28 (both stuck and locked).

Wandering Monsters

As in the upper level of the pyramid, the monsters in the lower level all remain in their current locations, as they have little reason to move between areas of the pyramid. However, there is a 20% chance each hour that monsters from a bypassed encounter (one in which the characters did not slay the monsters involved) will find the PCs again and attack. This chance increases by 10% if the characters are making lots of noise, and by a further 10% if they are using some sort of obvious light source. (All the inhabitants of the pyramid have darkvision, and most have low-light vision; unless the characters bring in a light source, no room will be lit unless otherwise noted.)

Areas of the Map

Area 4-1 – Warriors' Gate (EL 10): Read or paraphrase the following as the characters enter the lower level of the pyramid.

As you enter this room, which is 40 feet long and 50 feet wide, you see a number of marble statues scattered throughout. Most of these statues were apparently of yuan-ti at one time; however, it is difficult to know for sure, as most have been shattered beyond recognition. Likewise, various tapestries hang from the walls that may have once depicted the might of the yuan-ti, but these works of art have either been burned or rotted to the point where they are little more than rags.

Towards the end of this room of ruined artwork, you see an archway leading to a dimly-lit corridor. On either side of the archway are statues of yuan-ti warriors, pointing their swords out into the corridor.

Skulking about in this room is a sepia snake, which floats in the air near the northern wall. It attempts to hide in the darkness unnoticed by the player characters; should it go unnoticed, it makes a surprise attack upon the player characters as they approach the archway.

Tactics: The sepia snake begins by using its gaze attacks on the opponents it believes to be strongest. Its cocoon attack is then used to try to incapacitate weaker opponents. The sepia snake will remain airborne at all times, attempting to stay out of melee combat range whenever possible.

Sepia Snake: CR 10; Huge magical beast; HD 12d10+48; hp 116; Init +7; Spd 40 ft., fly 50 ft.; AC 21, touch 11, flat-footed 18; Base Atk +12; Grp +27; Atk Bite +17 melee (1d8+7) or cocoon +13 ranged touch (see below); Full Atk Bite +17 melee (1d8+7) and tail sting (1d8+3 plus poison) or cocoon +13 ranged touch (see below); Space/Reach 15 ft./10 ft.; SA Cocoon, constrict 1d8+10, gaze, improved grab, poison; SQ Damage reduction 10/magic, darkvision 100 ft. low-light vision; AL N; SV Fort +12, Ref +11, Will +5; Str 24, Dex 16, Con 19, Int 4, Wis 13, Cha 19.

Skills and Feats: Listen +6, Move Silently +11, Spot +6, Flyby Attack, Improved Initiative, Improved Poison, Power Attack, Skill Focus (Move Silently).

SA – Cocoon: Once per round (and no more than 3 times per day), can fire webbing at an opponent within 30 feet; ranged touch attack to hit; creature struck must make successful DC 20 Fortitude save, or be placed in state of suspended animation as per sepia snake sigil spell for 1d4+12 days; save is Constitution-based. Victims completely wrapped in webbing cannot break webbing and must rely on others to break free.

SA – Gaze: 30-foot range; creatures meeting the gaze of the sepia snake must make a successful Will Save (DC 20) or take a –4 penalty on attack and damage rolls, and ability and skill checks for one day. Target cannot be affected again for one day whether save is successful or not.

SA – Poison: Injury, Fortitude DC 20 negates, initial damage paralysis for 2d4 rounds, secondary damage 1d2 points of Dexterity damage each round the opponent is paralyzed.

Area 4-2 – The Abominations' Quarters: Read or paraphrase the following:

This room is 20 feet long and thirty feet wide. Two sparse bunks lie along the far side of the room. Flies buzz around a pile of rotten meat. From the looks of the items in the room, this

was probably once a luxurious bedroom fit for kings; now, it is obviously a haven for barbarians. Shards of glass and broken mirrors litter the floor, along with piles of sacks and soiled cloth.

These are the quarters of Cuezpalcuani and Tecocualli, the yuan-ti abominations. Scattered about this room (DC 18) are 6,905 sp and 11,098 gp, contained in various boxes and sacks. A successful Search of the room (DC 28) also reveals a *type II bag of holding*, which contains *boots of springing and striding* as well as a cursed *periapt of foul rotting*.

Area 4-3 – Tlilcohuatl and Melisine’s Quarters: Read or paraphrase the following:

This opulent room is 25-foot square, and is filled with a number of treasures. Gold candlesticks and assorted pieces of jewelry carelessly litter the room. A massive bed sits in the center of the room, and fine oak dressers and furnishings line the walls. Hanging from each of the four walls are four massive paintings; although they appear to be the work of master artists, the paintings depict obscene and disturbing images.

Items and personal belongings in the room reveal that this is the shared quarters of Tlilcohuatl and Melisine. Scattered about this room (DC 20) are 12,234 sp and 7,532 gp, contained in a variety of bags, chests, and boxes. There are also 12 pieces of jewelry in the room, with a total value of 4,909 gp. The four paintings on the walls, while vile and obscene, are actually quite valuable to collectors, and could potentially be sold for up to 600 gp apiece.

Area 4-4 – The Mad Sorceress (EL 9): Read or paraphrase the following:

This room, which is approximately 60-foot square, is filled with arcane devices, some wondrous, some terrible, but all seemingly the product of a madman. Water and slime drip from the walls. Three metal spires, crackling with power, flash sporadically to light the room as arcs of electricity leap from one spire to the next. Next to each spire is a glass cylinder; thick steel cables stretch out from each spire and wrap around its neighboring cylinder like tentacles. The walls are lined with shelves, filled with the equipment of an alchemist; however, most of it appears to be broken and unusable.

Standing by a table littered with endless papers at the southern end of the room is a beautiful

human female, wearing exotic robes and a strange tiara. As she sees you, rage fills her face. “You!” she screams. “I’ve come this far – I won’t be stopped by the likes of you now!”

Now give the players handout J.

Melisine d’Aurielle is an insane, unstable individual. Beautiful and of noble Criestine blood, she was assigned several years ago to become the new protector of Voltigeur. While the assignment was meant to be an honor, she took the assignment as a slight, as she felt she had been banished to one of the forsaken, desolate corners of the world. Disillusioned and bitter, she befriended a “human” warrior in Voltigeur, who became her only trusted friend and confidant – Tlilcohuatl. The yuan-ti pureblood used his charm and guile upon the embittered sorceress, and when he finally revealed his true nature and plans to her, she agreed to help him with his diabolic plot, rather than protect Voltigeur as was her duty. She feels no love for humanity anymore, and only wishes to take revenge upon Voltigeur and its inhabitants by conquering the town. She is a vain, proud woman, and any attempts to reason with the insane sorceress only fall upon deaf ears.

The odd items in the room are all part of the experimental equipment used centuries ago by the Emerald Cobra and his wizard servants. Truth be told, Melisine knows little about how any of it works. She has promised Tlilcohuatl that she can resurrect the equipment to produce great warriors once more, though, and is so desperate to win the yuan-ti pureblood’s approval that she intends to use any means necessary to make this happen.

Also in this room is the staff known as Micohuani (Search DC 15). While it does not possess any particular magical properties, nor does it provide any to its wielder, this 7-foot oaken staff holds a single blue diamond on its tip that holds the life essence of Xiuhcoatl, the Emerald Cobra. Both Melisine and Tlilcohuatl have been working feverishly to release the life essence of the true Emerald Cobra and restore the trapped, disembodied spirit to its former glory, but so far their efforts have been for naught. The blue diamond gemstone on the staff is incredibly valuable (worth 7,000 gp); however, anyone who knows of the true nature of the gemstone will probably not be willing to purchase it, due to its sinister origin.

A successful search of the alchemist’s shelves (Search DC 26) reveals a *potion of bull’s strength* and a *potion of bear’s endurance* scattered amidst the massive piles of worthless junk.

Tactics: Melisine first attempts to divide and con-



quer the player characters, trying to separate them with a *wall of fire*, then using her *wand of magic missiles* and *lightning bolt* spells to attack the weaker members of the group. She uses her *ring of blinking* to maneuver out of trouble if necessary, falling back behind one of the three spires in the room to provide her with soft cover (the player characters may do likewise).

Melisine d'Aurielle, female human Sor8: CR 9; Medium Humanoid (human); HD 8d4; hp 26; Init +7; Spd 20 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +5; Atk +2 *dagger* +6 melee (1d4) or +2 *dagger* +9 ranged (1d4, 10 ft.); Full Atk +2 *dagger* +6 melee (1d4) or +2 *dagger* +9 ranged (1d4, 10 ft.); Space/Reach 5 ft./5 ft.; AL NG; SV Fort +2, Ref +5, Will +5; Str 11, Dex 17, Con 10, Int 19, Wis 9, Cha 18.

Languages Spoken: Common, Draconic, Elven (High), Infernal, Undercommon.

Skills and Feats: Bluff +11, Concentration +10, Craft (alchemy) +14, Diplomacy +10, Gather Information +8, Knowledge (arcana) +14, Profession (scribe) +4, Spellcraft +16, Spot +3; Combat Casting, Empower Spell, Improved Initiative, Maximize Spell.

Sorcerer Spells Known (8/5/3/2/1; save DC 14 + spell level): 0—*arcane mark*, *detect poison*, *detect magic*, *light*, *message*, *open/close*, *ray of frost*, *read*

magic; 1st—*burning hands*, *cause fear*, *identify*, *magic missile*, *obscuring mist*; 2nd—*detect thought*, *locate object*, *invisibility*; 3rd—*fireball*, *lightning bolt*; 4th—*wall of fire*.

Sorcerer Spells per Day: 6/6/6/5/3.

Possessions: Amulet of natural armor +2, bracers of armor +4, ring of blinking, ring of regeneration, wand of magic missile (CL 9th, 16 charges), bejeweled silver tiara worth 2,700 gp.

Area 4-5 – Return of the Emerald Cobra (EL 11):

Read or paraphrase the following as the characters enter this area:

Torches flicker along the walls of this long, narrow, room, some thirty feet wide and eighty feet long. This room may have been a chapel at some point in the distant past, as pews line the left and right sides of the room. At the far end of the room is a raised dais; it appears as though an altar might have been there once, but rubble along the dais indicates that it has been ripped away.

Instead, atop the dais is a simple table, upon which sits a chessboard. Seated at the table and staring thoughtfully at the chessboard is a human-looking warrior, although even from where you stand, you can see the orange and black scales that run down his neck and up his massive forearms. He wears breastplate armor, which you recognize as being identical to that worn by statues of the Emerald Cobra. Upon seeing you, he gestures calmly, smiling patiently. "Come," he says. "Let us end this game."

This is Tlilcohuatl, a yuan-ti pureblood fighter and the imposter pretending to be the "true" Emerald Cobra. Tlilcohuatl is highly intelligent, charming, and a complete egomaniac. Ruthless and ambitious, he was attempting to stage a coup d'état in a province in his native yuan-ti homeland, and nearly succeeded ... but "nearly" meant failure. Only his noble heritage kept him from being executed; he was exiled to the Eztenqui Jungles for his crimes.

Remembering the legends of the Emerald Cobra, he and his exiled followers searched for – and found – the ruined pyramid of Xiuhcoatl, now inhabited by lizardfolk bandits. Convinced that he could resurrect the Emerald Cobra, he turned his attentions towards Voltigeur, where he found an all-too-willing partner in Melisine d'Aurielle. Able to get the staff containing the Emerald Cobra's life essence, he began plotting to resurrect his hero and to aspire to greatness. The raids on the merchant caravans leading to Voltigeur were the beginning; now he plans to attack and conquer the colonial town.

However, for all his recent achievements, Tlilcohuatl has been successful mostly due to luck, not skill. He sees himself as a grand conqueror, but in truth he has done little except discover a hidden cache of valuables and be a moderately successful commander of bandits. Still, he is utterly convinced that he is destined to be a conqueror whose name will be etched in history, and this unwavering belief – along with his charm and charisma – is why his minions follow him with such blind loyalty.

As the player characters enter, Tlilcohuatl will attempt to parley first, taking the time to brag of his successes and to let them know of his vast power. Assuming the characters bother to listen, he invites them to join his cause – on the condition that they kneel and swear fealty to him. Once the PCs attack, however, his arrogant charm vanishes.

The breastplate that Tlilcohuatl wears is called Itlapal, and is known locally as an artifact (though in truth this is not really the case). It is magical, and was, in fact, worn by the Emerald Cobra long ago. A successful Knowledge (local) check (DC 24) correctly identifies the breastplate, as well as its properties (described below).

Tactics: If attacked, Tlilcohuatl first challenges the player characters to a duel – their best warrior versus himself in single combat. This duel would be to the death, and the remaining PCs would agree to surrender to him immediately. (What the PCs choose to do in such a case, should this unlikely turn of events occur, is another matter altogether.) If the PCs attack him as a group, he immediately activates the *displacement* spell on his armor, and then fights to make a strategic withdrawal back to the entrance of the room. He will attempt to reach the yuan-ti abominations on the upper level of the pyramid (even though they may have already been destroyed by the player characters)

Tlilcohuatl, male yuan-ti pureblood Ftr4: CR 11; Medium Humanoid (reptilian); HD 4d8+4d10+8; hp 59; Init +7; Spd 20 ft.; AC 21, touch 14, flat-footed 18; Base Atk +8; Grp +12; Atk +2 *longsword* +15 melee (1d8+8/19-20) or +1 *dagger* +12 ranged (1d4+5/19-20, 10 ft.); Full Atk +2 *longsword* +15 melee (1d8+8/19-20) or +1 *dagger* +13 melee (1d4+5/19-20), or +1 *dagger* +12 ranged (1d4+5/19-20, 10 ft.); Space/Reach 5 ft./5 ft.; SQ Alternate form, darkvision 60 ft., detect poison, spell resistance 18; AL CE; SV Fort +7, Ref +8, Will +5; Str 19, Dex 16, Con 14, Int 17, Wis 10, Cha 18.

Languages Spoken: Common, Abyssal, Draconic, Undercommon.

Skills and Feats: Climb +5, Concentration +6,

Craft (weaponsmith) +8, Disguise +4, Handle Animal +8, Hide +3, Intimidate +10, Knowledge (history) +5, Listen +3, Ride +3, Spot +4; Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 *longsword*, +1 *dagger*, Itlapal (+2 *breastplate*, allows wearer to cast *displacement* on himself 1/day; spell effect lasts 1d4+1 rounds).

Area 4-6 – The False God (EL 10): Read or paraphrase the following:

This floor of this dank room, which is 30 feet wide and 40 feet long, is submerged under foul-smelling water, which reaches up to your ankles. Beneath the dirty water in the center of the room, you can see the outline of a seven-pointed star. The star, which apparently is made from some sort of gold leaf or tile, is almost twenty-five feet in diameter.

To your right, you see a hideous tentacled creature emerging from the shadows. A long horn juts out of the top of its frog-like head. It makes guttural, rumbling noises as it moves menacingly towards you.

The creature is a tentacled horror, which the lizardfolk and the tzopiloani have been worshipping as a god. The inphidians and the yuan-ti know of the true nature of the creature, but they have allowed the falsehood to remain alive. It helps to control the other reptile-men, and has proven an excellent method of disposing of captive merchants. So far only the powerful leaders have been allowed to see the tentacled horror in person, since it causes weaker viewers to go insane. But all the lizardfolk know that their god lives among them.

Tactics: The tentacled horror lashes out at the player characters with its tentacles, attempting to grapple and constrict whatever it can. The creature believes in its own godhood and will fight to the death.

Tentacled Horror: CR 10; Huge aberration; HD 12d8+60; hp 120; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk +9; Grp +23; Atk Tentacle +14 melee (1d8+7); Full Atk 4 tentacles +14 melee (1d8+7) and bite +12 melee (3d6+3); Space/Reach 15 ft./15 ft.; SA Constrict 1d8+7, improved grab; SQ Aura of insanity, darkvision 60 ft., horn, regeneration 5 (fire and cold deal normal damage), spell resistance 19, resistance to acid 10, tremorsense 30 ft.; AL CE; SV Fort +9, Ref +6, Will +13; Str 24, Dex 10, Con 21, Int 14, Wis 16, Cha 18.

Skills and Feats: Bluff +12, Intimidate +16, Knowledge (arcana) +12, Listen +13, Sense Motive

+13, Spot +13, Cleave, Iron Will, Lightning Reflexes, Multiattack, Power Attack.

SQ – Aura of Insanity: Creatures with less than 6 HD must make a Will save (DC 20) or be affected as if by an *insanity* spell (caster level 12th). Creatures of 2 HD or less that fail are also compelled to worship the tentacled horror as a god (as if affected by a *charm* spell, caster level 12th). Only *restoration*, *greater restoration*, *miracle*, or *wish* spells can restore sanity to one driven insane.

SQ – Horn: If horn is removed, creature loses regeneration abilities; also suffers –6 penalties to Strength and Constitution unless horn is reattached. Horn has AC 20, hardness 10, 20 hp; cannot be removed unless creature is helpless. Horn can be removed with successful Strength check (DC 40) or 10 point of damage.

Optional Ending

Observant players will remember that the statue holding the staff in area 1-3 had placed the staff in the center of a seven-pointed star, identical to the golden star in the center of this room. (The GM may allow an Intelligence check of DC 30 to help remind them, if so desired.) The star in the center of this area has a small hole in its center, just big enough to fit the staff, which contains the Emerald Cobra's life essence. The yuan-ti know of this fact, but have not yet taken action on it because they want to be more prepared before summoning back the true spirit of the Emerald Cobra.

At the GM's discretion, if the characters place the staff in this opening, feel free to read or paraphrase the following:

As you place the staff at the center of the star, the diamond in the staff begins to glow. The light emanating from the gemstone is blinding. Mist begins to swirl at your feet. Within the gemstone, you see the form of a serpent, green as jade, begin to writhe and glow. Abruptly, the diamond shatters into a thousand pieces! As the light and the mist begins to fade away, you hear ominous chuckling, as though an evil most foul had returned from the dead ...

Additionally, the GM may choose to have a panel in the floor open at this point as well, leading to a dark stairway leading downward. Perhaps the Emerald Cobra was reborn; perhaps not. Either way, there may be evil lurking in further lower levels of the yuan-ti's pyramid...

Rewards

Reward experience normally for combat and traps in this adventure. In addition, you may elect to award

bonus XP to the party for exceptional action and heroic accomplishments. Use the list below as a guideline for awarding bonus experience points.

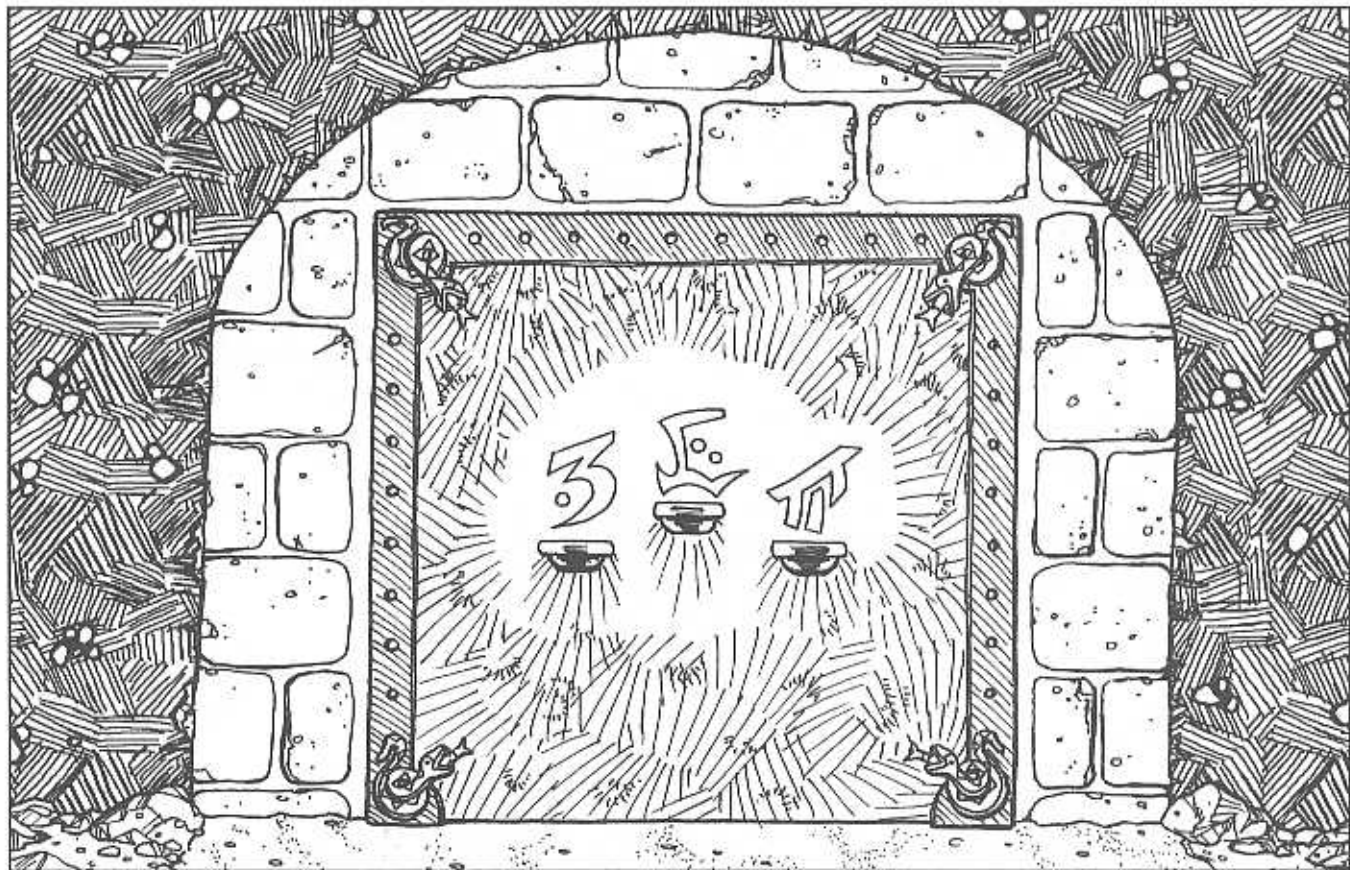
Recognizing the false puzzle (area 1-2)	250 XP
Returning stolen trade goods to Voltigeur	GP/10
Solving the logic puzzle (area 1-11)	250 XP
Solving the name puzzle (area 3-1)	500 XP
Rescuing the dwarven captives	500 XP
Returning the Emerald Cobra's artifacts to Voltigeur (staff, armor, and sword)	3,000 XP
Capturing Melisine d'Aurielle alive	1,000 XP
Capturing Tlilcohuatl alive	3,000 XP

Further Adventures

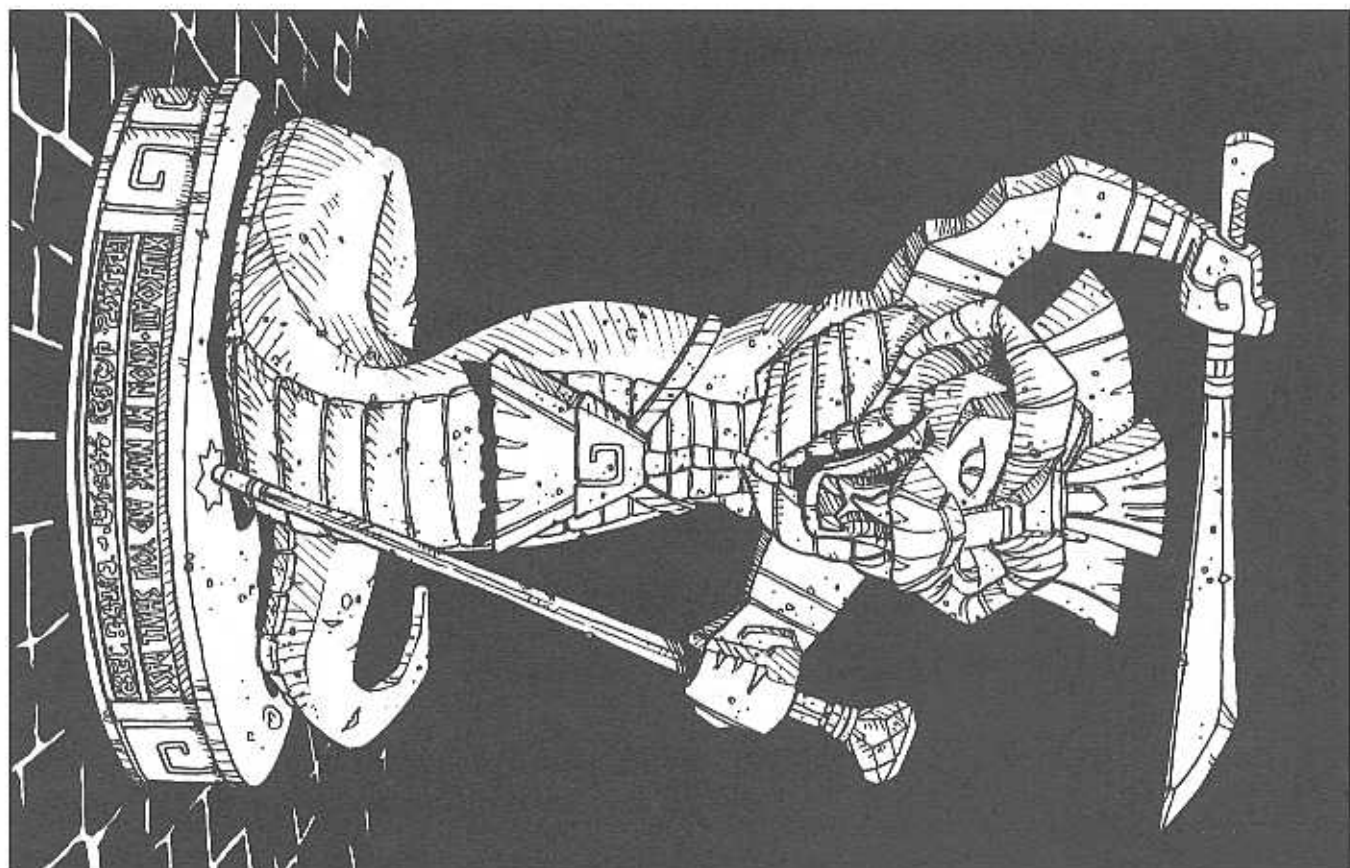
In addition to the potential adventure options given in area 4-6, here are some additional ideas for further adventures:

- It is revealed that Tlilcohuatl was, in fact, serving other more powerful yuan-ti from his homeland. The yuan-ti are preparing to invade the islands of the Eztenqui Jungles once more. At the behest of the Ciestine government, the player characters agree to travel to the homeland of the yuan-ti, and learn what they can about this potential invasion.
- The strange magical equipment found amongst the yuan-ti's forces turns out to be part of long-forgotten experiments conducted by a half-dragon wizard. While the various books and notebooks kept by Melisine d'Aurielle do not accurately detail how to conduct those experiments, they do show the location of the half-dragon's citadel, located in a desert just a few days' sail from Voltigeur...
- Melisine d'Aurielle's descent from good to evil was no accident – someone twisted the sorceress' mind with powerful magic. But who? Melisine's father, a powerful Ciestine nobleman, wants to know who corrupted his daughter, and pays the PCs to find out. It turns out that the sorceress had a lot of enemies in Voltigeur...
- Many local merchants have become highly impressed with the exploits of the player characters. Rumor has long held that a shorter trade route between Voltigeur and the kingdom of Cieste exists; however, this "golden passage" is thought to be filled with giant kraken and sahuagin raiders. Confident in the abilities of the PCs, though, the merchants' guild of Voltigeur offers the players a handsome sum to lead a small fleet though this "golden passage" back to Cieste.

Players' Handout A



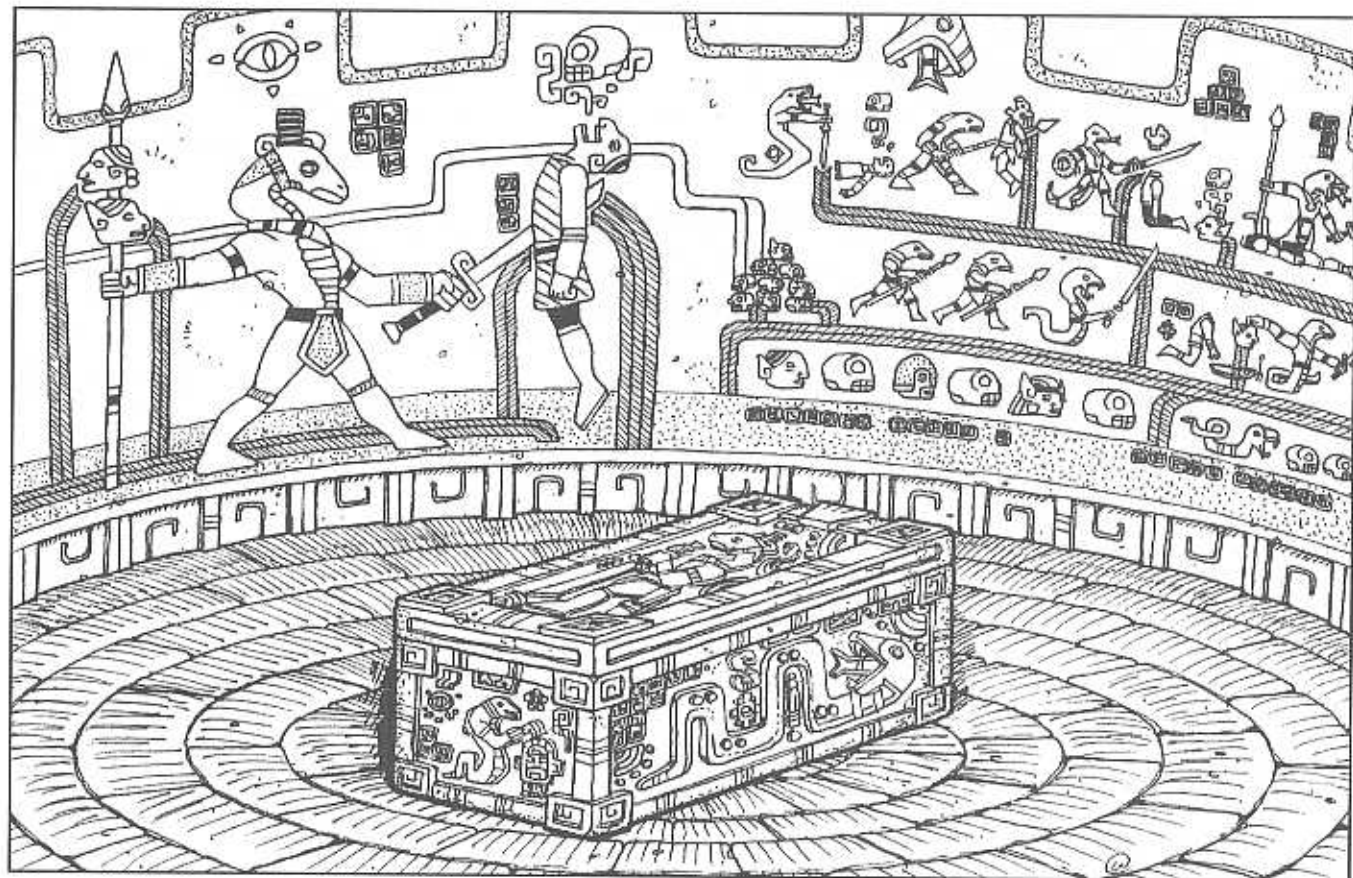
Players' Handout B

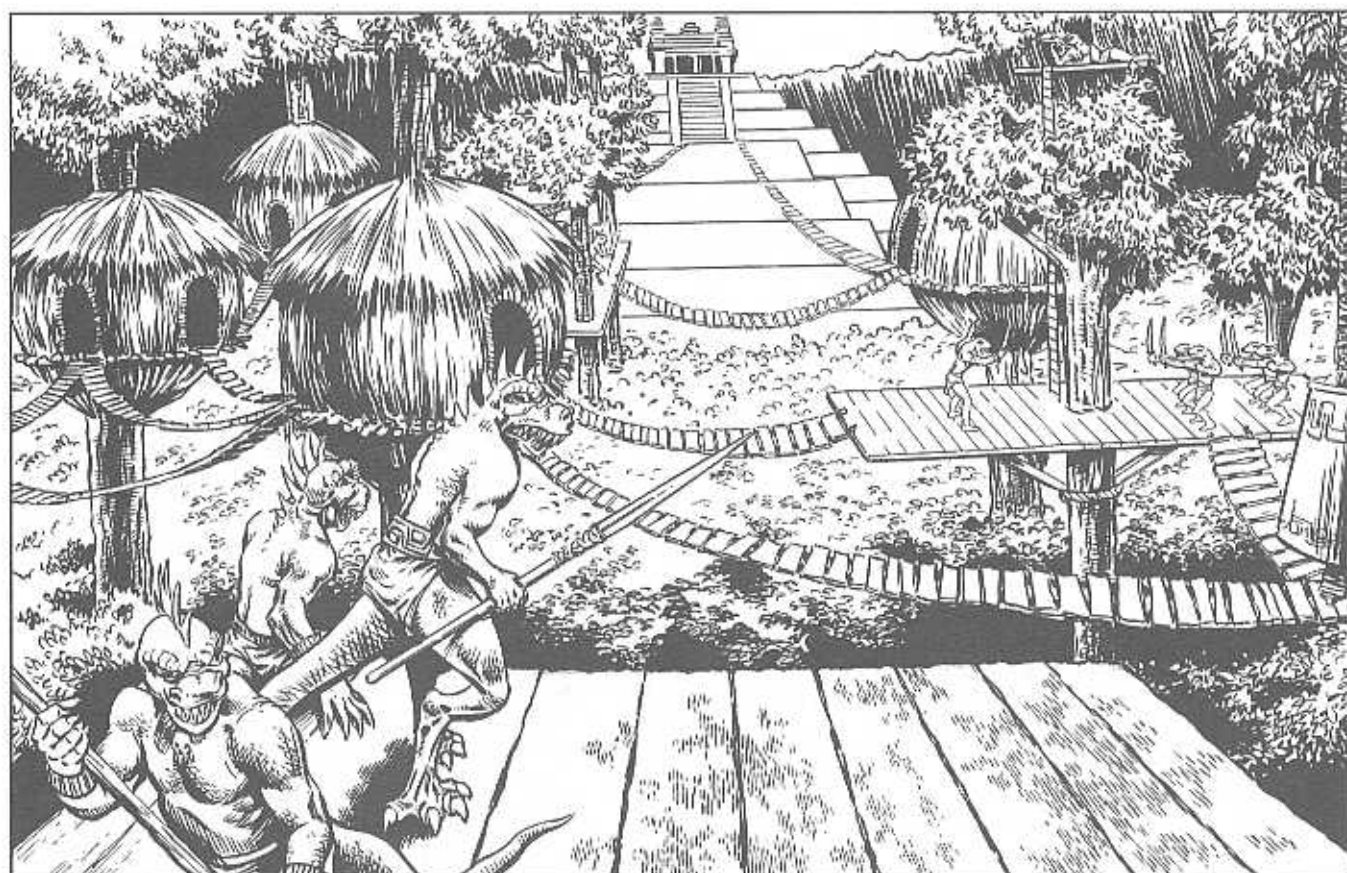
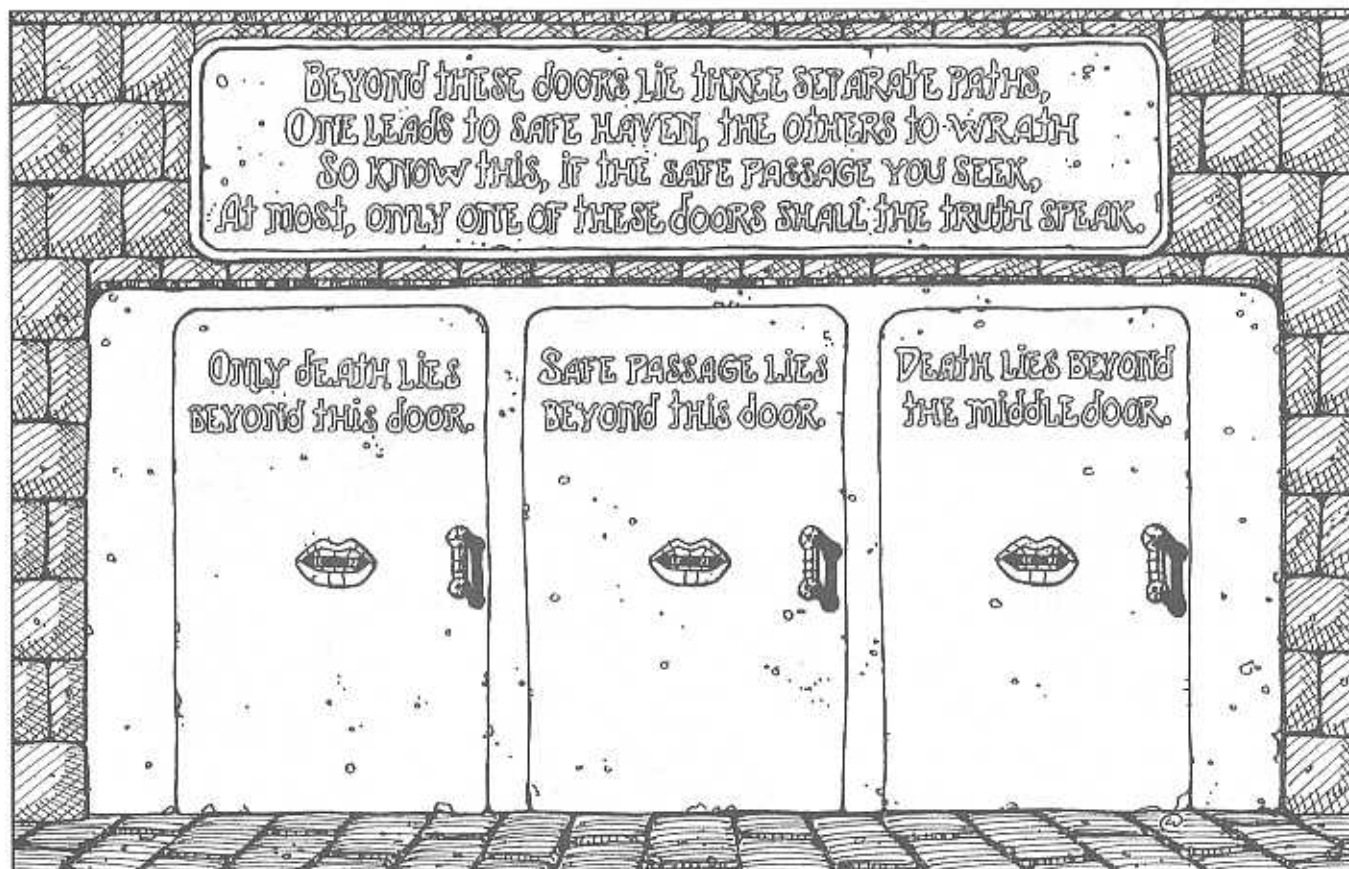


Players' Handout D

Tilicohuatl, my darling
 Another successful raid
 Planned—those cowardly mercenaries
 would! 'Twas such joy to see
 soon they will know the name
 the lizard folk grow restless
 wretched shaman speak
 are such ignorant savages
 confident that they can walk on a
 know victory is at hand, and the
 secrets of power are so close
 success will be ours
 Yours, now and
 Melis

Players' Handout C





Players' Handout H

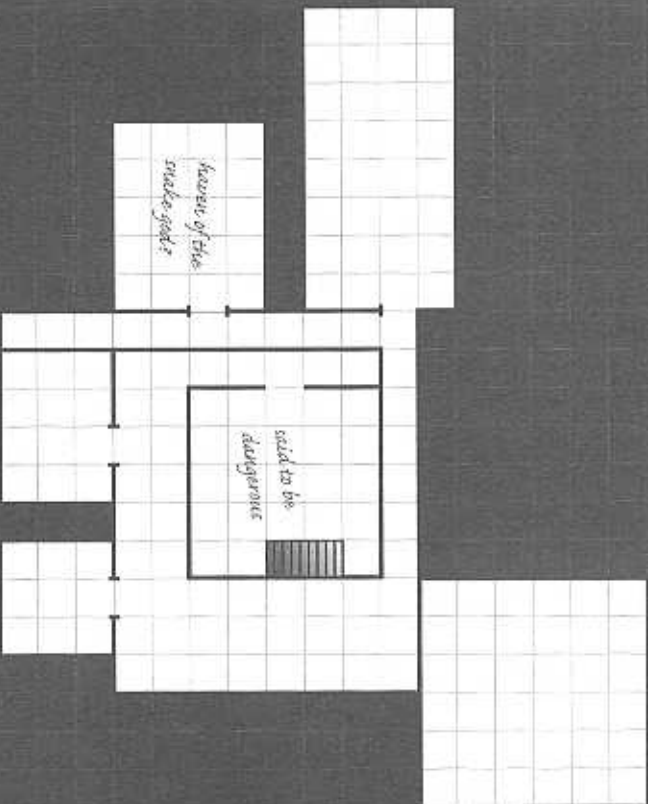
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West side of room
(characters enter on this side)

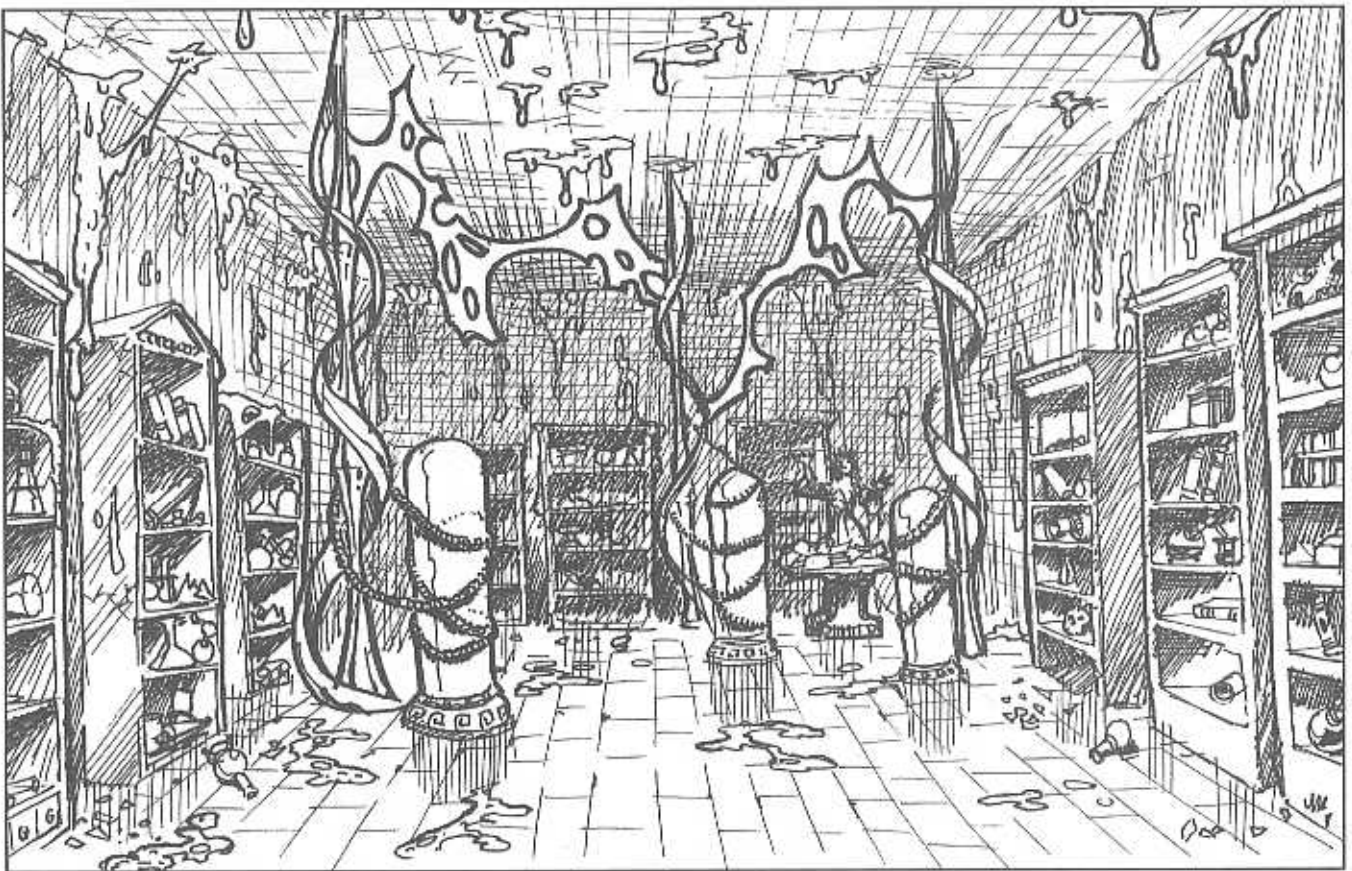
Players' Handout G



Players' Handout I



Players' Handout J



Appendix 2: New Monsters

This adventure includes a number of new reptilian-themed monsters. Three of them are wholly new creatures, while the cobra-back inphidian, sepia snake, and tentacled horror come from Necromancer Games' *Tome of Horrors II*. For more information on this great collection of monsters, visit www.necromancergames.com.

INPHIDIAN, COBRA-BACK

Medium Monstrous Humanoid (Reptilian)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
BAB/Grapple:	+5/+8
Attack:	Snake-hand bite +8 melee (1d4+3 plus poison) or +8 ranged touch (poison)
Full Attack:	2 snake-hand bites +8 melee (1d4+3 plus poison) or +8 ranged touch (poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spit poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +7, Will +5
Abilities:	Str 16, Dex 16, Con 15, Int 12, Wis 12, Cha 12
Skills:	Jump +9, Listen +9, Move Silently +6, Search +4, Spot +9
Feats:	Alertness, Weapon Focus (snake-hand)
Environment:	Warm forests and plains
Organization:	Solitary or troupe (1 cobra-back plus 3-5 common inphidians)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+4

The most noticeable feature of this monster is its hands – where they should be, they are not. Its muscular arms end in viper heads, complete with fangs and forked tongue. This humanoid creature is covered in blue-green scales, and its head is serpent-like. A mass of scaled flesh lies folded against the back of its neck.

Cobra-backs are a race of inphidian bred for combat and they relish the savagery of such events.

Cobra-backs stand just over 6 feet tall with a large flap of skin (known as the hood) that runs the length of their

neck/spine. Their eyes are crimson, and like their brethren, their hands are viper heads complete with sharpened fangs that secrete a virulent poison. When threatened or enraged, the hood of the cobra-back fans open just like that of a true cobra.

COMBAT

Cobra-backs are extremely aggressive and usually attack opponents on sight. Though they are excellent at moving undetected and concealing their presence, they prefer a straight-ahead fight rather than one that relies on trickery and sneaking about.

A cobra-back opens combat by spraying its poison at an opponent before moving into melee where it bites with its snake-hands.

Poison (Ex): The save DC includes a +2 racial bonus.

Cobra-back Inphidian Poison: Injury, Fortitude DC 16 negates, initial and secondary damage 1d6 Strength.

Spit Poison (Ex): As a standard action, a cobra-back can spit a line of poison from its mouth at an opponent up to 20 feet away. The inphidian must succeed on a ranged touch attack. This stream deals poison damage as above and can be used once every 1d4 rounds.



NECOCTENE

	Huge Animal
Hit Dice:	7d8+7 (38 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), climb 30 ft.
AC:	15 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
BAB/Grapple:	+3/+20
Attack:	Bite +10 melee (2d6+7 plus poison)
Full Attack:	2 bites +10 melee (2d6+7 plus poison)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict 2d6+7, improved grab, poison
Special Qualities:	Darkvision 60 ft., immunity to sonic, scent
Saves:	Fort +6, Ref +8, Will +3
Abilities:	Str 24, Dex 16, Con 12, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +15, Hide +5, Listen +3, Spot +9
Feats:	Alertness, Improved Initiative, Multiattack
Environment:	Warm forest or underground
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always neutral
Advancement:	8–11 HD (Huge); 12–18 HD (Gargantuan)
Level Adjustment:	–

Thought to be the result of a mad wizard's experiments, this gigantic two-headed snake resembles a cross between a king cobra and a giant python. Lurking in the darkest shadows of the jungle, this horrid creature is a predator to be feared.

The necoctene is an immense, two-headed poisonous snake that slithers through jungles trees and dank caves in search of prey. Both heads sprout from the neck where one head would be in a normal snake. These creatures normally have indigo scales with dark green markings, making them difficult to spot amidst the vines and trees of the jungle. Both heads possess the flared hoods of a cobra.

COMBAT

The necoctene usually hides near dark pathways surrounded by trees or vines. Using its natural coloration to blend in with its environment, the necoctene lies in wait, striking at any creature that may pass by. Once the two-headed monstrosity has sunk its venomous fangs into its victim, it then wraps around the paralyzed creature and crushes it with its powerful coils.

Necoctene are normally predators of opportunity and attack solitary creatures. However, they possess a spe-

cial bond with yuan-ti, and can be trained by yuan-ti to obey simple commands ("guard this door," "retrieve the sword," etc.), even if these commands run contrary to the giant snake's own survival.

Necoctene are deaf and automatically fail all Listen checks.

Constrict (Ex): On a successful grapple check, a necoctene deals 2d6+7 points of damage.

Poison (Ex): Bite, Fortitude DC 14, initial damage 1d6 Con, secondary damage 2d6 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, the necoctene 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 the creature wins the grapple check, it establishes a hold and can constrict. Both heads can grapple independently – even if one is occupied with a grapple, the other can attack with a normal bite.

SEPIA SNAKE

	Huge Magical Beast
Hit Dice:	12d10+48 (114 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 50 ft. (good)
Armor Class:	21 (-2 size, +3 Dex, +10 natural), touch 11, flat-footed 18
BAB/Grapple:	+12/+27
Attack:	Bite +17 melee (1d8+7) or cocoon +13 ranged touch (cocoon, see text)
Full Attack:	Bite +17 melee (1d8+7) and tail sting +12 melee (1d8+3 plus poison) or cocoon +13 ranged touch (cocoon, see text)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Cocoon, constrict 1d8+10, gaze, improved grab, poison
Special Qualities:	Damage reduction 10/magic, dark-vision 100 ft., low-light vision
Saves:	Fort +12, Ref +11, Will +5
Abilities:	Str 24, Dex 16, Con 19, Int 4, Wis 13, Cha 19
Skills:	Listen +6, Move Silently +11, Spot +6
Feats:	Flyby Attack, Improved Initiative, Improved Poison, Power Attack, Skill Focus (Move Silently)
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	13-18 HD (Huge); 19-24 HD (Gargantuan)
Level Adjustment:	–

This creature resembles a muddy brown anaconda with two large, glowing yellow eyes set in its wide, triangular head. Strange symbols are etched on its dorsal side.

A sepia snake is an anaconda-like creature that grows to be up to 30 feet long and nearly two feet thick. Although this strange snake can fly, it has no wings and no apparent means of airborne travel. It has been said that to look into the eyes of the sepia snake is to look into one's own doom.

COMBAT

A sepia snake begins combat by using its gaze on what it believes to be its most dangerous opponents. In melee, a sepia snake tries to avoid direct combat, and usually remains airborne to keep out of danger. *Held*, cocooned, or otherwise incapacitated foes are poisoned to soften them up for consumption.

Cocoon (Su): Once per round (and no more than three times per day), a sepia snake can fire a line of sticky webbing at an opponent within 30 feet. This requires a ranged touch attack to hit. A creature struck is wrapped in the snake's webbing and must succeed on a DC 20 Fortitude save or be placed in a state of suspended animation as per the *sepia snake sigil* spell for 1d4+12 days. The save DC is Constitution-based.

In one round, a sepia snake can spit enough webbing to cover one Medium or smaller creature. For each size category larger than Medium, the snake must fire another line of webbing to completely encase an opponent. Victims not completely covered can break free in one round by making a successful DC 24 Strength check or DC 20 Escape Artist check. Each 5-foot section of webbing has 10 hit points. The check DCs are Constitution-based and the Strength check includes a +4 racial bonus.

A foe completely wrapped cannot break the webs and must rely on others to get free.

Constrict (Ex): On a successful grapple check, a sepia snake deals 1d8+10 points of damage.

Gaze (Su): Creatures within 30 feet and meeting the gaze of a sepia snake must succeed on a DC 20 Will save or take a -4 penalty on attack and weapon damage rolls, and ability checks and skill checks for one day. Whether the save succeeds or not, that creature cannot be affected again by the same sepia snake's gaze attack for one day. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a sepia snake must hit with its bite attack. It can then attempt a grapple check 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): The tail sting of a sepia snake delivers a virulent poison. The save DC is Constitution-based.

Sepia Snake Poison: Injury, Fortitude DC 20 negates; initial damage paralysis for 2d4 rounds, secondary damage 1d2 points of Dexterity damage each round the opponent is paralyzed.

SHADUAR

Large Magical Beast

Hit Dice:	6d10+18 (51 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 40 ft.
AC:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
BAB/Grapple:	+6/+14
Attack:	Bite +9 melee (1d8+2 plus poison)
Full Attack:	Bite +9 melee (1d8+2 plus poison) and 4 claws +4 melee (1d4+2 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +8, Ref +9, Will +3
Abilities:	Str 18, Dex 14, Con 16, Int 5, Wis 12, Cha 8
Skills:	Climb +6, Hide +3, Move Silently +7, Spot +2
Feats:	Alertness, Dodge, Track
Environment:	Warm forest
Organization:	Solitary, pair, or pack (3-8)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	-

A reptilian beast resembling a giant cat with green and gold scales, this creature lurks in the jungle treetops, waiting to pounce upon fresh prey.

The shaduar is a lean, muscular creature that looks like a reptilian version of a cheetah or tiger. Although comfortable stalking prey upon the ground, shaduars prefer to use their climbing abilities to live in the highest trees of the jungle, where they make their lairs and do the majority of their hunting. While not particularly clever creatures, some shaduars can be trained by lizardfolk or other intelligent reptilian humanoids to obey simple commands and attack enemies.

COMBAT

Untrained shaduars typically hunt in pairs, preferring to attack single opponents by ambushing them. A pack of shaduars may be more ambitious, but only when they feel that they have strength in numbers. Trained shad-



uars are taught to kill on command, and to protect the lives and property of the masters, even at the cost of their own lives.

Poison (Ex): Injury, Fortitude DC 17, initial damage and secondary damage 1d8 Con. The save DC is Constitution-based.

TENTACLED HORROR

Huge Aberration

Hit Dice: 12d8+60 (114 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 22 (-2 size, +14 natural), touch 10, flat-footed 22
BAB/Grapple: +9/+23
Attack: Tentacle +14 (1d8+7)
Full Attack: 4 tentacles +14 melee (1d8+7) and bite +12 melee (3d6+3)
Space/Reach: 15 ft./15 ft.
Special Attacks: Constrict 1d8+7, improved grab
Special Qualities: Aura of insanity, darkvision 60 ft., horn, regeneration 5, SR 19, resistance to acid 10, tremorsense 30 ft.
Saves: Fort +9, Ref +6, Will +13
Abilities: Str 24, Dex 10, Con 21, Int 14, Wis 16, Cha 18
Skills: Bluff +12, Intimidate +16, Knowledge (arcana) +12, Listen +13, Sense Motive +13, Spot +13
Feats: Cleave, Iron Will, Lightning Reflexes, Multiattack, Power Attack
Environment: Underground
Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adjustment: –

This creature appears as a bloated humanoid with four flailing tentacles, a large head with gaping maw, and a

single large eye centered in its head. A large horn juts from the top of its head.

Ancient and evil, a tentacled horror is a monstrosity from the unknown depths of the earth. This monster is most often found inhabiting dungeons or ruins far from the reaches of civilization.

Exuding a foul oily slime wherever it goes, a tentacled horror has a powerful humanoid torso that ends in a thick slug-like foot. Sprouting from the torso are four whip-like tentacles tipped in cruel barbs. Most horrifying of all, however, is the face. A tentacled horror has a shapeless head with a single, huge, unblinking eye. The mouth of a tentacled horror is a yawning chasm of sharp teeth eager to sink into living flesh. Above the eye is a glistening black 2-foot long horn – the very source of the tentacled horror's power.

COMBAT

A tentacled horror attacks first with its tentacles, ripping and tearing at its opponent with the sharp barbs at the tip. Any grappled opponent is immediately bitten.

Constrict (Ex): A tentacled horror deals 1d8+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a tentacled horror must hit a creature of any size with a tentacle 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. A tentacled horror can make a bite attack each round against a grappled foe with a +4 bonus to its attack roll.

Aura of Insanity (Su): Creatures with less than 6 HD that view a tentacled horror must make a Will save (DC 20) or be affected as if by an *insanity* spell (caster level 12th). Creatures of 2 HD or less are not only driven mad, but also are compelled to worship the tentacled horror as a god (as if affected by a *charm person* spell, caster level 12th). The save DC is Charisma-based. Only a *restoration*, *greater restoration*, *miracle*, or *wish* spell can restore the mind of one driven insane by a tentacled horror.



TZOPILOANI

Medium Humanoid (Reptilian)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
AC:	16 (+1 Dex, +3 natural, +2 leather armor), touch 11, flat-footed 15
BAB/Grapple:	+2/+4
Attack:	Longsword +5 melee (1d8+2) or light crossbow +3 ranged (1d8/19–20)
Full Attack:	Longsword +5 melee (1d8+2) or bite +4 melee (1d4+2 plus poison) or light crossbow +3 ranged (1d8/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +4, Ref +2, Will +0
Abilities:	Str 15, Dex 12, Con 13, Int 7, Wis 9, Cha 8
Skills:	Climb +3, Hide +2, Listen +1, Move Silently +3
Feats:	Alertness, Weapon Focus (longsword)
Environment:	Warm forest or underground
Organization:	Solitary, gang (2–4), or band (5–50 plus 50% noncombatants plus 1 3rd-level tribe leader)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+3

Horn (Su): The source of a tentacled horror's power is its horn. If a tentacled horror's horn is removed, it loses its regeneration ability and suffers a -6 effective penalty to Strength and Constitution until its horn is reattached. The horn is AC 20, hardness 10, and has 20 hit points. A tentacled horror's horn cannot be removed unless it is helpless. It takes a successful Strength check (DC 40) or 10 points of damage to the horn to remove a tentacled horror's horn.

Regeneration (Su): Fire and cold deal normal damage to a tentacled horror. If a tentacled horror loses a limb or body part, the lost portion regrows in 2d6 minutes. The creature can reattach the severed member (including its horn) instantly by simply holding it to the stump. If it loses its horn, the tentacled horror cannot regenerate.

Tremorsense (Ex): A tentacled horror automatically ascertains the location of anything within 30 feet that is in contact with the ground.



Brutish and sadistic, these reptilian humanoids resemble primitive yuan-ti abominations, and are thought to be a more savage offshoot of that sinister race of creatures.

Native to jungle areas, tzopiloani are a race of lizard people with flat, snake-like heads and powerfully muscled bodies. Tzopiloani have poisonous fangs, but prefer to use longswords in combat. The bodies are covered with shimmering scales, ranging in color from dark indigo to bright red. While no one knows for sure, the tzopiloani are thought to be distantly related to the yuan-ti. The tzopiloani's complete subservience to the yuan-ti lends credence to this theory.

COMBAT

Tzopiloani, while not terribly intelligent, are cunning creatures and are able to employ simple strategies and tactics on their own. Under the guidance of more intelligent leadership, they can also carry out complex orders. However, they tend to be undisciplined fighters,

and when a battle turns against them, the tzopiloani usually resort to brute savagery instead of regimented fighting.

Poison (Ex): Bite, Fortitude DC 12, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

TZOPILOANI SOCIETY

Tzopiloani are essentially savages, leading primitive lifestyles in secluded areas of the jungle. They are suspicious and disdainful of nearly all other intelligent races, save for the yuan-ti. They can often be found in yuan-ti settlements as well; however, in these cases, it is nearly always as willing servants or slaves of the yuan-ti.

TZOPILOANI AS CHARACTERS

Most tzopiloani leaders are fighters or fighter/rogues. Tzopiloani clerics worship yuan-ti deities and can choose any two of the following domains: Chaos, Evil, Trickery, and War.

Tzopiloani characters possess the following racial traits:

- +4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.
- Medium size.
- A tzopiloani's base land speed is 30 feet.
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A tzopiloani begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.
- **Racial Skills:** A tzopiloani's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, and Move Silently.
- **Racial Feats:** A tzopiloani's humanoid levels give it two feats.
- +3 natural armor bonus.
- **Automatic Languages:** Common, Draconic. Bonus Languages: Elven, Orc.
- **Favored Class:** Fighter.
- Level adjustment +3.

Appendix 3: New Magic Items and Spells

The Book of Seven Serpents

The Book of Seven Serpents was originally the spellbook of the legendary yuan-ti wizard Tlaltecucti, a fearsome figure in yuan-ti history and grandfather to Xiuhcoatl, the Emerald Cobra. History notes that Tlaltecucti was stricken at an early age with an insatiable wanderlust, and spent many decades exploring the darkest, most sinister corners of the world, as well as many other dimensional planes of existence. Tlaltecucti was obsessed with the mystical arts that could make other races more like serpents, and sought this knowledge from many mystical teachers throughout time and space. It is said that Book of Seven Serpents represents the culmination of Tlaltecucti's travels and learnings regarding all things magic.

The Book of Seven Serpents is a massive tome, measuring two feet high and a foot wide, and is nearly six inches thick. The cover of the book is made from the hide and scales of an ancient white dragon; in the center of the cover is a small golden circle, comprised of seven intertwining snakes. The book is bound together with strong, thick golden hinges. Due to its unique construction and magical properties, this spell book is considered to be a magical item. It has acid, cold, and fire resistance 20, and is immune to damage caused by moisture, vermin, and molds.

All of the material (both magical and non-magical) that is contained within the Book of Seven Serpents is written in the Draconic language by Tlaltecucti's own hand. The pages of the Book of Seven Serpents are nearly transparent, and the tome is written in a bright red ink, making it extremely difficult to read. The five names of the former and current owners of the Book of Seven Serpents are all inscribed in blood inside the front cover of the book, beginning with Tlaltecucti; the most recent addition to the book is the name of Melisine d'Aurielle.

By inscribing one's name in blood inside the Book of Seven Serpents, a spellcaster can become the owner of the book, and gains certain magical abilities and advantages. A spellcaster who is considered to be the owner of the Book of Seven Serpents gains the following abilities, provided that the book is located within 10 feet of the owner.

- +1 to Intelligence
- +1 to all Will saves
- One additional 1st-level and 2nd-level arcane spell per day (maximum of two additional spells)
- Immunity to all charm spells
- Resistance 10 to all acid, cold, and fire attacks

The price for these magical gifts is the owner's hit

points; once the owner's name is inscribed within the tome in blood, the Book of Seven Serpents claims two hit points per day from its owner, always at dawn. Nothing short of a *wish* spell can keep the book from feeding on its owner in this manner.

Only a wizard or sorcerer may inscribe their name inside this book; all other character classes are unable to do so, and receive no benefits whatsoever from possessing the book. A character may not become the new owner of the Book of Seven Serpents until its current or previous owner is dead.

The Book of Seven Serpents contains the following spells. Most of these spells are standard; however, four of them are unique spells, devised by Tlaltecucti and found only in the Book of Seven Serpents. These spells are *coil*, *gaze of the basilisk*, *shed form*, and *strike of the cobra*. Additionally, the book also contains many notes and ideas regarding the transformation of "ordinary" serpent creatures (such as lizardfolk) into powerful augmented warriors. Ideally, these warriors would possess the powers and abilities of more powerful serpent creatures such as dragons, basilisks, and the like. Based on reading these notes in the Book of Seven Serpents, one would be led to believe that these experiments were wildly successful. However, in truth, these ideas amount to little more than random thoughts and comments on some rough experiments that, in fact, never amounted to anything (which is why Melusine's attempts to re-create Tlaltecucti's experiments have also proven quite unsuccessful).

The spells contained in the Book of Seven Serpents are:

0 – *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*

1st-level – *alarm*, *cause fear*, *disguise self*, *enlarge person*, *hold portal*, *mage armor*, *magic missile*, *shield*, *true strike*

2nd-level – *alter self*, *cat's grace*, *detect thoughts*, *invisibility*, *locate object*, *misdirection*, *spider climb*

3rd-level – *dispel magic*, *displacement*, *fireball*, *haste*, *wind wall*

4th-level – *coil*, *confusion*, *dimension door*, *phantasmal killer*, *polymorph*, *strike of the cobra*

5th-level – *dominate person*, *gaze of the basilisk*, *mirage arcane*, *permanency*, *teleport*

6th-level – *chain lightning*, *disintegrate*, *legend lore*, *true seeing*

7th-level – *delayed blast fireball*, *forcecage*, *shed form*

New Spells

COIL

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes the arms of any humanoid creature touched by the spellcaster to become long, powerful and flexible, effectively able to act with the constricting power of an anaconda or other large constricting snake. For the duration of the spell, the affected creature gains these benefits:

- An effective Strength of 22 for all unarmed and grappling attacks. Creatures that already have a Strength higher than 22 do not have their Strength reduced.
- The benefits of the Improved Grapple feat (if they do not already possess it).
- An additional +10 competence bonus to all grapple attacks.
- A reach of 15 feet.
- A constrict attack. With a successful grapple check on an opponent, this constrict attack deals 1d6 points of damage, modified by Strength (generally totaling 1d6+6 unless the target had a Strength above 22 before the spell was cast).

Any grapple instituted under the effect of this spell is automatically lost when the spell wears off. This spell has no effect on non-humanoid creatures or humanoid creatures without arms.

Material Component: The shed skin of a large constrictor snake, such as an anaconda, boa constrictor, or python.

GAZE OF THE BASILISK

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

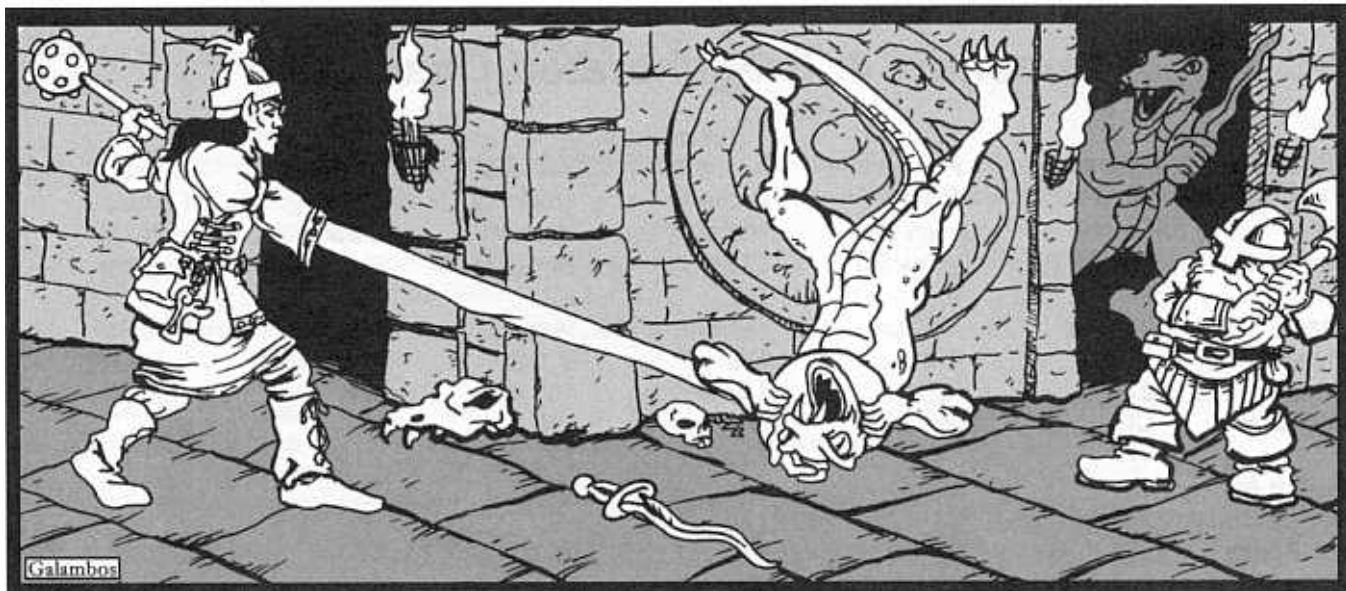
Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes



This spell allows the caster to transform a creature into an immobile stone statue. While transformed, the affected creature is not dead, but cannot move and may take no actions.

Unlike a *flesh to stone* spell, this transformation is only temporary. However, the transformed statue is relatively brittle – it only has a Break DC of 25, hardness of 7, and 50 hp, regardless of the size of the original creature, and regardless of the original creature's AC and hit points. If the statue is completely destroyed before the effect of the spell wears off, the affected creature is permanently destroyed. However, if the statue is not completely destroyed, the affected creature is transformed back to its original form fully healed with its maximum hit points, even if it was injured or wounded prior to being affected by the *gaze of the basilisk* spell.

Only creatures that can see seen by the caster may be affected by this spell. Only living creatures made of flesh and blood are affected by this spell.

Material Component: A piece of a basilisk's egg.

SHED FORM

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Duration: Instantaneous

This spell allows the caster to completely and permanently transform his external appearance. When this spell is cast, the flesh and the old appearance of the caster is peeled away in a manner similar to the way a snake sheds its skin. Revealed beneath the old flesh is new, rejuvenated flesh, which has the appearance of whatever the caster desires. The caster cannot change sex, nor race (for example, a male elf wizard cannot

shed form and gain the appearance of a female human); additionally, the caster's new form must be within a foot of the original form's height, and within fifty pounds of the original form's weight. However, from within those parameters, the caster can permanently change his physical appearance to anything desired.

In addition to gaining a new appearance, the caster is restored to his full hit points, if injured. The caster temporarily loses 1d4 points of Constitution immediately following the transformation, but these points are regained at the normal rate of 1 per day.

Material Component: The finger bone of a doppelganger.

STRIKE OF THE COBRA

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the affected creature with supreme confidence in its combat abilities. While affected by the spell, the creature gains a +30 bonus to its initiative count on the following round. (If the creature still has an activation between now and the next round, it does not gain the benefits of this spell on this activation; it must wait until the next round.) On the round when it receives the initiative bonus, the creature gains a +30 bonus to all attack rolls. Damage is calculated as it would be normally. Once the spell wears off, the affected creature returns to its old initiative count, and is considered fatigued for one round.

Appendix 4: Pregenerated Characters

Basic Stats						
Character	Dryvaine	Phelan Kell	Aestrava	Terhelic	Virostahd	Nyssa
Sex	Male	Male	Female	Male	Male	Female
Race	Human	High Elf	Human	Human	Dwarf	Half-Elf
Class/Level	Ranger 8	Wizard 8	Cleric 7	Rogue7	Fighter 6	Sorcerer 6
CR	9	9	8	8	7	7
Size	Medium	Medium	Medium	Medium	Medium	Medium
Height	6' 4"	4' 10"	5' 9"	5' 10"	4' 5"	5' 5"
Weight	220 lb.	95 lb.	120 lb.	160 lb.	140 lb.	103 lb.
Alignment	CG	NG	LN	CN	NG	NG
AC	17	14	18	19	20	14
Touch AC	12	12	11	13	12	11
Flat-footed AC	15	13	17	19	18	13
Hit Points	63	31	38	28	61	37
Speed	20 ft.	20 ft.	20 ft.	20 ft.	20 ft.	20 ft.
Initiative	+6	+4	+7	+2	+2	+1
Strength	17	14	13	14	18	13
Dexterity	15	18	16	17	14	12
Constitution	13	12	10	10	16	16
Intelligence	11	19	11	16	11	18
Wisdom	15	13	17	13	13	14
Charisma	14	13	13	13	11	13
Fort Save	+7	+3	+5	+2	+9	+8
Ref Save	+8	+6	+5	+8	+3	+6
Will Save	+4	+7	+10	+3	+2	+10
Armor	+2 studded leather armor +1 bracers of armor	+1 ring of protection, steel shield	+1 chainmail armor, +1 light steel shield	+2 leather armor, buckler	+1 scale mail armor, +2 light steel shield	+3 ring of protection
Spells Per Day	-/2/1	4/5/4/4/3 +1/1+1	6/5+1/4+1/3	None	None	6/7/5/3
Melee Bonus	+9	+0	+2	+6	+10	+4
Ranged Bonus	+7	+2	+0	+5	+7	-2
Damage Mod.	+3	+2	+1	+4	+8	+1
BAB	+8	+4	+0	+4	+5	+3
Grapple	+11	+6	+1	+6	+9	+4

Domains & Spellbooks

Phelan Kell	0—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1—alarm, burning hands, charm person, comprehend languages, hold portal, identify, magic missile, sleep; 2—bear's endurance, bull's strength, fog cloud, mirror image; 3—fireball, haste, lightning bolt, tongues; 4—confusion, fire shield, greater invisibility, wall of ice.
Aestrava	Law, Knowledge
Nyssa	0—arcane mark, detect magic, detect poison, flare, message, open/close, read magic; 1—detect secret doors, hold portal, magic missile, shield; 2—invisibility, web; 3—lightning bolt.

Skills & Feats

	Skills	Feats
Dryvainne	Climb +3, Concentration +6, Craft (bowmaking) +2, Handle Animal +5, Heal +4, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (local) +3, Knowledge (nature) +6, Listen +8, Move Silently +3, Ride +4, Search +9, Spot +8, Survival +8, Swim +1, Use Rope +7	Animal Affinity, Endurance, Improved Initiative, Power Attack, Track, Weapon Focus (longsword)
Phelan Kell	Concentration +11, Craft (alchemy) +8, Decipher Script +10, Knowledge (arcana) +12, Knowledge (local) +11, Knowledge (nobility and royalty) +9, Knowledge (history) +10, Profession (scribe) +5, Spellcraft +14	Combat Casting, Craft Wondrous Item, Extend Spell, Maximize Spell, Scribe Scroll
Aestrava	Concentration +9, Diplomacy +4, Heal +6, Knowledge (arcana) +3, Knowledge (religion) +5, Knowledge (the planes) +1, Spellcraft +6	Extra Turning, Improved Initiative, Improved Turning, Iron Will
Terhelic	Appraise +6, Balance +7, Bluff +4, Climb +2, Craft (trapmaking) +3, Diplomacy +7, Disable Device +10, Disguise +5, Escape Artist +5, Forgery +6, Gather Information +4, Hide +14, Intimidate +4, Knowledge (local) +6, Listen +7, Move Silently +9, Open Lock +14, Perform (sing) +1, Profession (bookkeeper) +4, Search +12, Sense Motive +9, Sleight of Hand +8, Spot +10, Tumble +6, Use Magic Device +7, Use Rope +8	Agile, Deft Hands, Nimble Fingers, Improved Initiative
Virostahd	Climb +3, Craft (weaponsmithing) +2, Intimidate +6, Ride +2	Weapon Finesse, Toughness, Weapon Specialization (battleaxe), Greater Weapon Specialization (battleaxe), Great Fortitude
Nyssa	Bluff +11, Concentration +11, Craft (alchemy) +11, Knowledge (arcane) +12, Knowledge (nature) +6, Search +9, Spellcraft +17	Combat Casting, Heighten Spell, Magical Aptitude

Special Qualities

Dryvainne	Wild empathy, favored enemy: humanoids (goblinoid) (+2), favored enemy: humanoids (reptilian) (+4), Two-Weapon Fighting, Improved Two-Weapon Fighting, woodland stride, swift tracker
Phelan Kell	Low-light vision, racial bonuses, summon familiar
Aestrava	Turn undead, Deity: Autonn (lawful neutral; Law, Knowledge, Death, Luck), Domains: Law, Knowledge
Terhelic	Trapfinding, evasion, trap sense, +2 bonus to Reflex and AC vs. traps, uncanny dodge, sneak attack (+4d6)
Virostahd	Stonecutting; +2 to notice unusual stonework, darkvision 60ft., racial bonuses.
Nyssa	Low-light vision, racial bonuses.

Weapons & Equipment

	Weapons	Magic Items	Other Items
Dryvaine	+2 <i>longsword</i> , +1 <i>composite longbow</i> (+2 Str bonus), masterwork longsword, masterwork dagger, 40 arrows (normal), 10 arrows (silvered)	<i>Potion of bull's strength</i> , <i>potion of darkvision</i> , <i>potion of speak with animals</i>	Backpack with waterskin, one weeks' trail rations, bullseye lantern, small steel mirror, 4 flasks of oil, bedroll, sack, and flint and steel
Phelan Kell	+1 <i>quarterstaff</i> , masterwork light crossbow, 20 crossbow bolts	<i>Boots of elvenkind</i> , <i>wand of acid arrow</i> (12 charges)	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, 20 pages of parchment, ink, ink pen, spell component pouch, and spellbook
Aestrava	+1 <i>longsword</i> , +1 <i>short sword</i> , +1 <i>hand crossbow</i> , 20 hand crossbow bolts	<i>Potion of cure serious wounds</i> , <i>potion of lesser restoration</i> , <i>ring of evasion</i>	Backpack with waterskin, one week's trail rations, hooded lantern, small steel mirror, 4 flasks of oil, bedroll, sack, flint and steel, and silver holy symbol of Autonn
Terhelic	+2 <i>rapier</i> , +1 <i>dagger</i> , masterwork short bow, 20 arrows (normal), 10 arrows (silvered)	<i>Amulet of natural armor</i> +1, <i>potion of cure light wounds</i>	Backpack with waterskin, one week's trail rations, hooded lantern, 4 flasks of oil, bedroll, sack, flint and steel, and thieves' tools
Virostahd	+1 <i>battleaxe</i> , +1 <i>dagger</i> , masterwork light crossbow, 20 crossbow bolts	<i>Amulet of mighty fists</i> +1, <i>potion of resist energy</i> (fire 20)	Backpack with waterskin, one week's trail rations, spyglass, bedroll, sack, and flint and steel
Nyssa	+1 <i>shortspear</i> , masterwork dagger, masterwork light crossbow, 20 crossbow bolts	<i>Cloak of resistance</i> +3, <i>dust of disappearance</i> , <i>potion of delay poison</i>	Backpack with waterskin, one week's trail rations, hooded lantern, 2 flasks of oil, bedroll, sack, flint and steel, and spell component pouch

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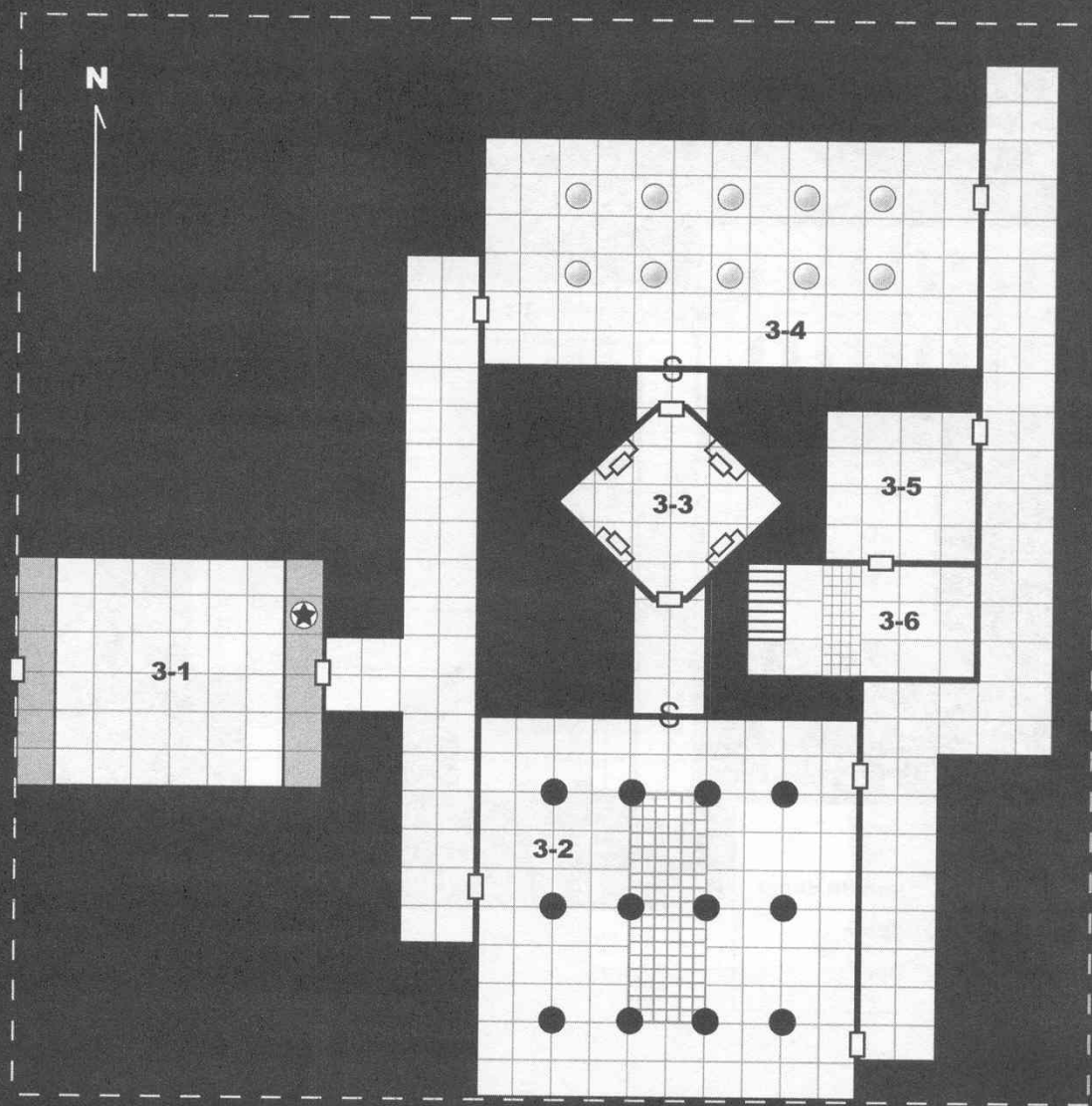
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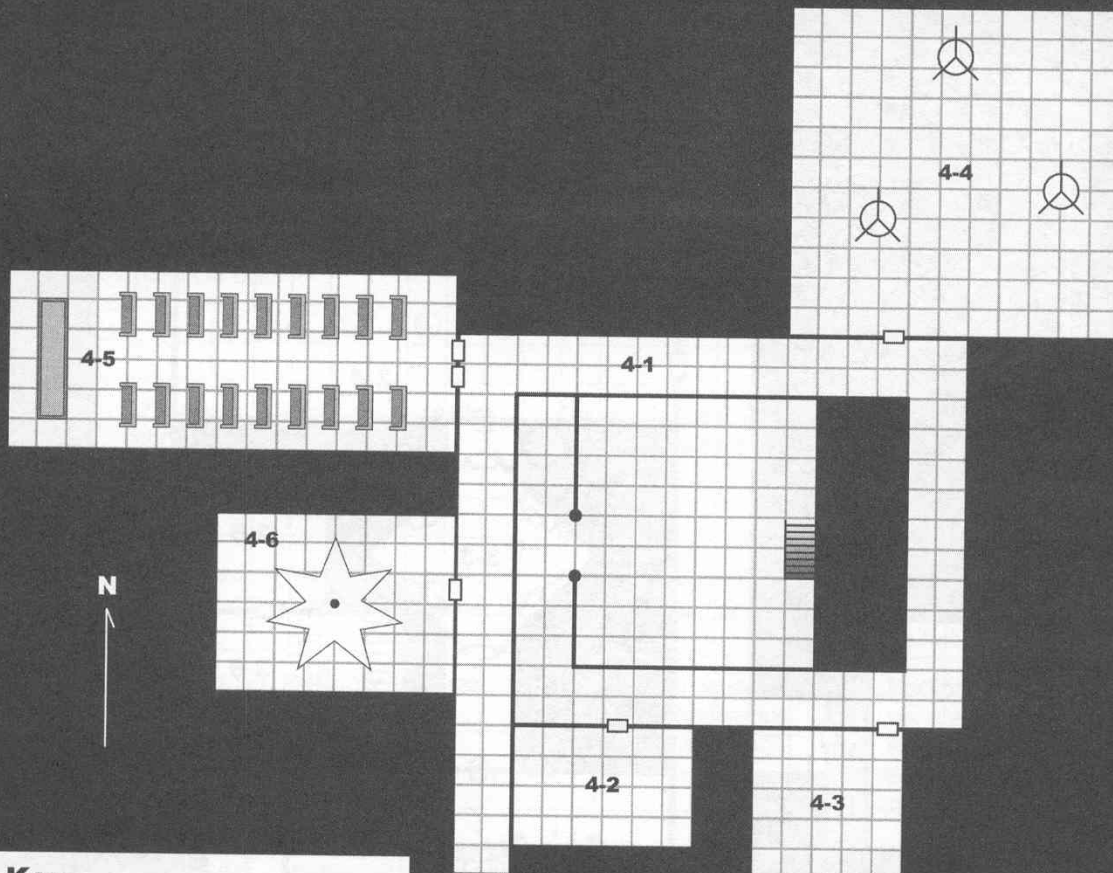
Part 3: Pyramid of the Emerald Cobra, Upper Level



Key

- | | |
|--|--|
|  Ledge |  Trapped area |
|  Statue |  Glass cylinder |
|  Stone pillar |  Outer pyramid wall |

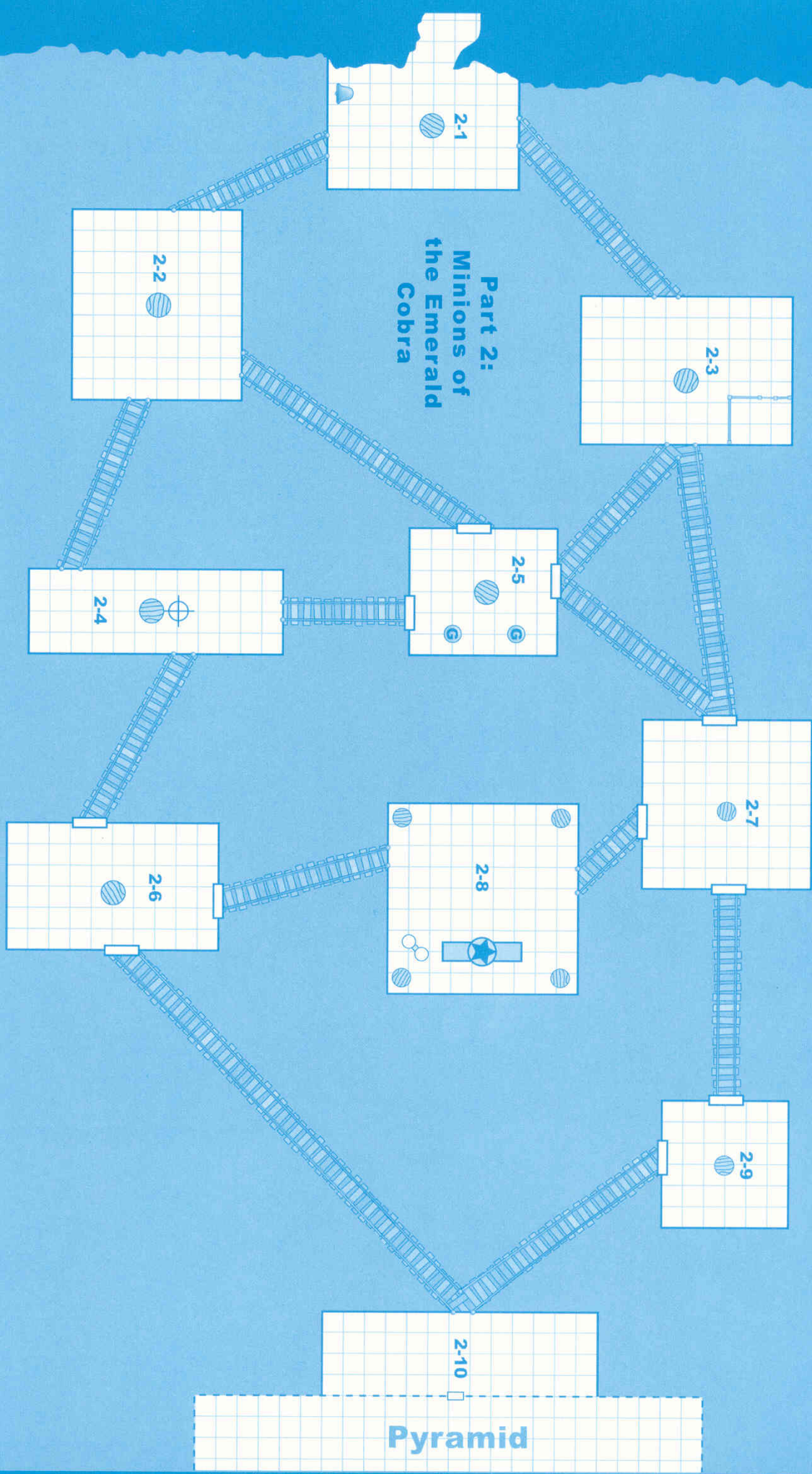
Part 4: Pyramid of the Emerald Cobra, Lower Level



Key



Part 2: Minions of the Emerald Cobra

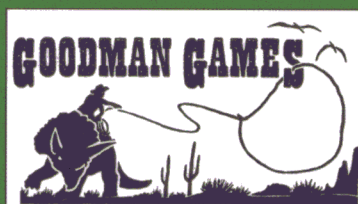


Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.



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- Dave Arneson's Blackmoor
- Blackmoor: The Redwood Scar
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- Underdark Adventure Guide
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