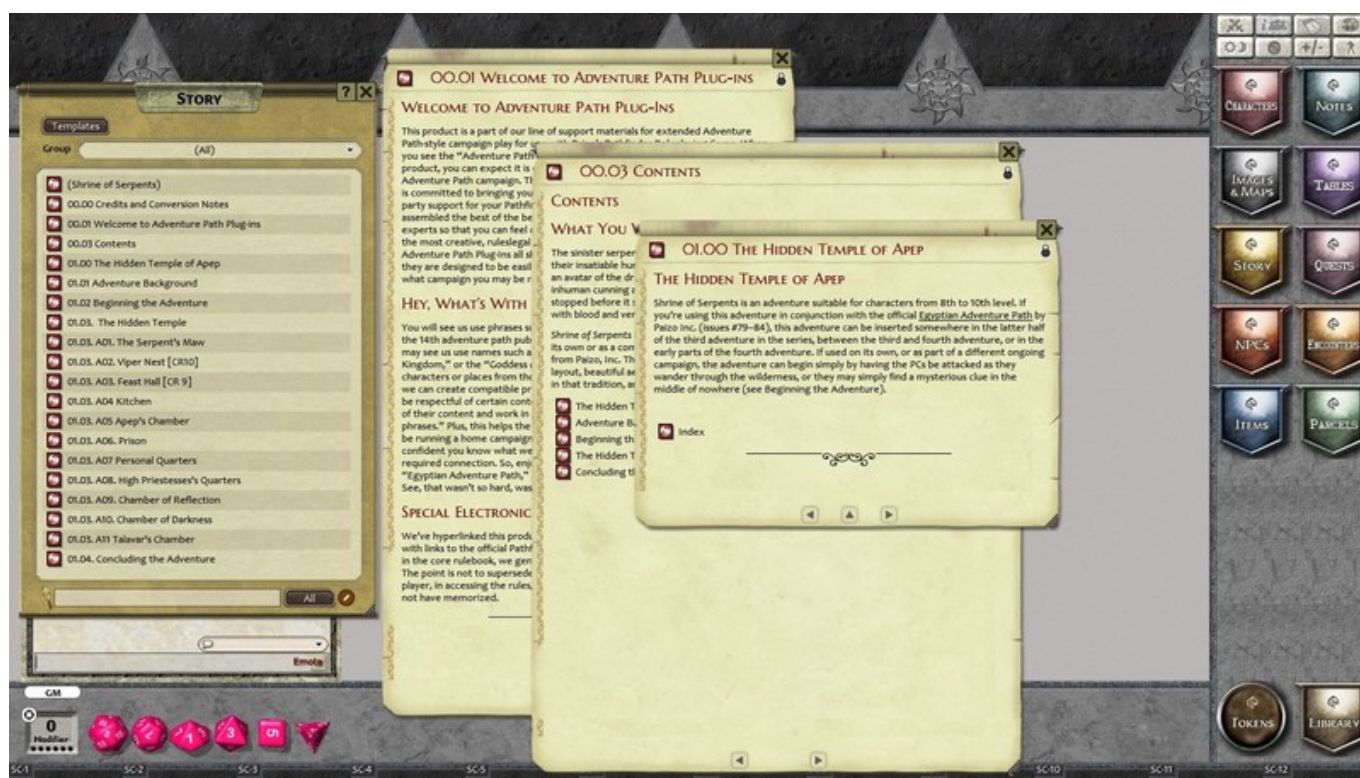


Fantasy Grounds - Shrine Of Serpents (PFRPG) Download Now



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About This Content

The Serpent's Servants Awaken!

The sinister serpent cult of Apep the Devourer has returned! Once hunted to near-extinction to quell their insatiable hunger for living sacrifices to their scaled god, a new power has arisen claiming to be an avatar of the dreaming serpent and has redoubled their rapacious campaign of terror with an inhuman cunning and savagery. Content to lurk in the shadows no longer, the serpent cult must be stopped before it spreads once more across the Pharaoh Kingdom and the sands again are stained with blood and venom while their mysterious master laughs.

Shrine of Serpents is a 9th-level adventure for the Pathfinder Roleplaying Game that can be played on its own or as a complement to the third or fourth volume (#81-82) of the Egyptian Adventure Path from Paizo, Inc. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. Pick up this adventure today and Make Your Game Legendary!

Conversion by: **Dan Luck**

Released on March 03, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requirements: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset.

Title: Fantasy Grounds - Shrine of Serpents (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 7 Mar, 2017

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English



01.03. THE HIDDEN TEMPLE

THE HIDDEN TEMPLE

Image: The Hidden Temple DM Map
Image: The Hidden Temple Player's Map

The hidden temple of Apep is hidden not so much in that it is passively to find, but rather that it looks nothing like a temple from the outside. The structure is entirely underground, and has been built into the side of a small cliff, leaving only a rough cavern entrance visible from the outside. Inside, though, the walls are smooth, worked stone. Unless otherwise noted, the ceilings within the hidden temple are 10 feet high, all doors are strong wooden doors, and each room is illuminated with torches.

- A1. The Serpent's Maw
- A2. The Viper Nest [CR10]
- A3. Feast Hall
- A4. Kitchen
- A5. Apep's Chamber
- A6. Prison
- A7. Personal Quarters
- A8. High Priestess's Quarters
- A9. Chamber of Reflection
- A10. Chamber of Darkness
- A11. Talavar's Chamber

The rough, unworked stone of the cave entrance continues for only a few feet before opening into a chamber made of smooth, polished, and carefully worked stone. At the far end of the room is a doorway, framed by a massive serpent's mouth carved from the stone, its jaws wide open as though to swallow those who step through it. Beyond, a steep staircase can be seen, descending into darkness.

01.03. AOI. THE SERPENT'S MAW

A1. THE SERPENT'S MAW

The rough, unworked stone of the cave entrance continues for only a few feet before opening into a chamber made of smooth, polished, and carefully worked stone. At the far end of the room is a doorway, framed by a massive serpent's mouth carved from the stone, its jaws wide open as though to swallow those who step through it. Beyond, a steep staircase can be seen, descending into darkness.

This antechamber serves to scare off most of those curious enough to wander into the cave. Those whose curiosity overcomes their apprehension typically fall victim to the stairwell's grim trap.

Encounter: The Serpents Maw

Index: The Hidden Temple

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- 01.03 A8 High Priestess's Quarters
- 01.01 A10 Chamber of Darkness
- 01.03 A11 Talavar's Chamber
- 01.01 A6 Prison
- 01.03 A7 Personal Quarters

Cultists of Apep

Type: Human ranger 8
Initiative: +3 CR: 7

Senses: Perception +12

DEFENSE

AC: 21, touch 11, flat-footed 18 (+7 armor, +3 Dex, +1 shield)
HD: 8/DIC-24
HP: 72
Fortitude: +9 Reflex: +10 Will: +4

Saves: favored to desert +4, underground +2, hunter's best companions, swift tracker, track +4, wild empathy +7, woodland stride

OFFENSE

Speed: 30 ft. (20 fr. in armor)
Attack: mwk short sword +10+5 (1d6+3/19-20) and mwk short sword +10+5 (1d6+3/19-20) or mwk composite shortbow +12+7 (1d6+3/x3)
Full Attack: mwk short sword +8+3 (1d6+3/19-20) and mwk short sword +8+3 (1d6+3/19-20)
Space/Reach: 5 ft./5 ft.
SA: combat style (two-weapon combat), favored enemies (elves +2, humans +4)

STATISTICS

Abilities: Str 16 Dex 16 Con 14 Int 10 Wis 12 Cha 8

Creation: Creature Trap/Traut Vehicle

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