

# **Where The Teak Snakes Slither**

**A One-Round AD&D<sup>®</sup> Living City Adventure**

**By Jean Rabe**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

|         |                    |
|---------|--------------------|
| Tier 1: | Total levels 4-13  |
| Tier 2: | Total levels 14-25 |
| Tier 3: | Total levels 26-37 |
| Tier 4: | Total levels 38+   |

## DM™ Background

This adventure will take the player characters far from the environs of RAVENS BLUFF, the Living City. It will spirit them away to the Land of Fate.

The action begins when one of the PCs inherits an ancient amulet from a dead uncle. The amulet is a magical device that will transport the PCs to the Grey Jungle of Zakhara. The uncle used to evoke the magic of the amulet to visit his beloved every few years. Unfortunately for the PCs, the amulet had but one charge remaining, and they will unwittingly use it up.

There in the jungle, the PCs will have a grand adventure before a sea djinn whisks them back home.

Keep track of the time, about 20 minutes before you must stop playing, go to Encounter 6. If the PCs are in the middle of a melee, the sea djinn assists them in finishing off their adversaries.

## Encounter One -- The Inheritance

Begin the adventure by asking the players to mark on their character sheets those items and coins they would carry with them while dining in one of Ravens Bluff's fine establishments, and what spells they would carry during a normal day in the city. This is important to note, as these are the only items they will have with them when the adventure starts. When you have determined what the PCs have, continue.

*You sit in a corner of Embrol Sludge's Eatery and Shell Shop, enjoying a marvelous plate of crab legs dipped in spicy lemon butter. The white wine the waitress brought complements the meal perfectly.*

*Ah, this truly is the best restaurant in the city for seafood. Embrol's is very busy this night. You see plenty of regulars and some new faces. All of them are smiling as they sample the food at their tables.*

*A bedraggled man enters the establishment and draws your attention. His clothes are worn; his beard is matted and dirty from the dust of the road. A waiter looks at him with obvious distaste as the man makes his way through the dining room. He unrolls a piece of paper on his belt, glances at it, then looks at your table.*

*A wide grin breaks out across his face. He puts the parchment back in his belt, and pads over to join you.*

*"Ah, \_\_\_\_\_ (fill in the blank of a character who is likely to have an elderly uncle). At last I have found you. All I had to go on was a sketch of your lovely (or handsome) face and instructions that I would find you most likely in Ravens Bluff. I have been looking for you throughout this marvelous city. Had I not been so hungry, I might never have found you. It is sad news I bring you, \_\_\_\_\_."*

*The man wipes a tear from his eye. "Your Uncle Ikar passed away a few months ago. I, being the executor of his estate and his closest friend, was charged with bringing his wealth to his only living relative. And here it is."*

*He reverently places a small leather bag on the table and nods. "Your Uncle Ikar was not a wealthy man, but he was rich in spirit. This is all he left you. Think kindly of him, for he certainly thought kindly of you."*

*As you ponder the small sack, your waitress comes over to watch what transpires. She curiously hovers in the background on the pretext of seeing if you need anything else.*

If the PC questions the messenger, Daif, he/she learns their uncle was an old, old man who died in Waterdeep of a sickness that swept the waterfront. The uncle used to travel a lot, and in his final months was frustrated that he was bed-ridden. The messenger spent almost all of his own money to track down the PC out of respect for the old man. Daif makes it clear he would appreciate a few coins to help pay his way back to Waterdeep. The messenger can tell the PCs nothing about the items in the leather sack. He never liked to pry into the old man's affairs and did not even bother to look inside.

If the PCs open the leather sack, they find 10 gold pieces, 5 platinum pieces, an unusual silver coin, a purple silk handkerchief interwoven with metallic red threads, and a tarnished silver locket with a clasp on it. The handkerchief is old, has a few holes in it, and is worthless. A PC with the appraisal skill can tell the locket is worth about 25 gold pieces. If the PCs cast a *detect magic* spell, they learn the locket is magical and radiates alteration magic.

Determine the PCs' actions. The locket is the key to the adventure, and unless they open it, there will be no adventure. Of course, one of the PCs is bound to open it. Player characters are the curious types. However, if necessary, the nosy waitress can grab the locket and release the clasp.

In any event, when one of the characters opens the locket, read the following.

*You finger the locket. It is engraved with vines and long-tailed birds. The details are difficult to make out because of all the tarnish. The clasp is old and loose, and it opens easily.*

*You are unprepared for what happens next. As the halves of the locket swing open, a blinding red light is released, engulfing you and probably everyone else in Embrol's dining room.*

*When the light fades, you find yourself outside, still seated at your table. The scent of your seafood dinner mingles with heady loam of this place. It is morning, as you see sunlight filtering through the thick canopy of leaves overhead. Colorful birds with long tails flit from branch to branch. Little monkeys scamper up and down the vines that hang from nearly every tree.*

*At the edge of your vision, you see a dozen huts. "What's going on here?" the waitress shrieks. It seems she made this journey with you, as did the astonished messenger, Daif.*

The locket is no longer magical. Its last charge was expended bringing the PCs here.

Daif does not know where they are. He is nervous and frightened. Daif says Ikar never revealed that the amulet was magical, only that it was a precious gift from his beloved, a dark-skinned beauty with emerald eyes.

The waitress, Violette, is hysterical. She is a commoner who is frightened of magic and wants nothing more than to be back inside the safe confines of Embrol Sludge's dining room.

It will be a challenge for the PCs to keep these two low-level NPCs alive. Keep track of the position and hit points of the two NPCs, as it is possible they could die during the adventure. It is up to the DM to role-play these two characters.

**Daif, the messenger, hm F0:** AL LG; AC 9; MV 12; hp 7; THAC0 20; #AT 1; Dmg by weapon; SZ M (6' tall); ML 10.

Daif is a middle-aged Waterdehavian who worked for Ikar for several years. He was loyal to the old man, and he considered his last act of employment delivering the inheritance to Ikar's only living relative. He wants to return to his wife in Waterdeep, where they can continue about their business of cleaning the homes of the wealthy. He fears she will be very angry with him when he returns, as it took most of their savings for him to chase down Ikar's relative. Further, he already has been away from home a few months. He is certain he will get a severe tongue-lashing -- at the bare minimum -- when he finally finds his way home. Perhaps he could come back with a present that would soften her anger.

**Violette, the waitress, hf F0:** AL NG; AC 10; MV 12; HD 1; hp 5; THAC0 20; #AT 1; Dmg by weapon; SZ M (5'2" tall); ML 8.

At age 15, she is Embrol's youngest waitress. She is beautiful, knows how to act charming to get tips, and dreams of landing a wealthy, handsome man who will not want her to work. She is timid, frightened of anything to do with magic, and she hates insects, rats, snakes, and getting cold and wet. Being in this new place has made her miserable, and she intends to make everyone miserable around her until she gets back to Embrol's safe and sound. Violette acts the part of a pampered princess, even though she has little money and is little more than a peasant.

Keep track of where the PCs put Violette and Daif in any marching order. Depending on their placement, Daif and Violette could be attacked by the creatures the PCs encounter in the jungle.

The objects that transported with the PCs include everything they marked on their character sheets, the table, tablecloth, plates, silverware, glasses, half-full bottle of wine, chairs, and a 10- feet by 10-foot section of floor. It is up to the PCs if they take anything with them.

Determine their actions. It is likely they will wander toward the huts, encounter two. If they strike off into the jungle or simply stay where they are, go to encounter three.

Because the jungle is steamy, PCs in armor will have a difficult time. Consult the following:

**Bracers, rings,** etc: no penalty

**Leather armor:** -1 on all combat rolls

**Chain, banded:** -2 on all combat rolls, -3 on movement rate

**Plate:** -3 on all combat rolls, movement rate is halved

The PCs will notice movement penalties immediately, and should suspect they would be fatigued in combat if they wore armor. Some magic items can negate the effects, such as a cloak of weather. Use your judgment based on the PCs' magic items. The PCs can carry their armor without penalty to their movement or combat scores.

## Encounter Two -- Overgrown Village

*As you move closer to the village, you can tell that it is overgrown with ferns, large purple flowers, and small trees. It is as if the jungle is trying to swallow the place up. There are a dozen huts, but only one-half of them are intact, the vegetation having pushed in the walls of the others. Overhead, the sun beats down. It is hot here, almost uncomfortably so. You have begun to sweat.*

Determine the PCs' actions. If they state they want to inspect the damaged huts, roll some dice and tell them they find nothing but small snakes and insects. This will upset Violette, who should do her best to make the PCs miserable.

If they search the intact huts, ask them to pick a number one through six and go through the huts' contents that way, one by one.

If the PCs do not investigate hut #5, use the encounter anyway. Simply have the snake come to them. His information is important to learn about Ikara's beloved and the segarran.

**Hut #1:** Broken furniture, rotted pieces of cloth, shattered glassware, and a chattering monkey who has taken a big piece of fruit inside to eat. PCs who cast *Speak with animals* on the monkey can learn that this place is called "home;" that the village has always been like this (it is a young monkey); that there are other monkeys in the trees, which is why he comes in here so he won't have to share his fruit; and that it is roughly midday. The monkey says other "people" who look sort of like the PCs, but are part green, sometimes come here. But they usually stay in the ruins toward where the sun sets.

**Hut #2:** Empty on first inspection, save for some vines that have crept between the thatching. Searching the hut for four rounds reveals a silver ring worth about 30 gp. If Daif is with the PCs, he suggests the ring would make a nice gift for his wife. Violette suggests she be given the ring for all her trouble.

**Hut #3:** An intact hammock that is filled with mosquitoes. It is obvious rain comes through the roof, and the moist bedding is a haven for the insects. Also inside are a partially collapsed table and a chair that fell apart because the twine holding the wood together rotted away. Searching through the bedding reveals a mildewed piece of parchment in a language foreign to the PCs. Using magic or a thief's read languages ability makes this passage legible:

*"It is the fourteenth day of this month, and I fear the segarran will finally do us in. The minions of Ragarra are many compared to the few of us left in this village. And I suspect one of us is a segarran spy. Perhaps we should flee, but where would we go? The Grey Jungle is our home, and Serpent Bay is far away and filled with sea monsters.*

*"Old Rosheed claims her beloved Ikara will come and save us all, will use his great magic to spirit us away from here.*

*"Old Rosheed is silly. Ikara has no magic, just a trinket she gave him, and its power wanes. I fear if Ikara comes, there will not be enough magic left in the locket to return even him to his home far away. He will die here at the hands of the segarran. He will die here with us. Rosheed's magic is all that stands between the crocodiles and us.*

*"Would that the evil segarran in their crumbling ruins be swallowed by the jungle and forgotten forever."*

**Hut #4:** Vines grow up the sides of this hut and are keeping the thatch from falling apart. Vines also grow inside, as do plants called tri-flower fronds. The plants attack when one or more PCs step inside. The plants fight to the death.

## Tier 1

**Tri-flower frond (1):** Int Non-; AL Nil; AC 9; MV Nil; HD 2+8; hp 16; THAC0 16; #AT See below; SA See below; SZ M (5' tall); ML 10.

As quoted from the Monstrous Compendium: "The deep green stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellow, and intense red. Each flower has its own function. The orange one shoots 2d4 pollen-covered tendrils, each three-foot long; and creatures struck must roll a successful saving throw vs. poison or fall into a coma for 1d4 hours. The sensitive rootlets of the yellow blossom tell it where to find the slumbering victim; the yellow bloom bends over and shakes down a shower of sticky enzyme that causes 2d4 points of damage per round until it is washed off. The red blossom extends tendrils into the victim, draining body fluids at a rate of 1d6 points of damage a round."

It takes three rounds for all three blooms to react. In other words, in round one, the orange bloom acts; in round two, the yellow; and round three, the red. If multiple people are attacking the flower, it concentrates on using its orange bloom to stay alive.

## Tier 2

**Tri-flower frond (1):** Int Non-; AL Nil; AC 9; MV Nil; HD 2+8; hp 24; THAC0 16; #AT See below; SA See below; SZ M (5' tall); ML 10.

## Tier 3

**Tri-flower frond (2):** Int Non-; AL Nil; AC 9; MV Nil; HD 2+8; hp 20 ea; THAC0 16; #AT See below; SA See below; SZ M (5' tall); ML 10.

## Tier 4

**Tri-flower frond (3):** Int Non-; AL Nil; AC 9; MV Nil; HD 2+8; hp 20 ea; THAC0 16; #AT See below; SA See below; SZ M (5' tall); ML 10.

**Hut #5:** Read the following if the PCs look inside this hut:

*Time and the weather have worn the sparse furniture. Yet you can tell someone of importance lived here. Mildewed and faded scarves are draped over the decaying furniture. But you can see hints of metallic thread in the fabric and see intricate designs. On the floor is a circular rug embroidered with a myriad of green shades. And on the wall hangs a faded painting of Ikar.*

*"Who goesss here? Who goesss into the hut of my mistresssss? Isss Ikar with you?"*

*The voice is sibilant. And you cannot see the speaker.*

The speaker is a herald serpent, a seven-foot long snake that is curled up under the rotting bed. The snake is an enchanted messenger of the dead village wizard who was Ikar's beloved. The herald was enchanted years ago, hours before the segarran attacked the village. He was told to wait here for Ikar and tell Ikar what happened to the village. Then, he was to encourage Ikar to seek revenge by destroying the segarran in the village. When revenge is achieved, the herald will be disenchanting and will return to its natural form, a giant poisonous snake. Once it determines the PCs are not Ikar, the herald tries a different tact. It would like nothing more than to return to its natural form. Therefore it will try to get the PCs to champion its dead mistress's cause.

*"Be you ssstout of heart? Be you willing to right a great wrong? Be you willing to revenge the death of my mistresssss and thosssse who died in thissss village?"*

*The speaker at last reveals itself, slithering out from under the collapsing bed. The speaker is a long snake circled by black and gold bands. Its sapphire-colored eyes take you in.*

*"Be you willing to be heroesss?"*

If the PCs attack, the snake retaliates, fighting two rounds with its spells and poison bite, then attempting to escape into the jungle via its invisibility spell.

If Violette is with the PCs, she screams when the snake slithers into the open. She is deathly afraid of snakes and will make it difficult for the PCs to talk to the snake unless she is taken out of the hut.

If the PCs are polite, the herald snake carries on a conversation with them. The snake, which can speak the PCs' tongue because it is a magical creature, knows the following:

- The segarran attacked this village years ago, killing all of the residents: the elderly, warriors, and children. The segarran were great in number then. Though they are not so great in number now, they are still a threat to the Grey Jungle.
- The segarrans live in the ruins to the north. The herald snake offers to take the PCs there. In exchange for fighting the segarran, the snake will direct the PCs to Serpent Bay, where they can hire a boat to take them back home.
- The herald snake knew his mistress, the village wizard, was in love with Ikar -- a man who lived far, far away in a land called Waterdeep. Ikar came here one day by a boat that landed in Serpent

Bay. The snake's mistress gave Ikar a magical amulet that would let him come and go from this place in the Land of Fate. The amulet had passing magic, and would take him back and forth so many times. The snake's mistress believed there was just enough magic in the amulet for one last trip here. She so hoped Ikar would have used it to visit one last time. Though Ikar was not a wizard, she had great confidence in him and believed his sword arm would keep the segarran from overtaking the village.

The segarran are humans, minions of the ancient, evil goddess Ragarra -- goddess of the jungle, typhoons, and revenge. She was once openly worshipped in the Ruined Kingdoms. Her worshippers are corrupt in body and mind, and they are dangerous.

If the PCs show the snake the writings they discovered from hut #3 or hut #6, he can translate them.

**Herald serpent (1):** Int Very; AL NG; AC 5; MV 24, CI 18; HD 4+4; hp 32; THAC0 15; #AT 2; Dmg 1d4/1d4; SA Poison, spells; SZ M (7' long); ML 8.

The snake can cast the following spells, once a day at 4<sup>th</sup> level: *friends*, *hypnotism*, *comprehend languages*, *hypnotic pattern*, and *invisibility*.

Those bitten by a herald snake suffer 1d4 points of damage and are injected with a potent toxin. Victims who fail their saving throw vs. poison suffer complete amnesia, forgetting their own identities, abilities and memorized spells for 2d4 hours.

The herald talks with lots of "sss" when usssing wordssss with "sss" in them.

**Hut #6:** Empty, with lots of dead vegetation and dirt on the floor. If the PCs search for secret doors, they discover a trap door in the floor; the wooden lid covered up with earth and twigs. A small, rickety ladder leads below. If someone weighing more than 100 pounds stands on the ladder, it will collapse, sending the victim to the floor of the room below.

Said victim suffers 1d6 points of damage if he is level 1 or 2; 2d6 points of damage if he is level 3 or 4; 3d6 points of damage if he is level 5 or 6, and 4d6 points of damage if he is level 7 or above. In other words, the higher the level of PCs, the deeper the pit.

At the bottom of the pit is a low table that is in surprisingly good condition. On the table are four stubby candles, a stoppered vial, and a small ceramic pot. Also in the pit are a mildewed mat and a rolled up piece of parchment made from seaweed.

The liquid in the stoppered vial is oily and has a strong smell. A PC with animal lore can tell it is snake oil.

The ceramic pot has cream inside (two applications of *Keoghtom's ointment*).

The writing on the seaweed parchment can be read only if a thief makes a successful read languages roll or a read languages spell is cast. The paper reads:

*"For years I have kept secret my devotion to Ragarra, the evil goddess so ancient most believe her dead. I know better. I know she will someday rise from her shroud of obsolescence and destroy all of Zakhara. Blessed be Ragarra! Would that I could see this day. I sneak out at night to the ruins, to be with my people. Perhaps I may be worthy someday of becoming a segarran. The segarrans in the ruins mean to attack this village and use the humble people here as sacrifices to Ragarra. I give them information when I can, and I watch the failing village wizard. She is getting old. Soon her power cannot stand against the segarran. Her weird mumblings about a foreigner named Ikar coming to save the village are the foolish rantings of a mad woman. Ragarra will win out."*

## Encounter Three - Unfortunate Merchant

No matter where the PCs wander in the Grey Jungle, they will come upon Hatim Ibn Ahmad, a merchant who angered a djinn. Hatim was selling clothing in the Jumlat marketplace when a sea djinn wandered by. Hatim spotted the gold jewelry that hung on the djinn's neck and tried to swindle a diamond ring from the creature. The djinn was too wise, and angered, he sent Hatim and his shop far, far away.

So here Hatim sits, in the Grey Jungle, not knowing for certain where he is. He is certain the djinn will come to get him, as he knows that sea djinn are not evil. He is confident the djinn is just teaching him a lesson. For that reason, Hatim will not budge from this spot. However, when the PCs come upon him, he will try to sell them some of his goods.

Read the following when the PCs approach Hatim.

*Between the trunks of tall, vine-draped trees sits a merchant's stall. Incredibly out of place, its gaily-painted trim and red silk pennants, catches your attention.*

*A middle-aged man with dark skin and a short pointed beard regards you. He breaks into a grin, revealing a gold tooth, and beckons you near. You cannot understand what he is saying.*

If the PCs have the herald snake with them, he translates everything Hatim says, and also tells Hatim what the PCs say. Otherwise, the PCs must deal with Hatim via hand signals or through magical communication. Hatim only speaks the Zakharan Common tongue, which is different than the Common the PCs know.

When communications have been established, Hatim tries to get the PCs to buy something. He will not trade any information with them, unless they make a purchase. If the PCs buy something, he tells them why he is in the jungle, why he cannot leave the jungle because the djinn certainly will come back, and that they should buy even more of his goods. Hatim does not know where he is, perhaps on an island in the Crowded Sea. Who knows?

Although the PCs' coins look different than the money used in Jumlat, Hatim will accept it. Violette suggests the PCs buy her new clothes for all the trouble they are putting her through. The items, and the coins he will accept for them, follow:

| <b>Item</b>                         | <b>Cost</b> |
|-------------------------------------|-------------|
| Common aba (robe)                   | 1 gp        |
| Sumptuous aba                       | 22 gp       |
| Cloth cloak                         | 12 sp       |
| Velvet cloak                        | 100 gp      |
| Embroidered caftan                  | 45 gp       |
| Common caftan                       | 15 sp       |
| Soft boots                          | 2 gp        |
| Silk parasol                        | 6 gp        |
| Silk jacket                         | 120 gp      |
| Silk slippers                       | 15 gp       |
| Silk veil                           | 9 gp        |
| Silk stockings                      | 12 gp       |
| Silk shirt                          | 12 gp       |
| Linen shirt                         | 3 cp        |
| Linen veil                          | 8 cp        |
| Turban wrap                         | 2 sp        |
| Waistcoat, common                   | 9 sp        |
| Waistcoat, ornate                   | 15 gp       |
| Trousers                            | 3 gp        |
| Fabric, ornate brocade, 10 yd bolt: | 36 gp       |
| Fabric, wool, 20 yd bolt:           | 20 gp       |
| Fabric, velvet, 10-yd bolt:         | 60 gp       |

**Hatim, hm F0:** AL CG; AC 8 (Dex); MV 12; hp 8; THAC0 20; #AT 1; Dmg 1-3 (fist); Dex 16; SZ M (5' 8" tall); ML 12.

Just before the PCs finish dealing with Hatim, whether they are simply shopping, trying to get information, or trying to talk Hatim into accompanying, the sea djinn appears. Read the following:

*A blue haze appears above the merchant's stall, and in the center of the mist is a handsome dark blue face with piercing black eyes.*

*"Hatim! Are you cheating someone else?"*

*"No, O' great marid. I cheated no one. I simply did not bargain with them. I asked fair prices."*

*"Your prices are indeed fair, but your manners are not -- and least not concerning sea djinn. Still, you have been here long enough, greedy merchant. We will see if the desert will teach you a lesson."*

*The dark blue face no regards you. "Strangers to the Grey Jungle, you are. Your presence intrigues me. I will bother with you later."*

*With that, the haze grows bigger and Hatim and his merchant stall disappear.*

The PCs can do nothing to stop this, nor can they affect the marid with spells, weapons, or pleas. The marid is interested only in the merchant for the moment.

**Marid (1) :** Int High; AL CN; AC 0; MV 9, Fl: 15 (B), Sw: 24; HD 13; hp 92; THAC0 7; #AT 1; Dmg 4-32 (4d8); SA water jet; SD water resistance; MR: 25%; SZ H (18' tall); ML 16.

The marid can use the following powers twice per day, one at a time: *detect evil/good, detect invisible, detect magic, invisibility, polymorph self, purify water*, and assume liquid form. He can perform the following up to seven times per day: *assume gaseous form, lower water, part water, wall of fog, water breathing* upon others.

This marid will appear later in the adventure.

## Encounter Four: The Teak Snakes

As the PCs continue on their journey -- wherever they opt to wander, they pass under a tree hosting a teak snake. The snake is camouflaged and unless the PCs were very, very alert, it will strike with surprise. If the herald snake is with the PCs, and the PCs are of low level, it assists them in the battle.

### Tier 1

**Teak snake (1):** Int Animal; AL N; AC 3; MV 9, Cl: 6; HD 8+8; hp 24; THAC0 11; #AT 2; Dmg 1d6/2d6; SA Constriction, surprise; SZ H (30' long); ML 10.

From the Ruined Kingdoms boxed set: "These reptiles resemble branches of the hardwood trees they inhabit, lending them a -2 bonus on surprise and a superior Armor Class (AC 3). Teak serpents wait patiently in the upper canopy of trees for an unsuspecting victim to pass underneath, attacking from

above with a combination bite (1d6 points of damage) and constriction attack. If a constriction attack is successful, the serpent will have wound part of its massive length around the victim, squeezing for 2d6 points of damage. The coils of a teak serpent are stronger than ironwood, requiring the combined efforts of 80 points of Strength to release a trapped victim. With their prodigious length, one of these serpents can constrict up to three human-sized victims simultaneously."

### **Tier 2**

**Teak snake (1):** Int Animal; AL N; AC 3; MV 9, Cl 6; HD 8+8; hp 32; THAC0 11; #AT 2; Dmg 1d6/2d6; SA Constriction, surprise; SZ H (30' long); ML 10.

### **Tier 3**

**Teak snake (1):** Int Animal; AL N; AC 3; MV 9, Cl 6; HD 8+8; hp 59; THAC0 11; #AT 2; Dmg 1d6/2d6; SA Constriction, surprise; SZ H (30' long); ML 10.

### **Tier 4**

**Teak snake (2):** Int Animal; AL N; AC 3; MV 9, Cl 6; HD 8+8; hp 32 ea; THAC0 11; #AT 2; Dmg 1d6/2d6; SA Constriction, surprise; SZ H (30' long); ML 10.

If the PCs cut the snake(s) open, they find 11 gems inside. PCs with the appraisal or gem-cutting skill can determine the value of the gems. Otherwise simply state what the gems are and reveal the value at the end. If the herald snake is with the PCs, he reveals they have slain a teak snake, a feared jungle predator who loves to dine on baby elephants -- and anything else it can get inside its maw.

| <b>Stone</b>   | <b>Value</b> |
|----------------|--------------|
| Bloodstone     | 150 gp       |
| Blue quartz    | 20 gp        |
| Gray eye agate | 80 gp        |
| Malachite      | 150 gp       |
| Alexandrite    | 600 gp       |
| Aquamarine     | 700 gp       |
| Pink pearl     | 200 gp       |
| Zircon         | 150 gp       |
| Amethyst       | 400 gp       |
| Jade           | 250 gp       |
| Citrine        | 300 gp       |

The total value of these stones is 3,000 gp.

If Daif is alive, and the PCs discovered the gems, he requests one of the stones as a present for his wife. If Violette is alive she INSISTS she be given one of the stones for all her trouble and misfortune.

## **Encounter Five - Ruins of the Segarrans**

If the PCs followed the request of the herald snake, he leads them to this place.

If the PCs bypassed the village and did not encounter the snake, have them come across the ruins anyway. They just won't know there are segarrans inside.

Read the following:

*Your course through this hot, damp jungle has lead you to an incredible site. Ahead, in a small clearing, sits the crumbling remains of a green stone building. Vines grow along the broken walls and over the statues of crocodiles that stand on their hind legs.*

If the PCs approach closer, they see two men step out of the underbrush that grows up to the side of the ruins. Read the following:

*As you move closer to the structure, you see two creatures (or more based on the PCs' level) step out from the leafy plants and vines that cover the walls. They are men, or mostly men. They have muscular torsos and legs, but their heads look like the heads of crocodiles. Reptilian eyes regard you as the creatures draw their curved swords.*

*They speak in a tongue unknown to you as they advance.*

If the herald snake is with the PCs, he says the segarran warriors have told the PCs to "Begone, lest you perish on blades blessed by Ragarra."

If the PCs retreat into the jungle, the segarran warriors return to their posts.

If the PCs decide not to fight the warriors and to leave the ruins behind, go to encounter six.

However, if the PCs advance, the segarran warriors meet them in the clearing and fight to the death. If the herald snake is with the PCs, and the PCs are low level, it will fight one of the ragarra. If the PC group falls into the first bracket, assume the herald snake quickly dispatches one of the segarran and then turns if necessary to help the PCs.

### **Tier 1**

**Lesser segarran (2):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 20 ea; THAC0 16; #AT 1; Dmg 1d8+2 (Strength); SA Fights as a 5<sup>th</sup> level warrior; SD Saves as a 5<sup>th</sup> level warrior; MR: 10%; SZ M (6' tall); ML 20.

If unarmed, the segarrans bite for 2-16 points of damage per successful strike.

## **Tier 2**

**Lesser segarran (2):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 45 ea; THAC0 16; #AT 1; Dmg 1d8+2 (Strength); SA Fights as a 5<sup>th</sup> level warrior; SD Saves as a 5<sup>th</sup> level warrior; MR: 10%; SZ M (6' tall); ML 20.

If unarmed, the segarrans bite for 2-16 points of damage per successful strike.

## **Tier 3**

**Lesser segarran (3):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 45 ea; THAC0 16; #AT 1; Dmg 1d8+2 (Strength); SA Fights as a 5<sup>th</sup> level warrior; SD Saves as a 5<sup>th</sup> level warrior; MR: 10%; SZ M (6' tall); ML 20.

If unarmed, the segarrans bite for 2-16 points of damage per successful strike.

## **Tier 4**

**Lesser segarran (4):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 45 ea; THAC0 16; #AT 1; Dmg 1d8+2 (Strength); SA Fights as a 5<sup>th</sup> level warrior; SD Saves as a 5<sup>th</sup> level warrior; MR: 10%; SZ M (6' tall); ML 20.

If unarmed, the segarrans bite for 2-16 points of damage per successful strike.

When the segarran die, they revert to their natural forms: Zakharan humans.

If the PCs capture and question one of the segarran guards, and have either the herald snake to translate or magical means to comprehend the guard, they learn the following:

- Inside is a shrine to Ragarra, the evil goddess of the jungle, typhoons, and revenge. Ragarra was once openly worshipped in the Ruined Kingdoms. Now her worshippers hide in small pockets and pray that she will return to bring havoc to the Land of Fate.
- A few years ago, when there were more segarrans at this shrine, they descended upon a small nearby village and killed all of the inhabitants. The segarrans were hungry and feared that the old woman wizard in the village would do something to harm their shrine if they did not strike.
- There are fewer segarran here now than years ago, because the priestess instructed the segarrans to spread out to spread the malign teachings of Ragarra. If the PCs ask if the priestess is still here, consult their levels. The priestess is here if the PCs' levels total 25 or more.

- At one time a greater segarran roamed within the shrine, but she left to terrorize the people who lived near Serpent Bay. These segarran have not heard from her in more than two years, so they assume she is dead.
- There are three levels to the temple, with each level consisting of but a single room. The segarran guards do not know who or what is currently on which level.
- There are but a handful more segarrans inside. "Enough segarrans to kill you and feast on your entrails!"

## **Inside the Temple**

### **Level One**

This is the jungle-floor level. PCs enter it by walking between a pair of crocodile statues. Inside they see a large room, the floor and walls of which are made out of a single piece of green stone. The ceiling was obviously some type of thatch, but is now comprised of vines that grow across the top and let in a considerable amount of light. In the center of the room is a carving in the floor of a crocodile's head. The mouth is open. The carving covers an area of approximately 30 feet by 40 feet.

If the PCs investigate the room, they find tattered pieces of cloth and bits of bone, the remnants of the segarrans' meals. The PCs also can find monkey skulls, remnants of the segarrans' snacks. There is nothing of value in this room.

However, if the PCs cast detect magic, the open mouth and the eye of the crocodile etching radiate alteration magic. Further, if the PCs check for secret doors, they automatically discover that the eye of the crocodile is some type of a trapdoor.

Stepping inside the mouth of the crocodile activates a special magic mouth spell. The person or persons inside the mouth hear the following. Take them aside to read it to them.

***"Great is Ragarra, goddess of the jungle. Great is the goddess of the typhoon. Great is the goddess of revenge.***

***Blessed are you that you have been chosen  
Blessed are you, a sacrifice to the goddess of revenge.  
Feel the blessing."***

Silently count to five. If the PC or PCs inside the mouth etching jump out, they see sparks shooting back and forth between the etchings of the teeth.

If the PC or PCs remained inside the mouth etching, they lose one-third of their hit points to the magical sparks per round until they move outside the etching. They will not be reduced to less than 1 hit point.

Usually, the segarrans would bring their victims bound and gagged into the mouth etching and place them there. The sparks would slowly toast the victims without reducing them below 1 hit point. Then the segarran would devour the near-dead victims.

PCs who stand in the etched eye activate the magical elevator that will take them to the second level of the temple. If the PCs discovered that the eye was a trap door, they can fiddle with it all they want. It will not work unless one or two people stand in the center of the eye. No more than two PCs will fit in the eye, meaning only two PCs can descend at a time. Read the following when one or two PCs step into the eye.

*For a moment you feel the eye blink beneath your feet, then you experience a sinking sensation. The eye is lowering itself into the floor. You are descending into the depths of the shrine.*

If the PCs try to jump off the eye, let them, the thing simply resets itself. For the PCs to go further into the structure, they will have to use the eye-elevator. If the PCs finally descend to the second level, read the following:

## **Level Two**

*You are lowered to another massive room. It is magically lit by continual light spells centered in the eyes of crocodile statues that are evenly spaced about the room. The stone crocodiles stand on their hind legs, their stubby forelegs stretching out in front of them. The floor, walls, and ceiling of this place are made out of odd-looking black stone blocks that have streaks of green in them.*

*There are five benches in this room, each carved out of teak wood. A brazier in the center of the room burns coals that give off green and yellow flames and an acrid scent that burns your nostrils.*

*As you survey the scene, a crocodile-headed man steps out from behind a statue.*

Depending on the PCs' levels, additional crocodile-headed men, segarran step out. They recognize the PCs as intruders who have discovered their secret ruins. They fight to the death.

### **Tier 1**

**Lesser segarran (1):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 40; THAC0 16; #AT 1; Dmg 1d8+2

(Strength); SA Fights as a 5<sup>th</sup> level warrior; SD Saves as a 5<sup>th</sup> level warrior; MR: 10%; SZ M (6' tall); ML 20.

If unarmed, the segarrans bite for 2-16 points of damage per successful strike.

### **Tier 2**

**Lesser segarran (2):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 35 ea; THAC0 16; #AT 1; Dmg 1d8+2 (Strength); SA Fights as a 5th level warrior; SD Saves as a 5<sup>th</sup> level warrior; MR: 10%; SZ M (6' tall); ML 20.

If unarmed, the segarrans bite for 2-16 points of damage per successful strike.

### **Tier 3**

**Lesser segarran (4):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 35 ea; THAC0 16; #AT 1; Dmg 1d8+2 (Strength); SA Fights as a 5<sup>th</sup> level warrior; SD Saves as a 5<sup>th</sup> level warrior; MR: 10%; SZ M (6' tall); ML 20.

If unarmed, the segarrans bite for 2-16 points of damage per successful strike.

**Segarran priestess (1):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 30; THAC0 16; #AT 1; Dmg 2-16 (bite); SA Fights as a 5<sup>th</sup> level warrior, spells; SD Saves as a 5<sup>th</sup> level warrior, spells; MR: 10%; SZ M (6' tall); ML 20.

Spells: 1<sup>st</sup> Level: *faerie fire, command, cure light wounds*; 2<sup>nd</sup> Level: *charm person or mammal, hold person*

**Round 1:** The priestess casts *faerie fire* on the greatest concentration of PCs, making the segarrans +1 to hit them. The segarrans melee the PCs.

**Round 2:** The priestess casts *hold person* on a PC magic user or priest. The segarrans melee the PCs.

**Round 3:** The priestess casts *command*: "sleep" on another PC spell caster. the segarrans melee the PCs.

**Round 4+:** The priestess and the segarrans melee the PCs.

During combat, if the priestess is not able to cast her spells, she melees the PCs by biting them. If she is wounded, she attempts to cast a *cure light wounds* spell on herself.

### **Tier 4**

**Lesser segarran (6):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 30 ea; THAC0 16; #AT 1; Dmg 1d8+2 (Strength); SA Fights as a 5th level warrior; SD Saves as a 5<sup>th</sup> level warrior; MR: 10%; SZ M (6' tall); ML 20.

If unarmed, the segarrans bite for 2-16 points of damage per successful strike.

**Segarran priestess (1):** Int Avg; AL CE; AC 1; MV 9; HD 5+5; hp 35; THAC0 16; #AT 1; Dmg 2-16 (bite); SA Fights as a 5<sup>th</sup> level warrior, spells; SD Saves as a 5<sup>th</sup> level warrior, spells; MR: 10%; SZ M (6' tall); ML 20.

Spells: 1<sup>st</sup> Level: *faerie fire, command, cure light wounds*; 2<sup>nd</sup> Level: *charm person or mammal, hold person, silence 15' radius*; 3<sup>rd</sup> Level: *curse, rending, speak with dead*.

**Round 1:** The priestess casts *rending* on the closest PC fighter's armor. This is a new spell detailed in the Ruined Kingdom's boxed set. Casting time is 4. If the priestess's spell is successfully cast, the spell in effect creates invisible claws that rend the object (armor); only one object can be effected. If the armor is non-magical, it is automatically shredded and rendered useless. If the armor is magical, it is allowed a +4 saving throw vs. disintegration to resist the spell. The player must roll an adjusted 17 or higher or the armor is shredded.

If the PCs are not wearing armor, the priestess casts *rending* on a fighter's weapon. If the weapon is magical, it is allowed a +4 saving throw vs. disintegration to resist the spell. The player must roll an adjusted 17 or higher or the sword is shredded.

The segarran warriors melee the PCs.

**Round 2:** The priestess casts *charm person or mammal* on a PC magic user or priest, instructing the PC to prevent the "intruding adventurers" from harming her. The segarran warriors melee the PCs.

**Round 3:** The priestess casts *hold person* on another PC spell caster. The segarrans melee the PCs

**Round 4:** The priestess casts *curse* on the nearest PC. She must touch the PC to cast this spell. If the victim does not make a successful saving throw vs. spell, the victim's Intelligence is reduced to 3. If the victim is a spellcaster, all memorized spells are forgotten. The curse is in effect for seven turns. The warrior segarrans melee the PCs.

**Round 5:** The priestess casts *command* on a nearby PC, ordering him or her to "sleep." The segarran warriors melee the PCs.

**Round 6+:** The priestess melees the PCs by biting them. The warriors melee the PCs with their weapons.

During combat, if the priestess is not able to cast her spells, she melees the PCs by biting them. If she is injured, she attempts to heal herself with a *cure light wounds* spell.

### **Battle Aftermath**

When the segarrans die, half of them turn into humans, the others into baby crocodiles. If the PCs encountered the priestess and killed her, her corpse becomes human.

If the snake is with the PCs, its mission has been fulfilled. It shimmers and becomes a giant poisonous snake and slithers away.

If the PCs capture and question any of the segarrans -- and have the means to understand them -- the segarrans reveal that they are devout worshippers of the goddess Ragarra and that they are confident she will one day return to the Land of Fate and lay low all the unbelievers.

They admit ravaging a village a few years ago for sacrifices and food. They maintain that killing humans is just like killing cattle. They tell the PCs this shrine is in the heart of the Grey Jungle in Zakhara, many miles from Serpent Bay.

There is one deeper level to this complex. It is where the segarrans keep their personal belongings. The segarrans will not tell the PCs how to get down below.

### **The Way Below**

The PCs must attempt to find secret doors to discover the way down. If an elf, half-elf, or halfling -- or if a character of another race using magic -- detects for secret doors, they automatically discover that one of the crocodile statues can be moved. Beneath it is a ladder leading into darkness. Read the following as the PCs descend. They will need a light source.

If the PCs do not discover a way down, they can leave the complex by stepping on the lowered crocodile eye. It will raise them to Level One.

### **Level Three**

*You climb down the rickety ladder and descend into darkness. Using your light, you can tell that this room served as a sleeping and living chamber for the segarran. Crude mats litter the floor, as do chests, coffers, pillows, and the broken bones of humans and animals.*

Nearly all of the chests and coffers are empty. However, if the PCs diligently search the room, they can find the segarran's treasure. It consists of:

- One pair of ornate anklets, worth 60 gp.
- An ornate brooch, worth 175 gp.

- A set of four rose crystal drinking glasses, worth 10 gp each.
- An hourglass, worth 35 gp.
- A magnifying glass, worth 75 gp.
- A zither, worth 150 gp.
- An "excellent lock," worth 300 gp. A thief attempting to pick this lock suffers a -30 penalty to his open locks roll.
- Three bottles of sherbet, a sweet Zakharan fruit drink. Each bottle is worth 2 gp.
- *Razor +1*, this is a magically sharpened barber's tool with a silver handle dotted with pearls. The razor is worth 1,700 gp. It inflicts 1-2+1 points of damage if used in combat. If used to shave, it does away even the most troublesome of beards, leaving the face smooth. It can be wielded as a weapon by characters with a knife or dagger skill.
- *Jambiya +1*, this is a double-edged, curved dagger that is a common Zakharan weapon or tool. It inflicts 1d4+1 points of damage and can be used by anyone with a dagger skill. However, it is useless as a thrown weapon.
- A "golden water" flask, this has been magically altered by golden water. The flask will always be full of sweet, clear water. This flask cannot be used like a *decanter of endless water*, as all this flask does is slowly pour water at a rate of one pint per round.

## Encounter Six -- A Curious Marid

After the PCs have explored the shrine and are now trying to figure out a way to get home, run this encounter.

Or -- use this encounter no matter where the PCs are if there is 20 minutes or less of tournament time remaining. The marid, if necessary to the PCs' survival, will help the PCs finish off any foes.

If the PCs attack the marid, he fights for three rounds and then disappears. The PCs are stuck in the jungle -- go to Encounter Seven.

*The air shimmers overhead with a pale blue light. Suddenly, a dark blue face appears in the center of the haze. It is the sea djinn that visited the merchant in the jungle.*

*The djinn's face breaks into a wide grin. "Strangers to the Land of Fate you must be. For you look...unusual."*

*Soon the djinn's body joins its face, and he stands before you -- all 20 feet of him. He is a muscular blue giant dressed in gauzy green robes.*

*"Tell me where you are from, strangers. Tell me a wondrous tale of where you are from and how you got here. And then, when the tale is finished -- and if I am satisfied -- I will take you away from the Grey Jungle. Start talking."*

The djinn wants each PC to add something to the story. This is an opportunity for the players to role play and to get their characters back home. If the players are not being especially colorful with their tale, the marid interjects with questions and comments.

Eventually, the PCs' story will satisfy the sea djinn. Read the following.

*"My that is an interesting story," the sea djinn chortles. "And, indeed, you are a long, long way from home. Well, do you wish to return to this bluff of the ravens? Or do you wish to explore the jungle further. The choice is yours, but make it quickly. I am a very busy marid."*

If the PCs say they want to stay in the jungle, the marid disappears. Go to encounter seven.

However, if the PCs say they want to go to Ravens Bluff, and offer the djinn a description of the land around it, he polymorphs into a giant roc -- the largest bird the PCs have ever seen. He tells the PCs (and any surviving NPCs) to climb on his back and hold on tight.

Describe the chilly flight back home as the PCs soar through the sky. The flight takes days, even for this giant, tireless bird. Eventually the PCs come to rest just outside the city. The sea djinn says he has no desire to land inside the city as a giant bird. The people might get the wrong idea. However, he quickly polymorphs into a human -- one that looks almost identical to one of the PCs -- and strides toward the city gates. He has some exploring to do.

### So Ends Where The Teak Snakes Slither

## Encounter Seven -- The Long Way Home

If the PCs opted to stay in the jungle awhile or if they attacked the djinn, it will take them a long time to find their way home.

Tell players their characters eventually found their way to Serpent Bay and booked passage on a ship. Tell them to add one year to their PC's life, as the ship had a few stops to make before it reached the PCs' home continent. And then, since Ravens Bluff is on an inland sea, they had to book passage on a river boat. Said PC is home safe and sound, though a little older.

Tell those players who said they wanted their characters to remain in the jungle, that they are taken out of Living City play -- they are forever lost in the Land of Fate.

### So Ends *Where The Teak Snakes Slither*

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

|              |        |
|--------------|--------|
| Levels 6-13  | Tier 1 |
| Levels 14-25 | Tier 2 |
| Levels 26-37 | Tier 3 |
| Levels 38+   | Tier 4 |

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

#### Encounter Two

|                            |        |
|----------------------------|--------|
| Find the underground room: | 50 xp  |
| Befriend the herald snake: | 50 xp  |
| Defeat tri-frond flower:   | 150 xp |

#### Encounter Four

|                    |        |
|--------------------|--------|
| Defeat Teak Snake: | 400 xp |
|--------------------|--------|

#### Encounter Five

|                   |        |
|-------------------|--------|
| Defeat Segarrans: | 450 xp |
|-------------------|--------|

#### Epilog

|                   |       |
|-------------------|-------|
| Violette survive: | 50 xp |
| Daif survive:     | 50 xp |

|                                  |          |
|----------------------------------|----------|
| Total Experience for Objectives: | 1,200 xp |
| Roleplaying Experience:          | 0-300 xp |

**Total Possible Experience: 1,500 xp**

|             |          |
|-------------|----------|
| For Tier 2: | 3,000 xp |
| For Tier 3: | 4,500 xp |
| For Tier 4: | 6,000 xp |

## Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

#### Encounter Two

- Ring: 30 gp
- *Keoghtom's ointment* (two uses)

#### Encounter Three

- Stuff purchased from the merchant

#### Encounter Four

- Gems: Bloodstone 150 gp, Blue quartz 20 gp, Gray eye agate 80 gp, Malachite 150 gp, Alexandrite 600 gp, Aquarmarine 700 gp, Pink pearl 200 gp, Zircon 150 gp, Amethyst 400 gp, Jade 250 gp, Citrine 300 gp. Total value of these stones is 3,000 gp.

#### Encounter Five

- One pair of ornate anklets, worth 60 gp.
- An ornate brooch, worth 175 gp.
- Four rose crystal glasses, 10 gp each.
- An hourglass, worth 35 gp.
- A magnifying glass, worth 75 gp.
- A zither, worth 150 gp.
- An "excellent lock," worth 300 gp. A thief attempting to pick this lock suffers a -30% penalty to his open locks roll.
- Three bottles of sherbet, a sweet Zakharian fruit drink. Each bottle is worth 2 gp.
- *Razor +1*, this is a magically sharpened barber's tool with a silver handle dotted with pearls. The razor is worth 1,700 gp. It inflicts 1-2+1 points of damage if used in combat. If used to shave, it does away even the most troublesome of beards, leaving the face smooth. It can be wielded as a weapon by characters with a knife or dagger skill.
- *Jambiya +1*, this is a double-edged, curved dagger that is a common Zakharian weapon or tool. It inflicts 1d4+1 points of damage and can be used by anyone with a dagger skill. However, it is useless as a thrown weapon.
- \* A "golden water" flask, this has been magically altered by golden water. The flask will always be full of sweet, clear water. This flask cannot be used like a *decanter of endless water*, as all this flask does is slowly pour water at a rate of one pint per round.

|                   |                                      |  |
|-------------------|--------------------------------------|--|
|                   | <b>Lesser</b>                        | <b>Greater</b>                                     |
| CLIMATE/TERRAIN:  | Any                                  | Tropical/forests                                   |
| FREQUENCY:        | Rare                                 | Very rare  |
| ORGANIZATION:     | Cadres                               | Solitary   |
| ACTIVITY CYCLE:   | Any                                  | Any  |
| DIET:             | Carnivore                            | Carnivore  |
| INTELLIGENCE:     | Average (8–10)                       | Very to genius (11–18)                             |
| TREASURE:         | Nil                                  | A  |
| ALIGNMENT:        | Chaotic evil                         | Chaotic evil                                       |
| NO. APPEARING:    | 1–20 (or more)                       | 1  |
| ARMOR CLASS:      | 1                                    | –2   |
| MOVEMENT:         | 9                                    | 12 (as human) or 9, Sw 12 (Fl 18, D)               |
| HIT DICE:         | 5+5                                  | 9+18   |
| THACO:            | 16                                   | As priest  |
| NO. OF ATTACKS:   | 1                                    | 1 (as human) or 2                                  |
| DAMAGE/ATTACK:    | By weapon type<br>+2 or 2d8 (bite)   | By weapon type<br>+6 or 3d6 (bite)<br>/2d10 (tail) |
| SPECIAL ATTACKS:  | Fight and save as 5th-level warriors | See below  |
| SPECIAL DEFENSES: | Nil                                  | See below  |
| MAGIC RESISTANCE: | 10%                                  | 20%  |
| SIZE:             | M (6' tall)                          | M (6' tall) or H (30' long)                        |
| MORALE:           | Fearless (20)                        | Champion (16)                                      |
| LEVEL/XP VALUE:   | 1,400                                | 8,000+1,000 per level above 12                     |



**S**egarrans are special minions of Ragarra, an ancient, evil goddess of the jungle, typhoons, and revenge, once openly worshipped in the Ruined Kingdoms.

A lesser segarran has the head and tail of a crocodile but the stocky, heavily muscled body of a human or humanoid. Lesser segarrans are usually created from devoted followers, but they also can be created from infant crocodiles using a spell granted only to Ragarra's priestesses. These lesser servants have average human intelligence and can communicate in Midani or any of the dead tongues of the Ruined Kingdoms.

**Combat:** Lesser segarrans fight using the tactics and weapons of 5th-level human warriors, though their supernatural strength lends them a +2 bonus on damage. If unarmed, they attack by biting for 2–16 (2d8) points of damage. All lesser segarrans have 10% magic resistance.

**Habitat/Society:** Once, when the powers of Ragarra were great, even her lesser servants could assume human form and walk the city streets unnoticed; now they are limited to their half-reptile form. They are found primarily in the Ruined Kingdoms and Zakhara's eastern jungles, but they sometimes can be encountered mingling with human society at night, when they can hide their monstrosity through careful disguise. More often they are used as defenders for Ragarra's few shrines or as protectors for her chosen few.

**Ecology:** All segarrans are voracious carnivores. Though they usually subsist on animal meat, they ritually devour their enemies' remains at the end of every battle. When slain, they return to their original (human or baby crocodile) form.

### Greater Segarran

Only Ragarra's most favored high-level priestesses become greater segarrans as a result of powerful magic. Once transformed, they retain their original human form. Furthermore, they can also assume a towering reptilian shape at will, with the transformation taking but a single round. This reptilian form depends on the personality or whim of the priestess, but usually includes at least the

head and tail of a giant crocodile. At 16th level, a greater segarran's reptile form can also include a pair of giant bat wings, permitting her to fly at a rate of 18.

**Combat:** While in human form, Ragarra's chosen fight using the tactics, magical items, and weapons of priests, though their supernatural strength lends them a +6 bonus on damage. They never wear armor, though they may use magical items (such as a *ring of protection*) to enhance their Armor Class. All greater segarrans have 20% magic resistance.

Although they retain most of their priest spells from before the transformation, greater segarrans cannot memorize the highest level spells to which they are normally allowed (for instance, a 13th-level priestess, while a greater segarran, cannot memorize or cast her 6th-level spells).

In her reptilian form, a greater segarran can attack with her massive jaws (3d6 points of damage) and swipe up to 3 opponents standing beside or behind her with her powerful tail (2d10 points of damage). At 16th level, a segarran's bat wings can also be used for two wing buffets instead of flight, each inflicting 2d6 points of damage. All victims of a tail swipe or wing buffet must save vs. paralyzation or be stunned for 1–4 rounds.

**Habitat/Society:** In addition to the loss of her most powerful spells, a priestess of Ragarra must have a Wisdom of 17 and be at least 12th level to complete the exhausting ceremony that transforms her into a greater segarran.

In return for such power, the priestess must swear to undertake a difficult quest or perform a dangerous service for her goddess. Those few who disappoint Ragarra are punished with a painful demise and suffer an eternity of undeath. More details about the cult of Ragarra can be found in Chapter Three of the Campaign Guide.

**Ecology:** Greater segarrans can easily infiltrate human society. The only clue to their monstrous nature is their craving for raw meat. They must eat the flesh of their fallen enemies as a tribute to Ragarra.

|                   | Herald           | Teak                   |
|-------------------|------------------|------------------------|
| CLIMATE/TERRAIN:  | Tropical/forests | Tropical/forests       |
| FREQUENCY:        | Rare             | Rare                   |
| ORGANIZATION:     | Solitary         | Solitary               |
| ACTIVITY CYCLE:   | Any              | Any                    |
| DIET:             | Carnivore        | Carnivore              |
| INTELLIGENCE:     | Very (11–12)     | Animal (1)             |
| TREASURE:         | Nil              | B, Q (x10), S, T       |
| ALIGNMENT:        | Neutral good     | Neutral                |
| NO. APPEARING:    | 1                | 1–2                    |
| ARMOR CLASS:      | 5                | 3                      |
| MOVEMENT:         | 24, Cl 18        | 9, Cl 6                |
| HIT DICE:         | 4+4              | 8+8                    |
| THACO:            | 15               | 11                     |
| NO. OF ATTACKS:   | 2                | 2                      |
| DAMAGE/ATTACK:    | 1d4/1d4          | 1d6/2d6                |
| SPECIAL ATTACKS:  | Poison           | Constriction, surprise |
| SPECIAL DEFENSES: | See Below        | Camouflage             |
| MAGIC RESISTANCE: | Nil              | Nil                    |
| SIZE:             | M (7' long)      | H (30' long)           |
| MORALE:           | Average (8)      | Average (10)           |
| LEVEL/XP VALUE:   | 1,400            | 3,000                  |

Two rare varieties of serpents can be found in the teeming eastern jungles of Zakhara, often in the company of other intelligent reptilian creatures.

### Herald Serpent

The herald is a lightning-swift reptile with sapphire or emerald colored eyes, and a body marked with black and gold bands. Heralds are the enchanted messengers of serpent lords. Like their masters, heralds are adept linguists and conversationalists, able to speak at least six languages fluently, including Midani.

**Combat:** Herald serpents are more likely to talk their way out of a confrontation than attack, using their silver tongues to flatter an opponent while planning an escape route. A herald can cast the following spells, once/day, at the 4th level of ability: *friends*, *hypnotism*, *comprehend languages*, *hypnotic pattern*, and *invisibility*.

If negotiation fails and escape is impossible, the herald can physically attack with its lightning-swift bite, striking twice per round for 1d4 points of damage. The bite automatically delivers a potent toxin, with an onset time of only 1–3 rounds (saving throw vs. poison negates). Victims of the poison suffer complete amnesia, forgetting their own identities, abilities, even memorized spells for 2–8 hours.

**Habitat/Society:** Herald serpents are the enchanted messengers of serpent lords, who imbue their servants with magical gifts so they can deliver important notices or act as envoys on their lord's behalf. Before their enchantment, heralds are a colorful variety of poisonous jungle snake. Heralds serve their lord willingly and are usually returned to their normal state after completing the mission for which they were enchanted. A *dispel magic*, successful against 16th-level magic, will transform a herald back into a giant poisonous snake with lethal poison.

**Ecology:** As an enchanted creature, herald serpents have no niche in the ecology of the world, though like any snake, they must eat live prey (birds and small animals, mostly) to survive.



### Teak Serpent

Teak serpents are a variety of huge constrictor snakes inhabiting the teak and ironwood forests of Zakhara. Adults often reach lengths exceeding 30'.

**Combat:** These reptiles resemble branches of the hardwood trees they inhabit, lending them a –2 bonus on surprise and a superior Armor Class (AC 3).

Teak serpents wait patiently in the upper canopy of trees for an unsuspecting victim to pass underneath, attacking from above with a combination bite (1d6 points of damage) and constriction attack. If a constriction attack is successful, the serpent will have wound part of its massive length around the victim, squeezing for 2d6 points of damage. The coils of a teak serpent are stronger than ironwood, requiring the combined efforts of 80 points of Strength to release a trapped victim. With their prodigious length, one of these serpents can constrict up to three human-sized victims simultaneously!

**Habitat/Society:** Because of their ferocity and immense size, teak serpents are feared in the jungles they inhabit. Teak serpents usually subsist on a diet of large animals (preferring baby elephants, when they are available), but they will attack a small group of human-sized creatures without hesitation. They often sleep for up to a week after feeding.

**Ecology:** The scales of a teak serpent, if used while casting *barkskin*, provide a +2 bonus to Armor Class for the duration of the spell. In the eastern jungles, teak serpents are sometimes captured by powerful kahins and bound into magic staves (see *staff of the teak serpent* in Chapter Seven of the Campaign Guide).