

# LEGENDS & LAIRS

INSTANT ADVENTURE



## The Wreyland Serpent

by Justin Bacon

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



## How to Use This Product

This adventure takes place in the world of Mennara, the setting of Fantasy Flight's bestselling *Diskwars* fantasy battle game. This provides a convenient frame of reference, but the adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

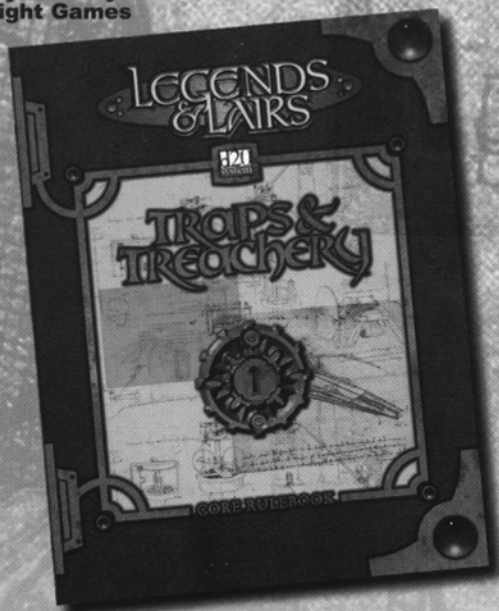
You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of new monsters and magic items introduced in the adventure. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

## Dungeons & Dragons®

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

# LEGENDS & LAIRS

By Fantasy  
Flight Games



**Traps & Treachery** is the definitive resource for traps, puzzles, mazes, and other tricks for d20 System fantasy games. Contains complete descriptions and beautiful illustrations of dozens of traps and puzzles. **Traps & Treachery** is a 176-page hardcover book and retails for \$24.95. It ships in June 2000, so stay alert and watch where you step!



**Adventure has just found you!**



# THE WREYLAND SERPENT

*By Justin Bacon*

## DM BACKGROUND

### THE DRAGONS

The legendary exploits of the Wreyland Serpent have long passed from mouth to mouth, the stories finding their way from one mountain village to the next before finally filtering from there into the lowlands beyond. The legends of this dragon, however, possess a double-edge: In many accounts, the Serpent is vindictive, petty, and tyrannical, a terror to those who encounter him. In others, the Serpent is kind, helpful, and forgiving, a boon to those who cross his path.


In truth, the apparent duality of the Wreyland Serpent is due to the confused conflation of two different dragons—Sul'tara'ha'berthur (the Serpent of Terror) and Al'aereyan'serul'il'taran (the Serpent of Peace)—into a single dragon.

Sul'tara'ha'berthur is a black dragon, born among the foothills of the Tuggarth Mountains five hundred years ago. His parents ruled their domain with an iron fist, and as Sul'tara grew older he also grew jealous of their power. When he was little more than a young adult, he attempted to overthrow and murder them. As a reward for his failure, he was nearly hunted down himself by his parents' minions before fleeing west to the Wreyland Mountains a century ago.

Al'aereyan'serul'il'taran, on the other hand, is a gold dragon from the lands of the Talundin Estuary. Nearly three centuries ago, Al'aereyan earned the enmity of a Dragon Witch through actions that have been forgotten by all but the oldest of creatures. As a punishment, the Witch placed a curse upon him, causing his golden scales to tarnish. (Although the result does not make Al'aereyan appear as a true black dragon, the result is close enough that those with little experience in the manner can easily confuse the two dragons.) Shortly after suffering the curse, Al'aereyan left Talundin and journeyed to the western mountains where he has spent the past three hundred years atoning for whatever misdeeds he may have committed in his intemperate youth.

### THE DOTHINIAN PROTECTORATE

The Dothinian Protectorate, where *The Wreyland Serpent* takes place, is one of several factionalized and minor coastal realms wedged into the narrow strip of land between mountain and sea. The Protectorate is made up of a number of small city-states, each



of which is ruled over by a Guardian.

Princess Athanake is the Guardian of the City-State of Anach, one of the smallest of the Protectorate's member states. Anach has long subsisted on the demand for its works of craft and fine arts, and its Crafter's Guild and Guild of Artisans have not only gained renown throughout the region, but also great power within Anach itself.

In recent years, however, Athanake has been attempting to break Anach's dependence on her neighbor city-states. One of the most important elements in her plans has been the expansion of the Royal Mining Guild, in a hopeful attempt to establish Anach's claim to a share of the rich mineral wealth found throughout the Wreyland mountain chain.

## ADVENTURE BACKGROUND

---

Seven months ago a group of prospectors from Anach discovered rich and previously untapped veins of silver and gold in Mt. Taran. A corps of Royal Miners were immediately dispatched, and over the next few months they found these easily accessible veins to be, if anything, even more valuable than anticipated.

Unfortunately for the miners, the veins were—and are—home to a colony of sithaeon (see New Monster section) who had come under the protection of the gold dragon Al'aereyan. By mining the precious metal, the miners were unwittingly destroying the homes of the sithaeon. Shortly after the miner's efforts had broken through to Al'aereyan's lair, the sithaeon attempted to stop the miners. Their efforts were interpreted as attacks, however, and several sithaeon were killed. This, in turn, drew the wrath of Al'aereyan, who attacked and destroyed the mine, driving the miners away.


The ill luck of the miners, however, had not yet run its course, for they had become pawns in the schemes of the black dragon Sul'tara. Sul'tara had observed their efforts almost from the beginning, and knew that their work would undoubtedly bring them into conflict with Al'aereyan. Al'aereyan had long been a thorn in Sul'tara's side, and the black dragon decided to bide his time and turn this present situation to his advantage. When the miners fled the mountain, Sul'tara attacked, killing all but one of them. This last miner he deliberately allowed to escape, confident that he would return to Anach and bring Princess Athanake's vengeance down on Al'aereyan.

## ANACH'S MINES (1-13)

---

The remnants of the small mining town that once stood here lie in mute ruin all about you. Several of the shacks, built from weatherworn wood obviously taken from the scrub forest that grows about the western foot of Mount Taran, have been burnt to the ground. In other places, stray tools and personal belongings lay strewn about, silent testaments to the panicked flight that took place here.

The mining town is located about halfway up the gently sloping face of Mt. Taran and is easily reached. Little or nothing of



value remains: The miners had few possessions of their own here, and Al'aereyan reclaimed the gold and silver that was still stored in the town.

The mines themselves are at the far end of town. The prospectors were initially drawn by gold found in a small cave (area 1). When the miners came, they began digging in this cave, and also started a second tunnel nearby in order to follow the vein of silver.

The sithaeon will not attempt to communicate with the PCs (they have already failed with the miners and then ogres, and assume that it just isn't going to work). But if the PCs attempt to communicate with them (the sithaeon speak a pidgin Draconic), they will be open to a negotiated peace, as long as the PCs are reasonable. The sithaeon are not aware of everything that is going on (for example, Sul'tara's deception), but they will be able to explain why they attacked the miners, and will identify Al'aereyan as their protector and savior.

After the miners fled, a local tribe of ogres—the Red Hand of Ugthok—heard rumors of what happened, and decided to strike while the metal was still hot. They have moved into the deserted mine, and are attempting to reopen the collapsed tunnel into Al'aereyan's lair (see area 13), hoping to loot the dragon's treasure.

## 1. MAIN ENTRANCE

A rocky shelf of gray granite forms a rough, natural cavern that must have served as the point of entry for the miner's efforts. The cave's presence is now clearly marked by the outfall of refuse left by their digging.

As your lights pass beneath the shadowy shelf, the rock sparkles with golden specks. Near the back of the cave you can now clearly see a dark tunnel slanting down into the side of the mountain.

Dwarves and others with mining experience will be astonished that ore this rich and pure was left intact. The miners, of course, were following an even richer vein: As the characters descend to area 2 and area 7, they will find the density of gold in the rock slowly increasing.

## 2. FIRST CROSSING

Even as you turn into this short passage you can see the other end no more than fifteen or twenty feet distant. The stone here is cold and grey, lacking the flecks of metallic wealth you've seen elsewhere in the mine.

When the miners realized their dual excavations had drawn so close together, they dug this exploratory channel. They believed, based on the legends of the dragon's lode, that the two veins must meet at some point. They were right, but they had chosen the wrong spot for the exploration (they would eventually discover the primary junction in area 11). This channel proved valuable for purposes of access, however, and so was not a complete waste of their time.



### 3. OGRE FOUNTAIN

The silver flecked passage suddenly opens up into a small natural cavern. The far wall is a solid sheet of silver, and your light bounces crazily off the fresh water that flows across it and into a pool at its base. Sitting in a rough circle around this pool are four large, ugly humanoids, each wielding a massive wooden club.

When the miners unearthed this underground fountain they decided to turn away. Although the rich silver vein obviously continued, it was easier to pursue it in other directions rather than dealing with the water. When the ogres moved into the caves, they placed this guard on the fountain to protect their most reliable source of fresh water.

**Male Ogre Ftr5 (4):** CR 7; Large Giant; HD 9d10+8; hp 50; Spd 30 ft.; Init +3 (Dex, Improved Initiative); AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atk +13 melee (2d6+7, greatclub); Face 5 ft. by 5 ft.; Reach 10 ft.; AL CE; SV Fort +8, Ref +3, Will +3; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills:* Climb +8, Listen +5, Spot +4.

*Feats:* Blind-fight, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (greatclub)

*Possessions:* Hides, greatclub, stone knife, small sack containing 520 gp in gold and silver nuggets.


### 4. SILVER SITHAEON

The tunnel comes to an abrupt halt in a natural chimney whose upper recesses disappear into shadow. The walls here are a stark blend of granite and pure silver, forming a beautiful and chaotic pattern. Mining tools lay scattered about the room.

Have the PCs make a Spot check (DC 10) to notice that one of the mining tools laying on the floor is, in fact, a broken sword. Just beyond the silver of this chimney lies what could best be described as a sithaeon hatchery. When the miners reached this point with their digging and melting, the silver sithaeon decided to mount a "last stand." The miners fled the area and decided to pursue veins of silver where the rock was not so confining and the sithaeon were more easily dealt with. The ogres have, similarly, left the area undisturbed after their initial encounter with the sithaeon here.

If the PCs are still present in this area 1d4 rounds after entering it, the sithaeon will attack:

The silver walls of the chamber suddenly bulge with unexpected motion, extruding liquid, silvery forms into the room.

  
**Silver Sithaeon Bbn5 (7):** CR 7; Medium-size Elemental; HD 6d10+6; hp 38; Spd 40 ft.; Init +4 (Improved Initiative); AC 18 (+8 natural); Atk +6 melee (1d6+4, slam); SA silver mastery, push, spell-like abilities (at will—*astral projection*; 1/day—*true strike*; 3/day—*lightning bolt*); SQ barbarian rage, fast movement, uncanny dodge; AL NG; SV Fort +5, Ref +2, Will +2; Str 18, Dex 10, Con 12, Int 11, Wis 11, Cha 11.

*Skills:* Listen +10, Spot +7.

*Feats:* Cleave, Combat Reflexes, Improved Initiative, Power Attack.

## 5. PASSAGE OF SILVER

The walls of this long passage are a mixture of hewn and natural stone. Metallic sparkles have become remarkably dense, pure deposits of silver streaked through the rock as if they had been painted on with a thick brush.

This passage was the primary excavation of the silver sithaeon's realm, and they have chosen to avoid the trespasses here for the time being. However, the ogres have taken up residence in area 6 and guard the entrance to it from this passage. A large net trap has been spread and concealed just outside the junction to area 6, and four ogres stand just within area 6 waiting to attack once the trap has been sprung.

**Large Net Trap:** CR 1; +5 melee (see note); Search (DC 20); Disable Device (DC 25). Note: Characters in 10 ft. square are grappled by net (Str 18) if they fail a Reflex save (DC 14).

**Male Ogre Ftr5 (4):** CR 7; Large Giant; HD 9d10+8; hp 50; Spd 30 ft.; Init +3 (Dex, Improved Initiative); AC 16 (–1 size, –1 Dex, +5 natural, +3 hide); Atk +13 melee (2d6+7, greatclub); Face 5 ft. by 5 ft.; Reach 10 ft.; AL CE; SV Fort +8, Ref +3, Will +3; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills:* Climb +8, Listen +5, Spot +4.

*Feats:* Blind-fight, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (greatclub)

*Possessions:* Hides, greatclub, stone knife, small sack containing 520 gp in gold and silver nuggets.

## 6. OGRE WARREN

A narrow passage leads down and away from the main passage, behind you. The rock here is unhewn, and it appears that the miners created these openings by simply melting away the silver that was once here.

These passages were all veins of pure silver, which the miners melted out. They would have continued, but the silver sithaeon—again feeling their “hatchery” threatened—fought back, and the



## 9. CAVE OF GOLD

As you step through the narrow opening at the end of the long passage, you are utterly dazzled by the sight of the large, oblong chamber that lies beyond it. Your lights flicker and dance across rough walls of solid gold. For long moments you are merely amazed, and then a dawning consciousness fills you with wonder anew: These are not merely walls of stone covered with gold. Rather, this room is the merest prick upon a networked vein of gold that must stagger the imagination.

When the miners found this, the primary vein of gold, they ceased their other mining activities in area 7 (leaving only the continued excavation of the other exploratory channels (area 5 and area 10). The gold sithaeon attacked shortly thereafter, and then Al'aereyan. If the PCs remain in this area for longer than 1d4 rounds, a group of gold sithaeon will attack.

Your continued wonder at this natural beauty is suddenly replaced with a growing horror as the gold itself appears to come alive about you, seething with a strange and alien life.

**Gold Sithaeon Ftr3 (4):** CR 5; Medium-size Elemental; HD 4d10+4; hp 26; Init +4 (Improved Initiative); Spd 40 ft.; AC 18 (+8 natural); Atk +4 melee (1d6+4, slam); SA gold mastery, push, spell-like abilities (at will—*detect thoughts*; 1/day—*true strike*; 3/day—*fireball*); SQ elemental, darkvision; AL NG; SV For +4, Ref +1, Will +1; Str 18, Dex 10, Con 12, Int 11, Wis 11, Cha 11.

*Skills:* Listen +8, Spot +6.

*Feats:* Combat Reflexes, Improved Initiative.


## 10. PASSAGE OF GOLD

As the passage angles steeply into the mountain's interior, the streaks of gold found within its walls grow in size and density until, finally, you are walking through nearly solid gold.

## 11. CAVE OF GOLD AND SILVER

The passage ends in a chamber that is clearly the meeting place between the veins of gold and silver. Wide but shallow, its upper half is clearly streaked through with gold, before sloping gently down to walls of silver.





miners decided that area 11 offered easier spoils. When the Red Hand of Ugthok arrived, they found this to serve as the perfect warren. Other than the four guards (see area 5), the other males are all located in area 3 or area 11, leaving only 10 females to guard the tribe's six children. The females will attempt to protect the children for as long as possible, while also trying to summon help from elsewhere in the mines.

**Ogres (10):** CR 2; Large Giant; HD 4d8+8; hp 26; Init -1 (Dex); Spd. 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atk +3 melee (1d4+4, knife); Face 5 ft. by 5 ft.; Reach 10 ft.; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills:* Climb +4, Listen +2, Spot +2.

*Possessions:* Stone knives, hides.

## 7. PRIMARY PASSAGE

This is a long, straight passage carved out of solid rock and interrupted every few feet by the heavy, wooden beams that have been erected as support. You can see several openings along its length, and in several places large veins of incredibly pure gold are visible in the walls.

This passage was the initial, primary excavation for the mine. It cuts right into the heart of the gold veins that serve as the sithaeon's home. The first time the PCs pass this way, the sithaeon will not disturb them, but if they engage the sithaeon later on, when they return they will find the way blocked by four gold sithaeon.

**Gold Sithaeon Ftr3 (4):** CR 5; Medium-size Elemental; HD 4d10+4; hp 26; Init +4 (Improved Initiative); Spd 40 ft.; AC 18 (+8 natural); Atk +4 melee (1d6+4, slam); SA gold mastery, push, spell-like abilities (at will—*detect thoughts*; 1/day—*true strike*; 3/day—*fireball*); SQ elemental, darkvision; AL NG; SV For +4, Ref +1, Will +1; Str 18, Dex 10, Con 12, Int 11, Wis 11, Cha 11.

*Skills:* Listen +8, Spot +6.

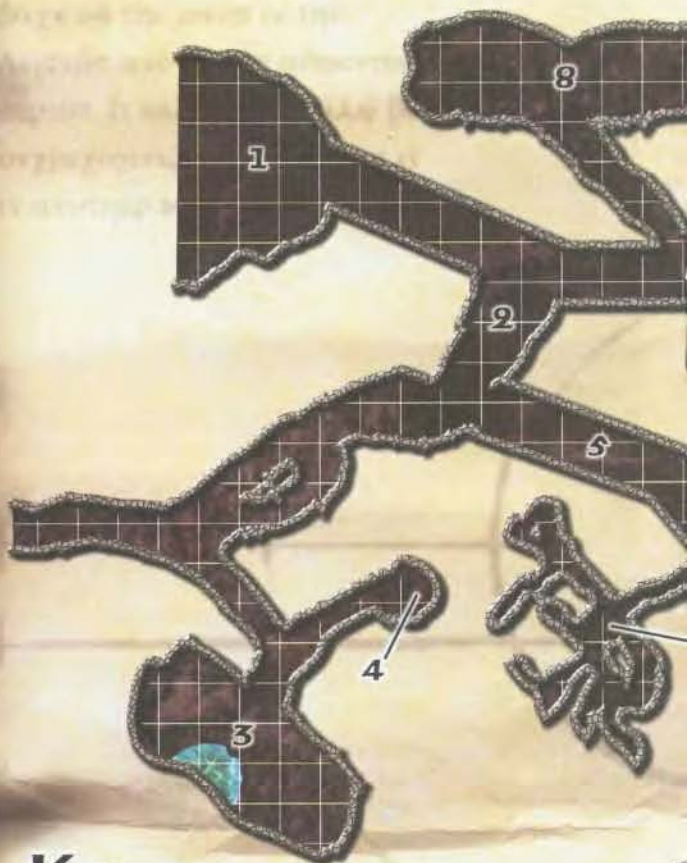
*Feats:* Combat Reflexes, Improved Initiative.

## 8. NATURAL HOLLOW

The tunnel emerges into a large cave. A moment's inspection is sufficient to reveal that this area was not excavated by the miners, but is some sort of natural formation.

This is one of several natural hollows that dot the interior of Mt. Taran. When the miners struck it, they realized they had pursued a false course and turned their attentions to area 9.

# Anach's Mines



## Key



Altar

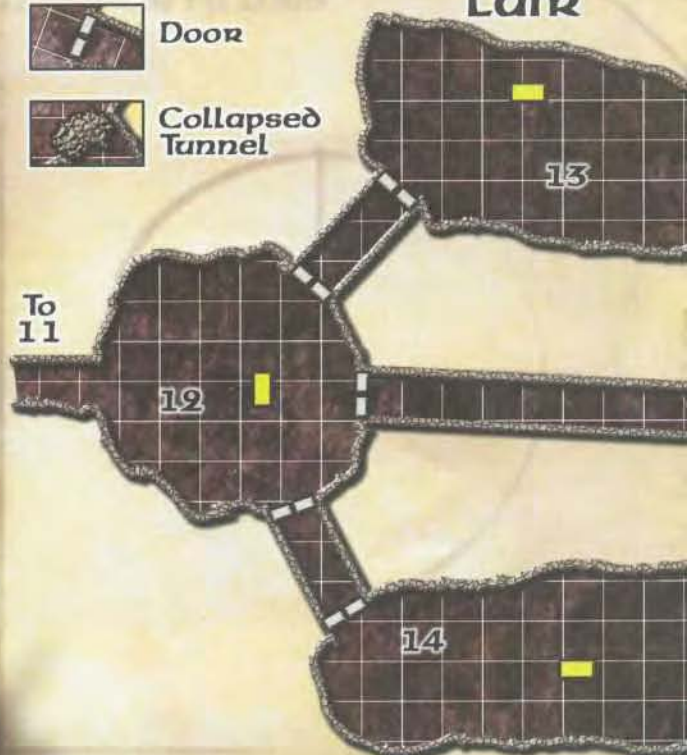


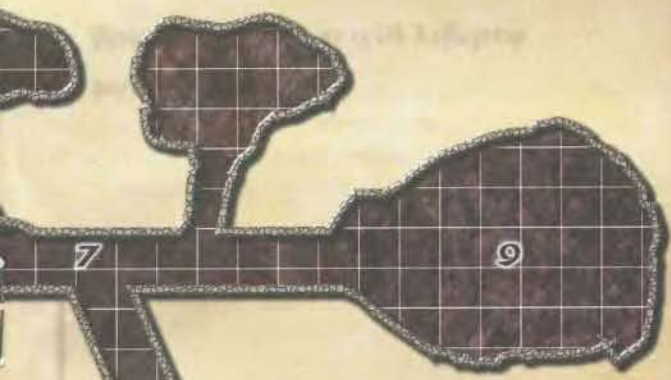
Door



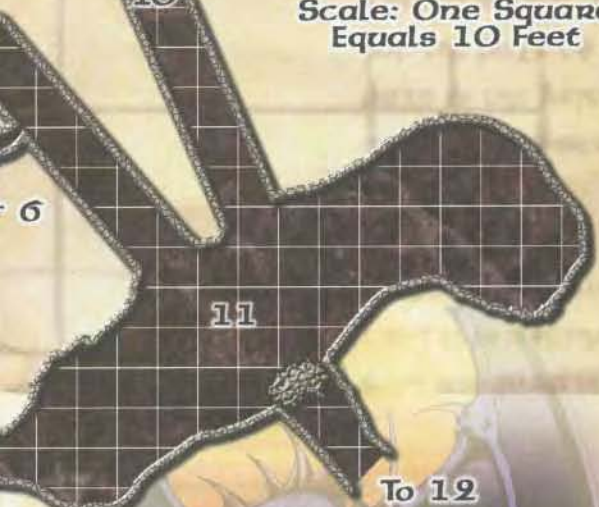
Collapsed Tunnel

## The Dragon's Lair






Scale: One Square  
Equals 10 Feet



To 12



Scale: One Square  
Equals 30 Feet



Along the far wall, nearly a dozen large, brutish humanoids appear to be attempting to excavate a tunnel that has collapsed. They are being directed by a similar, although larger, humanoid who stands some distance away.

If the PCs have taken even minimal precautions, they may not be immediately noticed. The ogres have nearly broken through to the dragon's lair, and Garuul, the ogre mage who is currently in putative control of the Red Hands, is not a cautious or well-disciplined leader.

**Male Ogre Ftr5 (4):** CR 7; Large Giant; HD 9d10+8; hp 50; Spd 30 ft.; Init +3 (Dex, Improved Initiative); AC 16 (–1 size, –1 Dex, +5 natural, +3 hide); Atk +13 melee (2d6+7, greatclub); Face 5 ft. by 5 ft.; Reach 10 ft.; AL CE; SV Fort +8, Ref +3, Will +3; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills:* Climb +8, Listen +5, Spot +4.

*Feats:* Blind-fight, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (greatclub)

*Possessions:* Hides, greatclub, stone knife, small sack containing 520 gp in gold and silver nuggets.

**Ogres (6):** CR 2; Large Giant; HD 4d8+8; hp 26; Init –1 (Dex); Spd. 30 ft.; AC 16 (–1 size, –1 Dex, +5 natural, +3 hide); Atk +3 melee (1d4+4, knife); Face 5 ft. by 5 ft.; Reach 10 ft.; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills:* Climb +4, Listen +2, Spot +2.

*Possessions:* Stone knives, hides.

**Garuul, Male Ogre Mage:** CR 8, Large Giant; HD 5d8+15; hp 37; Init: +4 (Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 18 (–1 size, +5 natural, +4 chain shirt); Atk +7 melee (2d8+7, greatsword); Face 5 ft. by 5 ft.; Reach 10 ft.; SA spell-like abilities (at will—*darkness, invisibility*, 1/day—*charm person, cone of cold, gaseous form, polymorph self, sleep*); SQ regeneration 2; SR 18; AL LE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.


*Skills:* Concentration +6, Listen +5, Spellcraft +4, Spot +5.

*Feats:* Improved Initiative.

## THE DRAGON'S LAIR (12-16)

### 12. SHRINE OF FREEDOM

You emerge into a vast, cavernous chamber. This is clearly no work of miners. Although much of the rock face here is rough, natural, and unfinished, the floor has been hewn to an even conformity. Three massive, iron double doors stand near equidistant along the far side of the room, each decorated with an identical relief of a reptilian wing. Before you stands a plain, stone altar, strangely at odds with the immense proportions of the rest of the room.



Al'aereyan maintains three shrines, each dedicated to one of the facets of draconic existence: Freedom, Strength, and Wisdom (areas 12, 13, and 14, respectively). Each of these rooms contains an altar, and the top of each of these altars can be lifted away to reveal a golden disk that, similarly, reflects one of the draconic facets. Each disk is worth 1,000 gp, but a Knowledge (arcana or religion) check (DC 15) reveals that removing the disks would desecrate the shrines.

The iron doors found throughout this area, although massive, have been carefully counterbalanced so that they can easily swing aside to allow passage.

### **13. SHRINE OF STRENGTH**

The reliefs upon the two sets of iron doors that lead into this squarish chamber appear to represent a curved claw. Another altar stands to one side of the room.

### **14. SHRINE OF WISDOM**

Another chamber of natural rock, long and narrow, is revealed to you. The reliefs here depict a single, stylized eye. Another altar stands near the center of the room.

### **15. THE DRAGON'S HORDE**

As the iron doors swing majestically apart, your light reflects back from shining gold and glittering gems—a mound of treasure rises from the floor before you, representing greater wealth than lesser men might even dream of. Beyond the treasure, a great opening in the rock gapes like a black maw awaiting its prey.

The total value of the treasure to be found here—merely one of Al'aereyan's many hordes—is roughly 37,000 gp.


### **16. THE DRAGON'S LAIR**

The rooms you have seen previously—staggering as their scope has been—pale in comparison to this one, which stretches away beyond the reach of your lights as if infinity itself were beckoning. Standing before you, and staring directly at you, stands a tall man in a cloak of gold.

“Why are you here?”

The man is Al'aereyan'serul'il'taran in his human form, a fact most PCs will quickly pick up on. This is not only their last chance, it is also their last clue that not everything is quite as it should be: True black dragons don't polymorph. That being said, it is likely that the PCs will end up fighting Al'aereyan rather than talking their way out of the situation diplomatically.

Sul'tara'ha'berthur is near by. Regardless of the direction this



encounter takes, he will attack. If the PCs end up fighting with Al'aereyan, the black dragon will wait until the two sides have worn themselves down. If it looks like the PCs are going to reach an alliance—or, at least, an understanding—with Al'aereyan, then Sul'tara will attack immediately, attempting to make it look as if he's an ally of Al'aereyan (so that the PCs will assume they're being double-crossed).

**Al'aereyan'serul'il'taran, Gold Dragon (Adult):** CR 15; Huge Dragon (Fire); HD 23d12+116; hp 264; Init +4 (Improved Initiative); Spd 60 ft., fly 200 ft. (poor), swim 60 ft.; AC 30 (–2 size, +22 natural); Atk 1 bite +32 melee (2d8+11), 2 claws +32 melee (2d6+5), 2 wings +32 melee (1d8+5), 1 tail slap +32 melee (2d6+16), 1 crush +32 melee (2d8+16); Face 10 ft. by 20 ft.; Reach 10 ft.; SA breath weapon (12d10, DC 26), spell-like abilities (3/day—*polymorph self, bless*, 1/day—*geas/quest, sunburst, foresight*); SQ fire subtype, water breathing, *polymorph self, bless*, damage reduction 5/+1, luck bonus, Fear DC 26; SR 23; AL LG; SV Fort +18, Ref +13, Will +18; Str 33, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

*Skills:* Bluff +28, Concentration +28, Diplomacy +28, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (religion) +28, Jump +23, Listen +28, Scry +28, Search +28, Sense Motive +28, Spellcraft +28, Spot +28.

*Feats:* Alertness, Cleave (claws), Improved Initiative, Flyby Attack, Snatch, Weapon Focus (claws).

*Spells* (6/8/7/5 per day, chosen from the following list): 0—*arcane mark, dancing lights, daze, detect magic, light, mage hand, read magic*; 1st—*alarm, charm person, comprehend languages, endure elements, identify, magic missile, obscuring mist, shield, sleep, true strike, unseen servant*; 2nd—*arcane lock, blur, continual flame, darkness, daylight, invisibility, knock, protection from arrows, resist elements, web, whispering wind*; 3rd—*dispel magic, gaseous form, haste, hold person, nondetection, protection from elements, stinking cloud, suggestion*.

**Sul'tara'ha'berthur, Black Dragon (Mature Adult):** CR 13; Huge Dragon (Water); HD 22d12+110; hp 253; Init +4 (Improved Initiative); Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 29 (–2 size +21 natural); Atk 1 bite +28 melee (2d8+8), 2 claws +28 melee (2d6+4), 2 wings +28 melee (1d8+4), 1 tail slap +28 melee (2d6+12), 1 crush +28 melee (2d8+12); Face 10 ft. by 20 ft.; Reach 10 ft.; SA breath weapon (12d4, DC 23), spell-like abilities (3/day—*darkness* (radius 70 ft.), *insect plague*, 1/day—*plant growth*), corrupt water; SQ water breathing, acid immunity, darkness, damage reduction 5/+1, Fear DC 23; SR 21; AL CE; SV Fort +18, Ref +13, Will +15; Str 27, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

*Skills:* Bluff +24, Concentration +27, Escape Artist +22, Knowledge (arcana) +24, Intimidate +24, Jump +22, Listen +24, Scry +24, Search +24, Sense Motive +24, Spellcraft +24, Spot +24.

*Feats:* Alertness, Cleave (claws), Improved Initiative, Flyby Attack, Power Attack, Weapon Focus (claws).

*Spells* (6/7/5 per day, chosen from the following list): 0—*arcane mark, daze, detect magic, ghost sound, light, mage hand,*

read magic; 1st—alarm, charm person, endure elements, magic missile, obscuring mist, protection from good, shield, sleep, unseen servant; 2nd—blur, detect thoughts, invisibility, protection from arrows, resist elements, summon swarm, web.

## NEW MONSTER

### SITHAEON, GOLD



#### Medium-Size Elemental (Earth)

**Hit Dice:** 1d8

**Initiative:** +4 (Improved Initiative)

**Speed:** 30 ft.

**AC:** 18 (+8 natural)

**Attacks:** Slam +1 melee

**Damage:** Slam 1d6+3

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Gold mastery, push, spell-like abilities

**Special Qualities:** Elemental, darkvision

**Saves:** Fort +2, Ref +0, Will +0

**Abilities:** Str 16, Dex 10, Con 12, Int 11, Wis 11, Cha 11

**Skills:** Listen +3, Spot +5

**Feats:** Improved Initiative

**Climate/Terrain:** Any underground

**Organization:** Solitary or party (3–5)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually neutral

**Advancement:** By character class



## SITHAEON, SILVER

**Medium-size Elemental (Earth)**

**Hit Dice:** 1d8

**Initiative:** +4 (Improved Initiative)

**Speed:** 30 ft.

**AC:** 18 (+8 natural)

**Attacks:** Slam +1 melee

**Damage:** Slam 1d6+3

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Silver mastery, push, spell-like abilities

**Special Qualities:** Elemental, darkvision

**Saves:** Fort +2, Ref +0, Will +0

**Abilities:** Str 16, Dex 10, Con 12, Int 11, Wis 11, Cha 11

**Skills:** Listen +3, Spot +5

**Feats:** Improved Initiative

**Climate/Terrain:** Any underground

**Organization:** Solitary or party (3–5)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Usually neutral

**Advancement:** By character class

The sithaeon were once a proud and noble race whose realms ranged extensively beneath the surface of the world. They lived within veins of the purest gold and silver, moving as freely through their metallic realms as the other races would through air or water, and founding a great and alien civilization. Before the memory of the dawn of time was old, however, the dwarves unwittingly destroyed the sithaeon's greatest realms, mining them for their rich mineral wealth and never realizing they were destroying a race. Today the sithaeon survive only in isolated pockets and havens, their once proud achievements a forgotten relic of an ancient time.

Gold and silver sithaeon are often mistaken as two different species. In truth, it would be more appropriate to think of them as two different genders. They can meet only where pure veins of gold and silver come near enough to each other, adding another curse of complexity to their troubled lives.

## COMBAT

Sithaeon will attempt to take their opponents by surprise using their unique ability to move through and emerge from metallic ore.

**Elemental (Ex):** Sithaeon are immune to poison, *sleep*, paralysis, and stunning. They have no clear front or back, and are therefore not subject to critical hits or flanking. A sithaeon *can* be *raised* or *resurrected*.

**Gold/Silver Mastery (Ex):** A sithaeon gains a +1 attack and damage bonus if both it and its foe touch the metal of its type.

**Push (Ex):** A sithaeon can start a bull rush maneuver without provoking an attack of opportunity. The combat modifier in gold/silver mastery, above, also applies to the elemental's opposed Strength checks.

**Spell-like Abilities—Gold Sithaeon (Su):** At will—*detect thoughts*; 1/day—*true strike*; 3/day—*fireball*.

**Spell-like Abilities—Silver Sithaeon (Su):** At will—*astral projections*; 1/day—*true strike*; 3/day—*lightning bolt*.





## FANTASY FLIGHT GAMES

Fantasy Flight Games, Inc. (FFG) is a leading publisher of roleplaying games, card games, and boardgames, and creator of the innovative customizable disk game category. FFG's bestselling and award-winning game products include the *Diskwars* and *Doomtown: Range Wars* CDGs, the *Twilight Imperium* boardgame, and the *Blue Planet v2* RPG. For more information about Fantasy Flight Games and its exciting products, visit the company's website at [www.fantasyflightgames.com](http://www.fantasyflightgames.com).

## OPEN GAME CONTENT

All text in this product with a gray background is designated as Open Game Content, except for the proper names of characters and places, and may be used under the terms of the Open Game License. Game statistics in the New Monster, New Magic Item, and New Spell sections are also Open Game Content. Illustrations and proper names are not Open Game Content and are the property of Fantasy Flight Games, Inc. Any material derived wholly from the d20 SRD and/or the *Dungeons & Dragons® Player's Handbook, Third Edition*, such as spell names and magic items, is also designated as Open Game Content. All other material is designated as closed content, including but not limited to: character names, background text, descriptions, and all other text not otherwise required to be Open Game Content.

Fantasy Flight Games, Inc., reserves the right to amend or modify this product if there is a change in the designation of Open Game Content.

## LEGAL PROVISIONS

*Dungeons & Dragons®* and *Wizards of the Coast®* are Registered Trademarks of Wizards of the Coast, and are used with Permission.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at [www.wizards.com](http://www.wizards.com).

## CREDITS

Publisher: Christian T. Petersen  
Writing: Justin Bacon  
Editing: Greg Benage  
Graphic Design: Brian Schomburg  
Cover Illustration: Hian Rodriguez  
Cover Colorist: Ben Prenevost  
Interior Illustrations: Lou Frank  
Cartography: Brian Schomburg  
Special Thanks: Tod Gelle

# DISKWARS™

## Diskwars (DW01-37)

Eight mighty armies have gathered to do battle with magic, steel, and cunning. Does your army have what it takes to triumph? *Diskwars* is like nothing you've ever seen before. Build your own custom fantasy army out of beautifully illustrated battle disks and wage war on your opponents. Each army pack comes with monsters, magic spells, unique personalities, and more! *Diskwars* is playable by any number of players on any flat surface.



## The Open Game License

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE  
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

**blue planet**  <sup>TM</sup>

SCIENCE FICTION ROLEPLAYING  
ON THE NEW FRONTIER

Download the FREE Blue  
Planet Preview at [BPV2.COM](http://BPV2.COM)



# The Wreyland Serpent

Instant Adventure for 4–6 characters levels 12–15



“I am Princess Athanake.”

The woman who stands before you is young and beautiful, attired in gowns of the finest green velvet, and bearing with calm grace a circlet of gold upon her brow. She captures, in the slightest gesture and inflection, a porcelain perfection that you had once believed to exist only in storybooks and myth. She is a princess.

“I wish that it were under happier circumstances and calmer skies that I welcomed you to Anach, so that we might prepare a royal feast and listen to your tales in better company. Unfortunately, that is not to be, at least for now. Instead of telling tales, I fear that I must ask you to make new ones.

“Three days ago Royal Miners discovered the hidden lair of the Wreyland Serpent, a black dragon who has ravaged our lands for as long as memory allows. All but one of the men who worked there were savagely butchered by the creature.”

She delicately extends a hand to one side, and a waiting courtier immediately steps forward and places a scroll within her grasp. The princess, in turn, extends it to you.

“This is a royal decree, sealed less than a quarter hour ago, giving to you whatever lawful authority is necessary to prosecute our interests in this matter.

“I beg you. Deliver my people from this beast.”

**FANTASY FLIGHT GAMES**  
fantasyflightgames.com

© 2001 Fantasy Flight Games. All rights reserved.



\$3.95

DD16

ISBN: 1-58994-012-1