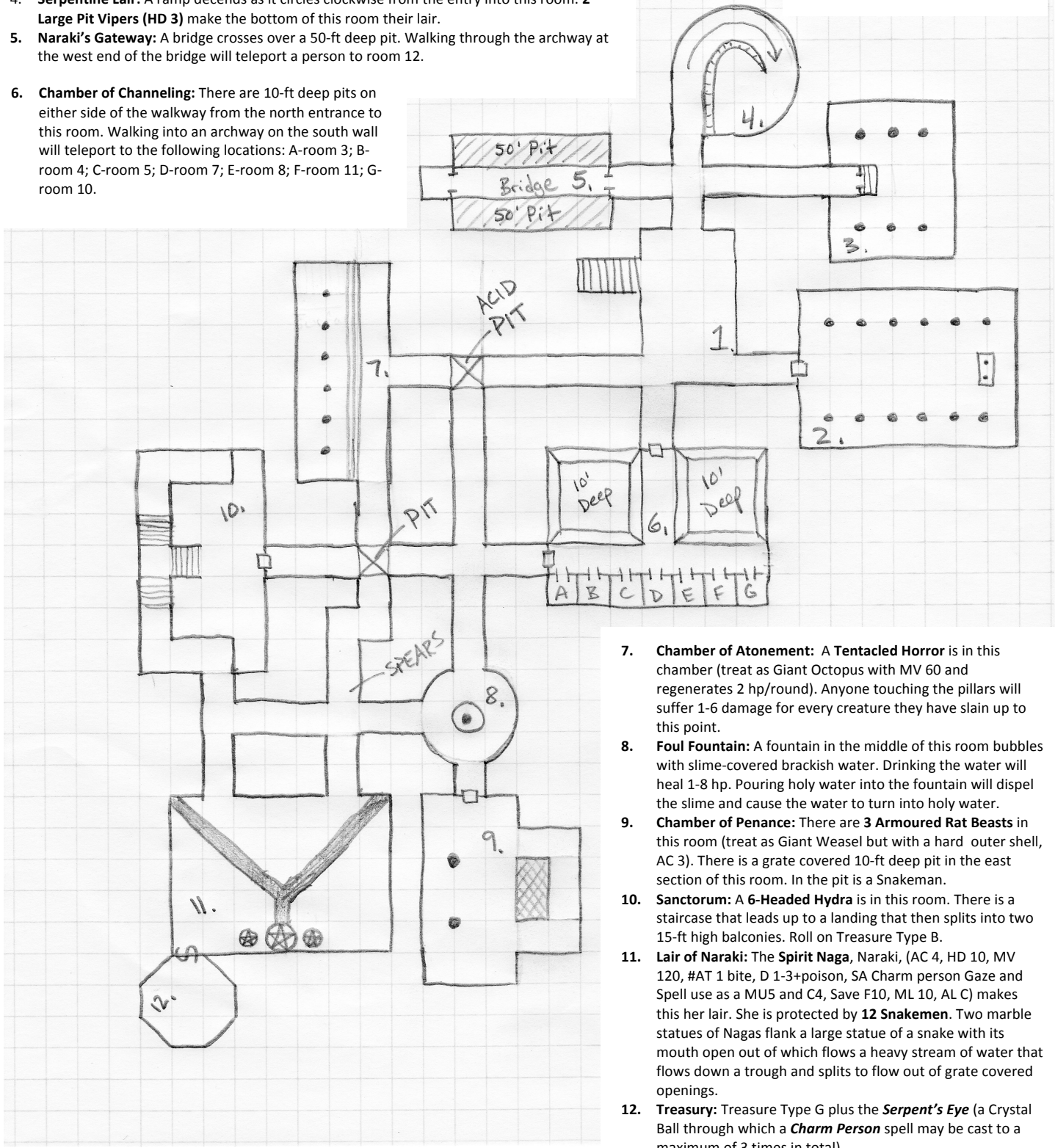


# Wrath of the Serpent

- Entryway:** This room is empty.
- Altar of Reparation:** **12 Snakemen** (as Lizardmen but with a poison bite) are worshipping at an altar carved to look like a mass of writhing serpents. Looking at the altar will cause nausea for non-snakemen (save vs magic to negate). On the altar is a gold chalice (400gp).
- Observation Room:** In the middle of the east wall is a mirror framed by a patinaed brass frame of a snake swallowing its tail. Looking in the mirror will have the following effect (1d6): 1-turned to stone; 2-see room 2; 3-see room 4; 4-see room 5; 5-see room 7; 6-see room 10.
- Serpentine Lair:** A ramp descends as it circles clockwise from the entry into this room. **2 Large Pit Vipers (HD 3)** make the bottom of this room their lair.
- Naraki's Gateway:** A bridge crosses over a 50-ft deep pit. Walking through the archway at the west end of the bridge will teleport a person to room 12.
- Chamber of Channeling:** There are 10-ft deep pits on either side of the walkway from the north entrance to this room. Walking into an archway on the south wall will teleport to the following locations: A-room 3; B-room 4; C-room 5; D-room 7; E-room 8; F-room 11; G-room 10.

**Acid Pit:** Covered pit, fall 10-ft into a 10-ft deep pool of acid. 1-8 damage per round.  
**Pit:** 20-ft deep covered pit.  
**Spears:** Resetting spear trap. Save vs wands or hit by 1-4 spears each doing 1-6 damage.



- Chamber of Atonement:** A **Tentacled Horror** is in this chamber (treat as Giant Octopus with MV 60 and regenerates 2 hp/round). Anyone touching the pillars will suffer 1-6 damage for every creature they have slain up to this point.
- Foul Fountain:** A fountain in the middle of this room bubbles with slime-covered brackish water. Drinking the water will heal 1-8 hp. Pouring holy water into the fountain will dispel the slime and cause the water to turn into holy water.
- Chamber of Penance:** There are **3 Armoured Rat Beasts** in this room (treat as Giant Weasel but with a hard outer shell, AC 3). There is a grate covered 10-ft deep pit in the east section of this room. In the pit is a Snakeman.
- Sanctorum:** A **6-Headed Hydra** is in this room. There is a staircase that leads up to a landing that then splits into two 15-ft high balconies. Roll on Treasure Type B.
- Lair of Naraki:** The **Spirit Naga**, Naraki, (AC 4, HD 10, MV 120, #AT 1 bite, D 1-3+poison, SA Charm person Gaze and Spell use as a MU5 and C4, Save F10, ML 10, AL C) makes this her lair. She is protected by **12 Snakemen**. Two marble statues of Nagas flank a large statue of a snake with its mouth open out of which flows a heavy stream of water that flows down a trough and splits to flow out of grate covered openings.
- Treasury:** Treasure Type G plus the **Serpent's Eye** (a Crystal Ball through which a **Charm Person** spell may be cast to a maximum of 3 times in total).