

## ~ MADNESS IN FREEPORT ~

Strong currents affect the water in the tunnels beyond this point. The PCs must make a DC 15 Profession (boater) check or Wisdom check to turn the boat or stop it in the current. Anyone who stands up in the boat must make a DC 15 Balance check to avoid falling out of the boat. Those who fail this check and fall into the water are carried to Location 10 or Location 11. These characters must succeed DC 15 Swim checks to stay above the rough waters or be at risk of drowning.

### 10. POSSIBLE ACCESS TO OTHER AREAS

This watery passage can be used to expand this adventure if you so desire. If not, eliminate it from the map or simply state the passage narrows and is too small to allow the PCs to continue.

### 11. BOARDED-UP TUNNEL

*The entrance to this tunnel is boarded up above the waterline. The boards are rotted from exposure to the seawater. Written across the wooden barrier in black ink and in the common tongue are the words: "DANGER! KEEP OUT!"*

This is the boarded-up passage mentioned in Black Dog's logbook. The boards are easily broken and cast aside. The current pulls the boat into the passage beyond.

### 12. THE SERPENT PORTAL (EL 9)

*Your boat lands on a beach facing a 30-foot wide, curved, jade wall covered by a mural depicting two serpent men in red robes, standing on the summit of a jade tower shaped in the form of a coiled snake. Their hands are raised to the sky, and far below a throng of serpent people look on.*

*Between the two robed figures is an enormous, stone doorway 10 feet wide and 20 feet high. In the center of*

*the door, a bas-relief cobra is carved out of the green stone. The mouth of the cobra juts out further than the rest of the relief, its fangs bared as if ready to strike. Beneath the cobra is writing in some strange script.*

This is the top of the temple depicted in the mural. The remainder of the temple was buried during the great cataclysm. The writing under the cobra, which is Valossan, can be read by anyone who has learned to read the language or by any who succeed on a DC 20 Decipher Script skill check. (Add +2 if he has deciphered any previous Valossan writing successfully.) The script reads, "All those who would enter the temple must pass the test of the fangs. Reach into the mouth of Yig, and your courage will be rewarded."

The mouth of Yig is a test of courage and mental strength. To open the door, a PC must put his hand and arm into the serpent's maw to reach the doorknob. While reaching for the knob, it feels as if the jaws of the serpent are closing over his arm.

This is an illusion that only affects the PC who has his arm in the mouth of Yig. If the PC tries to disbelieve the illusion, he must make a DC 20 Will save. The illusion causes the hero to experience extreme pain. If the PC can keep his arm in the mouth despite the pain (DC 20 Will save to do so), the door opens. If at any point the character removes his arm from the door before the door opens, the pain stops, but a stream of poisonous green liquid shoots from the serpent's mouth. The poison in the mouth is a supernatural effect that automatically resets on the following round.

Even if the trap itself is disabled, the illusion remains in place. The PCs can try to open the door any number of times.

#### MOUTH OF YIG

CR 9; mechanical; touch trigger; automatic reset; Atk +13 ranged [+18 if hand is in the mouth of Yig] (poison); multiple targets (all targets in 20-ft. line); poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 25; Disable Device DC 28; Market Price: 54,300 gp.

## ~ PART THREE: THE SUNKEN TEMPLE OF YIG ~

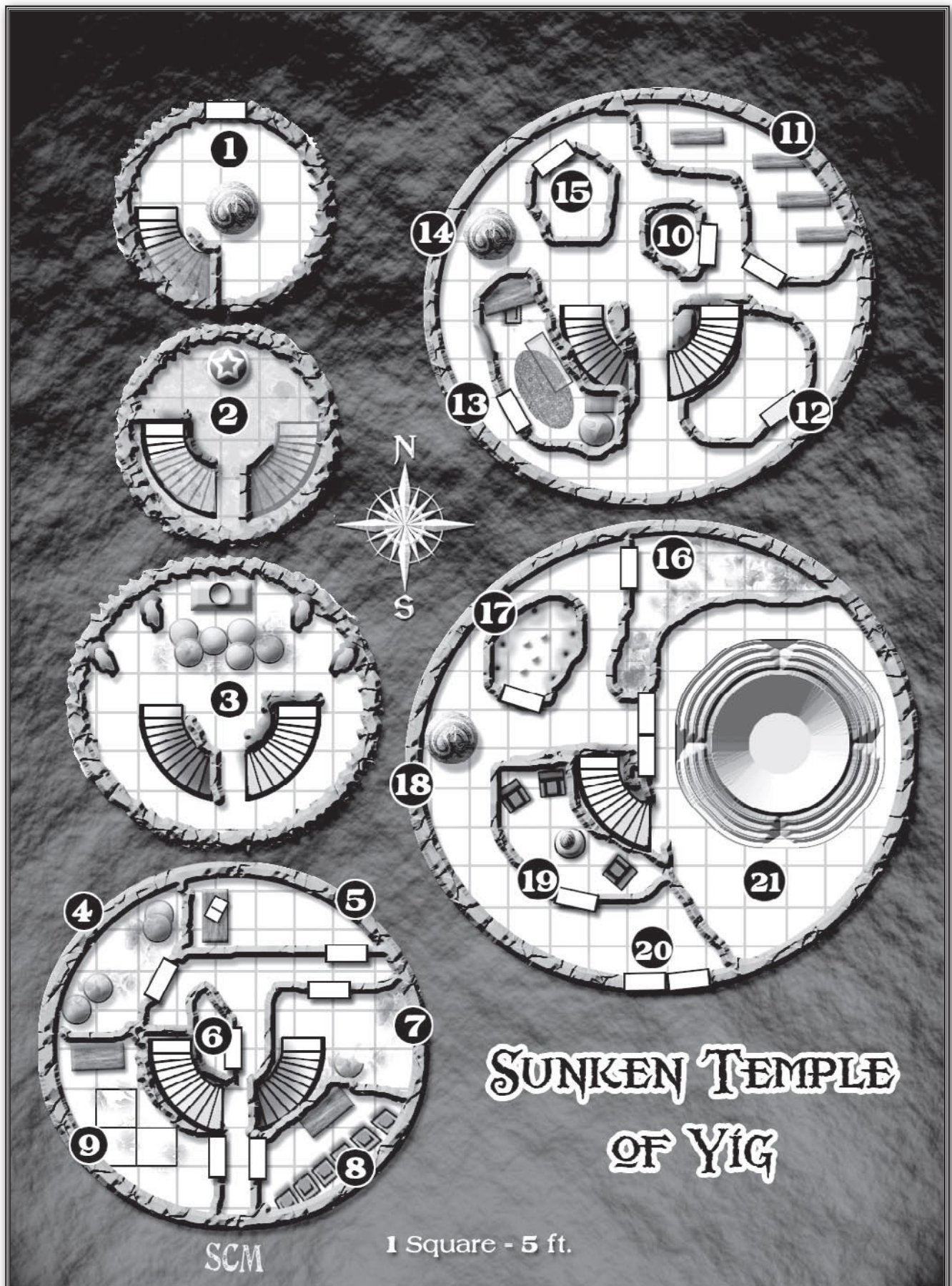
IN WHICH THE ADVENTURERS DESCEND INTO THE ANCIENT TEMPLE OF YIG  
AND DISCOVER THE PRICE THEY MUST PAY FOR THE JADE SERPENT.

Having discovered and navigated Black Dog's caves, the PCs have at last entered the lost Temple of Yig. The temple is constructed of green jade and is spiral in shape, built to resemble a coiled snake. Each level of the temple is 20 feet high and wider than the one above it. The temple is well below sea level, and it would be completely flooded if not for the magic that keeps it intact.

### LOCATION 3: THE SUNKEN TEMPLE OF YIG

As the Valossan civilization was being destroyed, the god Yig was angered. He blamed his priests for not warning their people of the devastation that would come from the worship of the

~ MADNESS IN FREEPORT ~





# ~ MADNESS IN FREEPORT ~

Unspeakable One. Knowing his own power would soon begin to wane, Yig used his remaining strength to preserve his temple from the cataclysm. Then, to punish his priests he turned them all into undead shadows. They have been doomed for centuries to wander the halls of the temple and contemplate how they failed Yig and the Valossan people.

Centuries of undead life have twisted the minds of most of the priests left in the temple. They only seek to end their existence. To that end, they attack the PCs without provocation.

There are some, however, who still cling to the hope that they can save their souls by helping to vanquish the Unspeakable One. These priests see the PCs as their possible salvation and ask them for help. If the PCs have not learned the Valossan language, the priests switch to an archaic form of the common tongue. (All of the serpent people encountered in the temple are shadow serpents, described in **Appendix 1**.)

## 1. THE STATUE OF YIG

*The serpent door grinds open, sending dirt scattering across the floor. The chamber beyond is circular, 40 feet in diameter. A ramp along the far right wall leads down into murky water. In the center of the chamber is an enormous, 15-foot-high, marble statue of a coiled snake. The walls of the room feature a continuous mural depicting the construction of the temple and its consecration. In many different locations, someone has scribbled the same Valossan words across the mural in red ink.*

This room was a prayer and meeting chamber used by the high priests of Yig. Under the sacred image of their god, the priests made important decisions and communed with their god.

A priest named Sseth, who was trying to warn his brethren that Yig was unhappy with them, wrote this warning on the walls: "Beware brethren, for Yig will abandon us." He was thought to be insane and was placed under house arrest in his quarters in the temple below. The PCs may meet his shade later.

Any PC who has learned the Valossan language can read the phrase. A PC who succeeds on a DC 20 Decipher Script skill check can attempt to translate the writing. Grant a +2 circumstance bonus to his roll if he has deciphered any Valossan writing previously.

This is an excellent room for the PCs to rest in before they take on the temple. They can sleep here and prepare or pray for spells without incident.

## 2. THE WATER-FILLED CHAMBER (EL 3)

This floor of the temple is filled with water. No other floors are flooded, and the water is contained on this floor. The magical

enchantment that Yig placed on the temple to keep it intact also allowed this odd condition to persist after the cataclysm.

It should be easy for the PCs to get to the next floor. They can swim down the ramp with a successful DC 10 Swim check. Once in the water, they notice a light coming from another ramp ahead of them. This ramp brings them to the third floor.

Read the following description to those who swim from ramp to ramp.

*The water is cold as you wade down the ramp. After only a few feet of swimming underwater, you can see a light up ahead of you. Swimming toward the light, you begin to make out another ramp leading further down into the temple. Halfway along this ramp, you come out of the water into a dry room. Incredibly, the water defies gravity and does not come down into this room from above.*

The priests used this room to prepare for services in the chapel below. It was once filled with numerous cabinets and standing closets filled with vestments. These enclosures have since rotted, and their remnants lie scattered throughout the room on the floor. On the wall opposite the ramps stands a statue of a serpent person. Around the statue's neck, on a golden chain, there is an amulet shaped like a serpent's head. This is the *Amulet of the Serpent* (see **The Gifts of the Serpent**, page 103).

If a PC can make it over to the statue and remove the amulet, a shadow serpent in the room attacks. The monster looks like a darker patch of water shaped like a serpent.

The shadow serpent is incorporeal. He does not have to breathe and is not hindered moving through the water. The PCs, on the other hand, may find it difficult to fight underwater without drowning. (See the **Underwater Combat** and **Drowning** in the DMG for details.)

The shadow attacks the bearer of the amulet and ignores all others. It does not follow anyone who leaves the room.

### SHADOW SERPENT

19 hp; see **Appendix III: New Creatures** on page 130 for details.

## 3. THE HIGH ALTAR OF YIG (EL 4)

*You emerge from the water into a circular room about 70 feet in diameter. Spaced along the walls every 10 feet are carved serpent heads with balls of glowing light between their fangs. To your left, about 30 feet away, is another ramp leading down. A marble altar carved with serpents sits in the center of the wall facing you. Numerous large, round pillows are spread about on the floor of the room. They give the place a damp, musty smell.*

# - MADNESS IN FREEPORT -

## THE GIFTS OF THE SERPENT

The items known collectively as the Gifts of the Serpent are as follows.

### THE AMULET OF THE SERPENT

A wizard king of Valossa created the *Amulet of the Serpent* in celebration of his coronation. It was a gift to the high priest of the temple to honor Yig. Each high priest passed the amulet on to his successor as a religious relic. The amulet was worn by the high priest at important religious ceremonies and when the Valossan army went to war.

The amulet confers onto its wearer a +2 natural armor bonus to AC and a +4 luck bonus to saving throws against poison. The Amulet of the Serpent takes up the Amulet body slot.

Faint abjuration; CL 5th; Craft Wondrous Item, *barkskin*, *neutralize poison*, creator's caster level must be at least 6th; Price 12,000 gp; Weight —.

### THE FANGS OF THE SERPENT

These fangs are made to fit over the natural fangs of a serpent person. They contain a small reservoir, which can be filled with the *Venom of the Serpent* to give the wearer a poisonous bite in addition to his normal attacks. They cannot be used by any other race (except for certain snake-avatars of Yig).

Faint necromancy; CL 5th; Craft Wondrous Item, *poison*; Price 3,000 gp; Weight —.

### THE VENOM OF THE SERPENT

This viscous yellowish liquid is a powerful poison. It is designed to be used with the Fangs of the Serpent, but can be used with any other weapon that can be envenomed. This small glass vial holds 12 doses when full. When found, it holds 1d4+2 doses.

Poison: Injury DC 20; Initial Damage 3d6 hp; Secondary Damage 2d6 Con; Price 2,000 gp/dose.

### THE SCALES OF THE SERPENT (MINOR ARTIFACT)

The *Scales of the Serpent* is a suit of green +3 *ghost touch scale mail* that fits only a serpent person. It is the most powerful of the Gifts of the Serpent. A Valossan wearing the armor is immune to all forms of physical and magical attack. There is only one weakness—a scale on the right breast was damaged during the creation of the artifact. In this place, the armor only confers a +4 bonus to the character's AC. An opponent may attack this area by voluntarily taking a -4 penalty to his attack roll. Spells that can be targeted may be aimed at the damaged scale at the same penalty. Any spell that hits automatically (like *magic missile*) automatically hits the damaged scale.

Strong abjuration; CL 19th; Weight 30 lb.



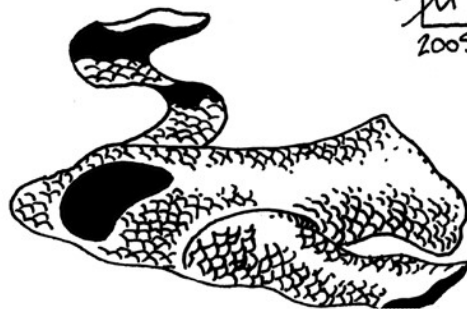
THE AMULET  
OF THE  
SERPENT



THE FANGS  
OF THE  
SERPENT



THE VENOM  
OF THE  
SERPENT



THE SCALES OF  
THE SERPENT



# ~ MADNESS IN FREEPORT ~

*In front of the altar is a dark, barely visible, serpent shape. It gestures toward a large jade bowl lying on the altar. It does not seem to notice you.*

This is the chamber where the priests conducted ceremonies to honor Yig. The serpent people sat on the pillows during the rituals. Over the years, the pillows have become infested with disease, and anyone handling them risks contracting the illness.

The shadow serpent in front of the altar is Alisstar, the last high priest of Yig. As leader of the temple, he blames himself for the priests' failure to stop the Unspeakable One. For centuries, he has sought a way to complete a ritual to appease Yig and set the souls of his brethren free. He is intent on the altar and takes no notice of the PCs unless they attack or speak to him.

If the PCs attack Alisstar, he throws up his hands and begs for mercy. He wishes only to speak with the heroes, not fight them. To him, they are his only hope.

If the PCs try to communicate with Alisstar, read or paraphrase the following.

*You startle the figure behind the altar. His head jerks up, and he speaks in a low, moaning voice, his words in a heavily accented version of the common tongue.*



*"At lasst. At lasst living ssoulss are come to help uss. Yesss. Help uss you can. Alisstar is my name, and the high priest I wass of thiss temple.*

*"Ssince the day of desstruction, me and my brethren have wandered thesse hallss. Doomed to exist for all time. Doomed to live with our failure. Yig has abandoned uss!*

*"But you can help. Yess, you can. Do as I wissh, and I will give you what you sseek."*

Alisstar wants the PCs to help him complete his ritual because he believes this is the only way to lift Yig's curse. To accomplish this, he needs them to recover four items, *The Gifts of the Serpent* (see sidebar, page 103), that have been scattered throughout the temple. The first is the *Amulet of the Serpent* in **Location 2**. The second is the *Fangs of the Serpent* in **Location 21**. The third is the *Venom of the Serpent* in **Location 14**. Lastly, they must recover the *Scales of the Serpent* in **Location 9**. The shadow serpent does not know the items' exact locations, so he may suggest the PCs ask other priests they meet in the temple. Alisstar promises to give the PCs the *Jade Serpent* if they bring him all of these items.

## DISEASED PILLOWS

CR 2; no attack roll necessary (the shakes, see DMG); DC 13 Fortitude save resists; Search DC 20.

## ALISSTAR

**Male advanced shadow serpent:** CR 3; Medium undead (incorporeal); HD 6d12; hp 36; Init +6; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +3; Grap —; Atk +6 melee (1d6 Str, incorporeal touch); Full Atk +6 melee (1d6 Str, incorporeal touch); SA Strength damage; SQ darkvision 60 ft., incorporeal traits, +4 turn resistance, undead traits; AL N; SV Fort +3, Ref +5, Will +8; Str —, Dex 14, Con —, Int 8, Wis 13, Cha 13.

**Skills and Feats:** Hide +8\*, Knowledge (Religion) +4, Listen +8, Search +5, Spot +8; Alertness, Improved Initiative, Iron Will.

## 4. ACOLYTES CHAMBERS (EL 7)

*A rank odor permeates the air in this room. Scattered about the floor are rotting pillows and bedding. Emerging from the shadows, four dark serpent shapes move toward you, wailing loudly.*

The four shadow serpents in this room were acolytes of the temple. They attack the PCs, hoping the heroes can put an end to their horrible existence.



# - MADNESS IN FREEPORT -

## ACOLYTES (4 SHADOW SERPENTS)

19, 18, 17, 20 hp; see Appendix III: New Creatures on page 130 for details.

### 5. PRAYER ROOM (EL 6)

*This long room follows the curve of the outside wall of the temple. The walls are covered with a mosaic of a large serpent. Its tail begins near the door, and the body winds along the outside wall, culminating in a fanged head at the far end of the room.*

*The eyes of the mosaic serpent glow with a green light. In front of the head is a stone table on which a large book rests. The floor is covered with four large piles of dust shaped like serpents.*

The priests of the temple used this room for a prayer and meditation. The eyes of the mosaic serpent were imbued with the spirit of Yig. As the priests recited their prayers, the eyes would help them commune with their god. When Yig abandoned his priests, the eyes drove them to madness instead. The priests in this room killed each other as a result. The piles of dust are what remains of their corpses.

Anyone staring at the mural's eyes for more than a few seconds must make a DC 15 Will save or be dominated by the will of Yig. Dominated PCs are instructed to attack their friends. This entitles them to another saving throw, as per the *dominate person* spell.

The book on the table is written entirely in Valossan and entitled *The Way of Yig*. The pages of the book are made of molted serpent skin. Any rare book dealer would pay up to 3,000 gp for it.

#### THE EYES OF YIG

CR 6; magic device; proximity trigger (special); automatic reset; spell effect (*dominate person*, 9th-level wizard, DC 15 Will save negates); Search DC 20; Disable Device DC 10; Cost: 22,500 gp, 1,800 XP.

### 6. INCENSE ROOM

*A pungent odor hangs in the air of this small room. The walls are lined with stone shelves that hold various jars and urns. A brazier stands at the far end of the room, unlit.*

The priests of Yig used this room to store the various type of incense they needed to perform their rituals. Most of the incense has long since lost its potency. A successful DC 20 Search check uncovers an urn containing two blocks of *incense of meditation*.

### 7. RAMP TO THE LOWER LEVELS (EL 5)

*This room is a mess. The floor is strewn with bits and pieces of decaying wood, moldy pillows, and smashed pottery. Opposite the door is a ramp leading up into darkness. A pair of red, piercing eyes sway back and forth in the shadows of the ramp. After a few moments, they begin to move toward you.*

The creature in the shadows is a wraith. In life, he was a human prisoner of the temple who tried to escape from the pit below. He made it as far as this room when the curse of Yig struck him down and turned him into a wraith. He has been haunting this room ever since. The wraith cannot leave this room.

#### WRAITH

32 hp; see the MM for details.

### 8. INFIRMARY

*The walls on either side of this room are lined with rotting sedan chairs. Along the far wall is a stone table with a shelf above it holding various jars.*

*Most of the chairs are empty, but two of them contain the shadowy forms of Valossan serpent priests. Their barely visible hands motion for you to come toward them. They seem to be incapacitated.*

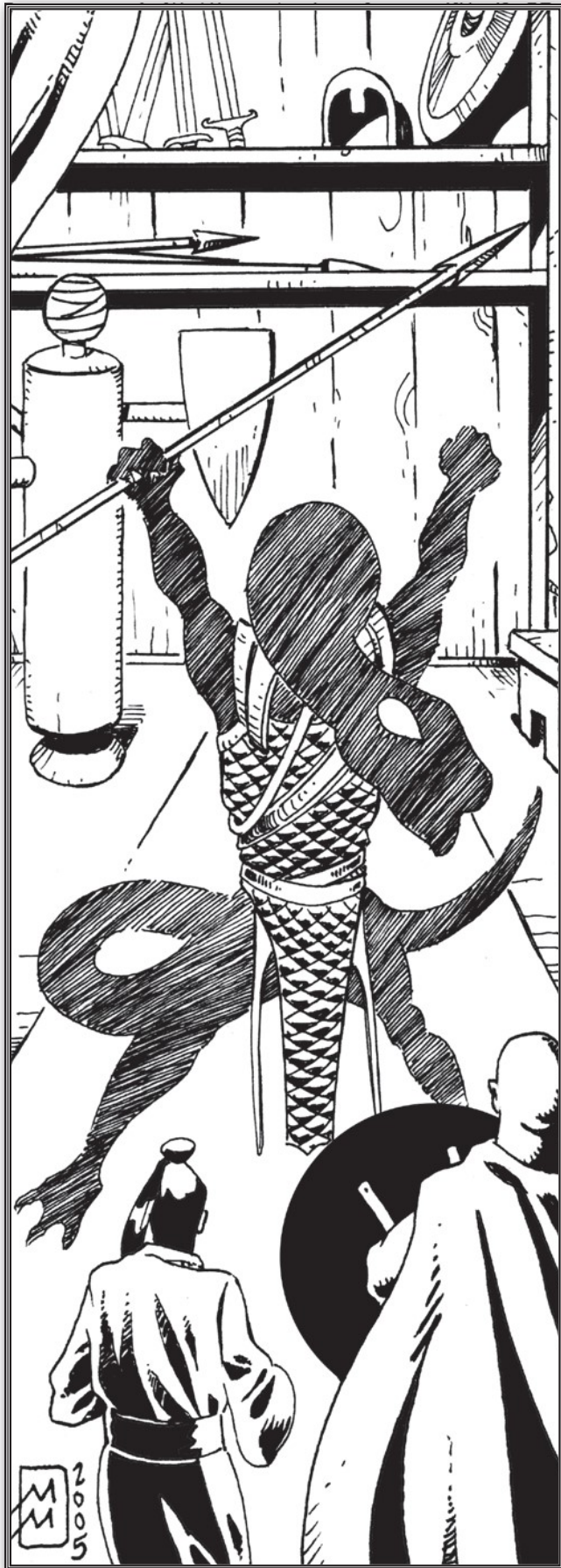
When the curse of Yig struck, these priests were receiving treatment in the infirmary. They have been lying here, waiting to die, for centuries. They want the PCs to kill them and beg them to do so.

These shadow serpents are willing to give the PCs information in exchange for their deaths. Here is what the priests know:

- Vrosh, the warrior priest, wears the *Scales of the Serpent*.
- The armor makes him invulnerable to attack unless you strike at the one weakness in the armor: a discolored scale just under the right breast.
- The Avatar of Yig is a giant serpent located in the lowest level of the temple, inside a great pit used for holy sacrifices.

The priests here may be incapacitated, but are still incorporeal undead, and thus difficult to damage. If a cleric tries to destroy them with a turning attempt, treat them as 1 HD with no turn resistance due to their weakened state. These priests are worth no XP unless the GM wishes to give a small story award for doing a good deed.

## ~ MADNESS IN FREEPORT ~



Among the jars on the shelf at the back of the room is one container of Keoghtom's ointment. The PCs can find the jar on a successful DC 15 Search check.

**Invalid Priests (2 Shadow Serpents):** 3, 3 hp; noncombatants.

### 9. THE SERPENT SCALES (EL 5)

*This large room looks to have been a gymnasium of some sort. Rotted matting covers the floor, and various combat dummies are scattered throughout the area. The walls are lined with racks that hold rusting and tarnished weapons of all sorts.*

*Standing in the center of the room is a shadow serpent holding a crackling spear and wearing a suit of green scale mail. In a loud, deep voice, he speaks, "Come, young onesss. Come for your lessson. You mustt be sstrong to fight for Yig."*

*With that, he assumes a fighting stance, brandishing his spear.*

This is Vrosh, a warrior priest of Yig. He was driven mad after the curse. He waits here to train young priests in the art of war. Vrosh refuses to respond to any questions and speaks to the heroes as a teacher does to a student. He wields a magical spear and wears the *Scales of the Serpent*. Although he is a shadow, he attacks the PCs with his weapon—but only to the point of wounding them.

While wearing the *Scales of the Serpent*, Vrosh is immune to all forms of physical and magical attack, except for a single damaged scale (see **The Gifts of the Serpent** sidebar on page 103 for details). If the PCs talked to the wounded priests in **Location 8**, they can notice the weak spot easily (DC 5 Spot check). If not, have anyone fighting Vrosh make a DC 20 Spot check to notice the damaged scale.

When Vrosh is killed, the scale armor falls to the ground undamaged. The armor is useless to the PCs, but the spear is a +1 ghost touch shock spear.

#### WARRIOR PRIEST VROSH

**Male advanced shadow serpent:** CR 5 (for superior gear); Medium undead (incorporeal); HD 6d12; hp 43; Init +6; Spd fly 40 ft. (good); AC 20, touch 18, flat-footed 18; Base Atk +3; Grp —; Atk +6 melee (1d6+1/x3 plus 1d6 electrical, +1 ghost touch shock spear); Full Atk +6 melee (1d6+1/x3 plus 1d6 electrical, +1 ghost touch shock spear); SA Strength damage; SQ darkvision 60 ft., immune to all damage that does not penetrate the weak spot in the *Scales of the Serpent*, incorporeal traits, +4 turn resistance, undead traits; AL N; SV Fort +3, Ref +5, Will +6; Str —, Dex 15, Con —, Int 6, Wis 13, Cha 13.

**Skills and Feats:** Hide +10\*, Listen +9, Search +4, Spot +9; Alertness, Combat Reflexes, Improved Initiative.

# - MADNESS IN FREEPORT -

Possessions: *Scales of the Serpent* (see page 103), +1 ghost touch shock spear.

## 10. SCROLL ROOM

*The walls of this small room are riddled from floor to ceiling with tiny, square niches. At one time, these must have contained many scrolls and rolled up parchments. Most of them have disintegrated over the years, and piles of dust are all that remain.*

The scrolls in this room have almost all been destroyed by the ravages of time. If the PCs search the niches and succeeds on a DC 20 Search check, they find an intact divine scroll (*water breathing*, caster level 5).

## 11. MESS HALL (EL 7)

*Long, low stone tables are scattered throughout this hall. Many ceramic plates and utensils lie cracked and broken upon them. Three dark serpent shapes sit at a table nearby. They appear to be eating, although there is no food on their plates.*

*Suddenly, you hear the sound of pottery being smashed and broken on the floor. Emerging from the shadows at the back of the hall is a shadow serpent. He turns toward you and speaks: "Abhhh! Fresssh morssselss for usss to eat. Let usss kill them, and I will make usss a feassst fit for a king!"*

These shadow serpents have not come to terms with the curse of Yig. They believe they are still alive, and look for a fresh meal. The PCs can attempt to talk to the shadow serpents to convince them they have been dead for centuries (Diplomacy check opposed by Sense Motive). If this succeeds, the shadow serpents stand down and stagger about in bewilderment until the heroes leave. Otherwise, they fight to the death.

### SHADOW SERPENTS (4)

17, 22, 18, 16 hp; Sense Motive +1; see **Appendix III: New Creatures** on page 130 for details.

## 12. THE SEALED DOOR

*The stone door to this room has been wedged shut by three iron spikes that have been driven into the floor. A tiny door has been carved into the portal at eye level. It is currently shut and locked.*

This is the room of Sseth, the priest who wrote the warning on the walls in the topmost chamber of the tower (see **Location 1**). His fellow priests imprisoned him here because they believed

he had gone insane. They used the small door to feed him. This door can be unlocked by a successful DC 20 Open Lock check.

If the small door is opened, read the following to the PCs:

*Peering through the portal, you can see a room completely bare but for the Valossan writing covering every square inch of wall, in many different styles and sizes. A voice calls to you from the gloom, "Enter Foolsss! Help you I can. Yesss! You may be the oness. NO! I am not sssure. Yesss! In you mussst come!"*

The spikes keeping the door closed can be removed by succeeding on a DC 10 Strength check.

## 12a. Sseth's PRISON (EL 3)

*The room beyond the sealed stone door is crescent shaped and completely bare of any furnishings. You immediately notice the walls are covered from floor to ceiling with Valossan writing. It appears to be the work of a madman.*

*A voice calls to you from the back of the room, "To me you musst come, young oness. I alone can help you. Need you do the Venom of the Sserpent. Have it I do. But no! Give it to them I will not! Yesss! You mussst! No! Yesss! Yess, give it to you I sssshall. Only if they anssswer the riddle. Yesss! Only if they anssswer the riddle. No! Yessss! Anssswer it they mussst!"*

Although Sseth wasn't crazy before Valossa was destroyed, he sure is now. The shadow serpent is quite mad, and he asks the PCs to solve a riddle. If they answer correctly, he tells them where they can find the vial containing the *Venom of the Serpent*. Sseth does not respond to any questions and continually asks the PCs if they want to answer his riddle. As in the passage above, he vocally argues with himself throughout. Here is Sseth's riddle:

*I create life and also nourish it.*

*I contain life and the future for some.*

*I am first, although some say I came last.*

*I am fragile, yet strong enough to hold  
precious cargo.*

*What am I?*

The answer to Sseth's riddle is: an egg. If PCs guess correctly, Sseth tells them that the vial of the *Venom of the Serpent* can be found in a secret compartment within the statue of Yig at **Location 14**. The compartment is located in the middle of the statue's tail. If they guess incorrectly, he hisses at them, but he still tells them they must search the likeness of Yig to find what they seek.



# ~ MADNESS IN FREEPORT ~

If attacked, Sseth flees. He only fights if cornered (which is unlikely to occur, given his incorporeal state).

## SSETH (SHADOW SERPENT)

19 hp; see **Appendix III: New Creatures** page 130 for details.

### 13. THE HIGH PRIEST'S CHAMBER (EL 4)

*The door opens, revealing a crescent-shaped chamber 15 feet wide and 40 feet long. A large rug with the faded image of a coiled serpent covers the floor. Opposite the door is an empty, rectangular glass case with a rotting log in it. A decaying, round mattress sits in the right corner of the room, and there is a small chest at its side. On the other side of the room, there is a large desk and a chair. Lying open on the desk is a leather-bound tome with yellowed pages.*

High priest Alisstar called these chambers home before the cataclysm. Shortly before the end, he went up to the altar (see **Location 3**) to try to appease Yig. He has been there ever since.

The glass case is the home of Alisstar's pet snake. The snake was not spared from the curse of Yig and has been transformed into a shadow constrictor snake (see **Appendix III**). The snake is currently in the chest; it attacks anyone who opens the chest.

The chest is locked and requires a DC 20 Open Lock check to open. Besides the shadow constrictor snake, it contains are 500 gp, two *potions of lesser restoration*, and two *potions of cure moderate wounds*.

The book on the table is Alisstar's journal. It is written in Valossan and so can only be read by PCs who have learned that language. A character who succeeds on a DC 25 Decipher Script skill check can comprehend enough of the text to learn general information.

The most recent journal entries express Alisstar's concern about the growing worship of the Unspeakable One. One key passage reads, "It is clear that this Unspeakable God is not of this world. It is possible that he is from another plane of existence altogether. To defeat him, it may be necessary to send him back to his own plane or to imprison him on this one." Additionally, the journal contains a thorough history of Valossan life. To the right people, it would be worth around 1,000 gp.

## SHADOW CONSTRICTOR SNAKE

19 hp; see **Appendix III: New Creatures** on page 130 for details.

### 14. ANOTHER STATUE OF YIG

*A huge, 15-foot-tall statue of a coiled serpent takes up the center of the hallway. At one time, it must have been colorfully painted, but most of the paint has since faded or fallen off. At its base is a tiny altar upon which rests two small jars.*

This was a small shrine to the god Yig. Priests placed incense and other offerings on the altar. The jars on the altar are empty. Hidden in a secret compartment in the tail of the statue is the vial containing the *Venom of the Serpent* (see **The Gifts of the Serpent** sidebar on page 103). The DC for the Search check to find the vial depends on what the heroes have learned so far.

Conditions	Search DC
The PCs answered Sseth's riddle	15
The PCs failed to answer Sseth's riddle	25
The PCs have yet to encounter Sseth	30

### 15. THE SERVANTS OF THE HIGH PRIEST (EL 3)

*The door opens into a circular chamber. The furniture has been moved to the sides of the room in a very deliberate fashion. Both sides of the room have a single desk, chair, mattress, and closet. A line has been drawn down the center of the room with white chalk. Standing on either side of the line are two shadow serpents shouting and pointing their fingers at each other.*

These two shadow serpents, Arness and Hurst, were once the servants of Alisstar, the high priest of Yig. They never got along, and even went so far as to divide the room evenly between them. Their bickering only got worse after the catastrophe and they have been at each other's throats for centuries, unable to harm each other with anything besides their words.

Arness tries to convince the PCs to kill Hurst, and Hurst does his best to convince them to kill Arness. Both promise to help the PCs find the "hidden treasure of the temple."

They are both lying. There is no hidden treasure. The sole aim of these two bitter shadows is for the other one to die. The shadows do not attack the PCs unless they themselves are attacked.

The closets on both sides of the room contain 100 gp each.

## ARNESS AND HURST (SHADOW SERPENTS)

25, 17 hp; Bluff + 1; see **Appendix III: New Creatures** on page 130 for details.

## ~ MADNESS IN FREEPORT ~

### 16. CHAMBER OF THE SACRIFICES (EL 6)

*Opening the door to this room releases a foul odor of decaying flesh and rotteness that almost overwhelms your senses. The chamber beyond is large and irregularly shaped. From its dark recesses, hideous creatures shuffle toward you. Their skin is mottled and sickly green with decay. In many places, the skin has long since sloughed off, revealing yellowed bones.*

This chamber was used by the priests as a holding pen for the living creatures they needed as sacrifices to Yig. They used many different types of humanoids: halflings, gnomes, and humans for the most part, as the Valossans considered them barbaric and savage. They have been trapped here by the curse of Yig for many centuries. They attack the PCs but do not follow them outside of the room.

#### GNOME OR HALFLING COMMONER ZOMBIE

CR 1/2; Small undead; HD 2d12+3; hp 16 (average); Init +0; Spd 20 ft. (can't run); AC 12, touch 10, flat-footed 12; Base Atk +1; Grap -3; Atk +2 melee (1d4, slam); Full Atk +2 melee (1d4, slam); SQ damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con —, Int —, Wis 10, Cha 1.

*Skills and Feats:* —; Toughness.

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

#### HUMAN ZOMBIES (8)

13, 12, 11, 15, 14, 17, 18, 9 hp; see the MM for details.

### 17. THE HATCHERY

*A wave of hot air washes over your faces as you open the door to this chamber. The circular room beyond is filled with dozens of cracked eggs scattered about the floor upon rotting cushions. The heat comes from glowing stones spaced evenly on brackets along the walls.*

Priests of Yig were chosen before birth and brought to the temple to hatch here and begin their lives in service of the serpent god. Before the great cataclysm, Sseth—who knew of the coming curse of Yig—destroyed most of the eggs and their growing embryos.



A character who succeeds on a DC 20 Spot check notices that one egg escaped the rampage and sits in the room undisturbed.

Strangely, the curse of Yig froze the embryo in this egg in suspended animation. Once the curse is lifted, the egg begins

#### HEAT STONES

A *heat stone* has been enchanted to continually radiate heat in a 10-foot radius spread. Creatures within this area are protected from cold environments, as if by *endure elements* (but gives no protection against heat). The stone also radiates light as a torch (bright light in a 20-foot radius and shadowy illumination in a 40-foot radius).

A heat stone deals 1 points of fire damage to those who touch them, and deal an additional point of damage every minute thereafter that the stone is held. Creatures with the cold subtype take 1 point of damage each round spent within the heated area, or 1d4 points of damage per round is touching the stone.

Faint abjuration; CL 1st; Craft Wondrous Item, *endure elements* or *produce flame*, Price 500 gp; Weight 2 lb.

## - MADNESS IN FREEPORT -

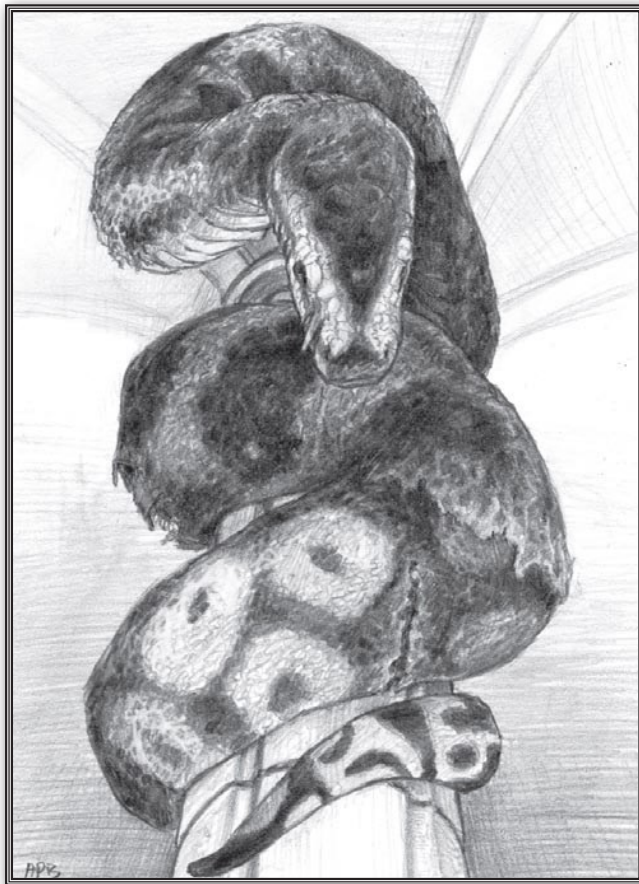
to mature again. If the PCs take it with them, you may use this as hook for a later adventure. They may need to raise the young serpent or protect it from those who want to exploit it. (See the **Hatching the Egg** adventure hook on page 129.)

This room contains eight *heat stones*. Refer to the **Heat Stones** sidebar if the PCs touch or remove a glowing stone.

### 18. YET ANOTHER STATUE OF YIG

*A 15-foot-tall statue of a coiled snake with its fangs bared is mounted here. Yellow light shines across the hallway from its eyes. The light falls on a set of double doors with an elaborate carving of a snake upon it.*

This statue was built to honor Yig, but it is also the only way to open the set of double doors at the end of the hall. Mysteriously, anyone standing in the path of the light does not block its path to the doors. Close examination of the statue, and by succeeding on a DC 15 Search check, reveals the eyes have a pair of lids. If these lids are moved to cover the eyes, the doors to **Location 21** open. Opening these doors by other means requires a *dispel magic* spell cast by a 15th level spellcaster—far beyond the means of heroes at this level!



### 19. WAITING ROOM

*This is a large room that at one time must have appeared rich and inviting. Now all of the furniture is rotting away, and the tapestries on the walls are faded and torn. Many cushions adorn the chamber, but they have fallen into ruin and decay. In the center of the room, upon a marble pedestal, rests a serpent statuette carved from jade.*

Visitors to the temple of Yig used this room as a waiting area. It was richly decorated and sometimes served as a receiving room for the high priest. The jade serpent in the center of the room is an exact replica of the actual jade serpent the PCs seek. The statue is not magical in any way, but would be worth 5,000 gp to a collector. It weighs 10 lb.

### 20. EXIT?

*A large set of double doors stands before you. Wet silt seeps under the doorjamb, and the doors appear to be warped. Two huge pull rings are attached to the center of each door.*

The PCs should be discouraged to open these doors, since doing so would flood this level of the temple. You can also use these doors to expand the adventure on your own. They may lead to other undiscovered areas of the ruined Valossan city that you can detail for your gaming group. If not, consider these doors stuck and magically locked with an arcane lock spell cast by a 15th level caster.

### 21. THE PIT OF THE GREAT SERPENT (GR 4)

*As the light from the serpent's eyes is covered, the huge double doors creak open to reveal a large chamber beyond. Inside is a large, sunken amphitheater shaped like a half-moon. There are five tiers of steps leading down to a 40-foot-diameter, 10-foot-deep pit. The steps are covered with rotting cushions, and long faded tapestries adorn the walls.*

*At the center of the pit is a gigantic snake. Its skin is yellow with decay. It rears its head as you enter, baring a set of gleaming white fangs.*

This serpent was believed to be the worldly manifestation of the god Yig. The Valossans sacrificed slaves to it as a way to pay homage to their god. The PCs must now kill the undead form of the serpent to retrieve its fangs for Alisstar's ritual. Once the snake is slain, the *Fangs of the Serpent* (see **The Gifts of the Serpent** sidebar, page 103) can be removed from its jaws easily.



## ~ MADNESS IN FREEPORT ~

### ADVANCED CONSTRICTOR SNAKE ZOMBIE

CR 4; Large undead; HD 12d12+3; 81 hp; Init +1; Spd 20 ft. (can't run), climb 20 ft., swim 20 ft.; AC 17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16; Base Atk +6; Grap +18; Atk +13 melee (1d4+12, bite) or +2 melee (1d8+12, slam); Full Atk +13 melee (1d4+12, bite) or +2 melee (1d8+12, slam); SQ damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +4, Ref +5, Will +8; Str 27, Dex 13, Con —, Int —, Wis 10, Cha 1.

*Skills and Feats:* —; Toughness.

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

## RECEIVING THE JADE SERPENT

After the PCs recover the four artifacts, they are ready to return to the high priest in **Location 3** so he can complete his ritual. Alisstar is overjoyed to see the PCs and what they retrieved for him. Motioning toward the altar, he addresses them.

*"Thank you! Thank you for doing ass I assked. Pleassse put the artifactsss there on the altar.*

*"I still need you help. Due to my ethereal nature, I cannot perform the physical partsss of the ritual. One of you musst sssacrifice sssome blood sssso that my people can be ssaved.*

*"I musst warn you, however. This sssacrifice will be great. You will losse a part of yourssself permanently. It iss the only way. If you refussse, we will be consigned to an eternity of sssuffering, and you will never get the Jade Ssserpent."*

Alisstar has just revealed the real price the PCs must pay to obtain the Jade Serpent. One of them must be willing to give up her own blood! Doing so causes the character to lose two point of Constitution permanently! Although the PCs may understandably balk at this idea, there is no other way for them to obtain the Jade Serpent. This may be a good adventure hook for later in your campaign, as there may be a way for the PC to regain the lost points of Constitution.

Alisstar performs all of the extensive verbal and awkward somatic portions of the ritual. The *Scales of the Serpent* are laid on the altar as the chosen PC dons the *Amulet of the Serpent*. The PC must take the *Fangs of the Serpent* and use one on each wrist to draw blood. The PC's blood must then be mixed with the *Venom of the Serpent*. This mixture is then poured on the *Scales of the Serpent*.

At that moment Alisstar proclaims, "IT IS DONE!" The building begins to shake. Alisstar makes a motion with his hands, and the *Jade Serpent* rises from the center of the altar and floats before the PCs. As the high priest's form disperses, he waves a last "thank you" to the PCs.

The PCs should be able to escape from the temple the same way they came in. As they go, the building will start to collapse around them. Once the heroes are free of the temple it collapses to rubble behind them.

## ~ PART FOUR: MILTON'S FOLLY ~

### IN WHICH THE ADVENTURERS RUSH TO STOP MILTON DRAC FROM PLUNGING THE WORLD INTO MADNESS.

The boat the PCs used to navigate Black Dog's Caves is still waiting for them on the beach in front of the serpent portal. They can use it to leave the caves at the next low tide (5:00 am) and get back to Freeport.

If your group has followed the time frame of the adventure as outlined in **Part One**, they arrive about 6:00 am as the sky is beginning to lighten with the coming of the dawn. As the PCs row into Freeport harbor read them the following passage.

*As the first light of dawn creeps over the horizon, the harbor is illuminated, revealing an amazing number of ships and boats of every kind. Never in its history has the harbor been so crowded with vessels. A dark shadow stretches across the water, growing longer and longer with the rising of the new day's sun.*

*Tracing the blackness back to its source, you gaze upon Milton's Folly, looming over Freeport Harbor. The scaffolding that encased its walls is gone, and the white marble of the lighthouse gleams in the sunlight. The waters around it are kept clear by a patrol of four Sea Lord cutters filled with marines.*

The coming christening of the lighthouse and the ceremonial activation of the light are set to occur at night on the day the PCs return to Freeport. The confusion and overcrowding in the city allows them to easily avoid the city watch, which has been ordered to arrest them on sight.

If the heroes make their way to the Temple of the God of Knowledge, K'Stallo happily puts them up there, giving them