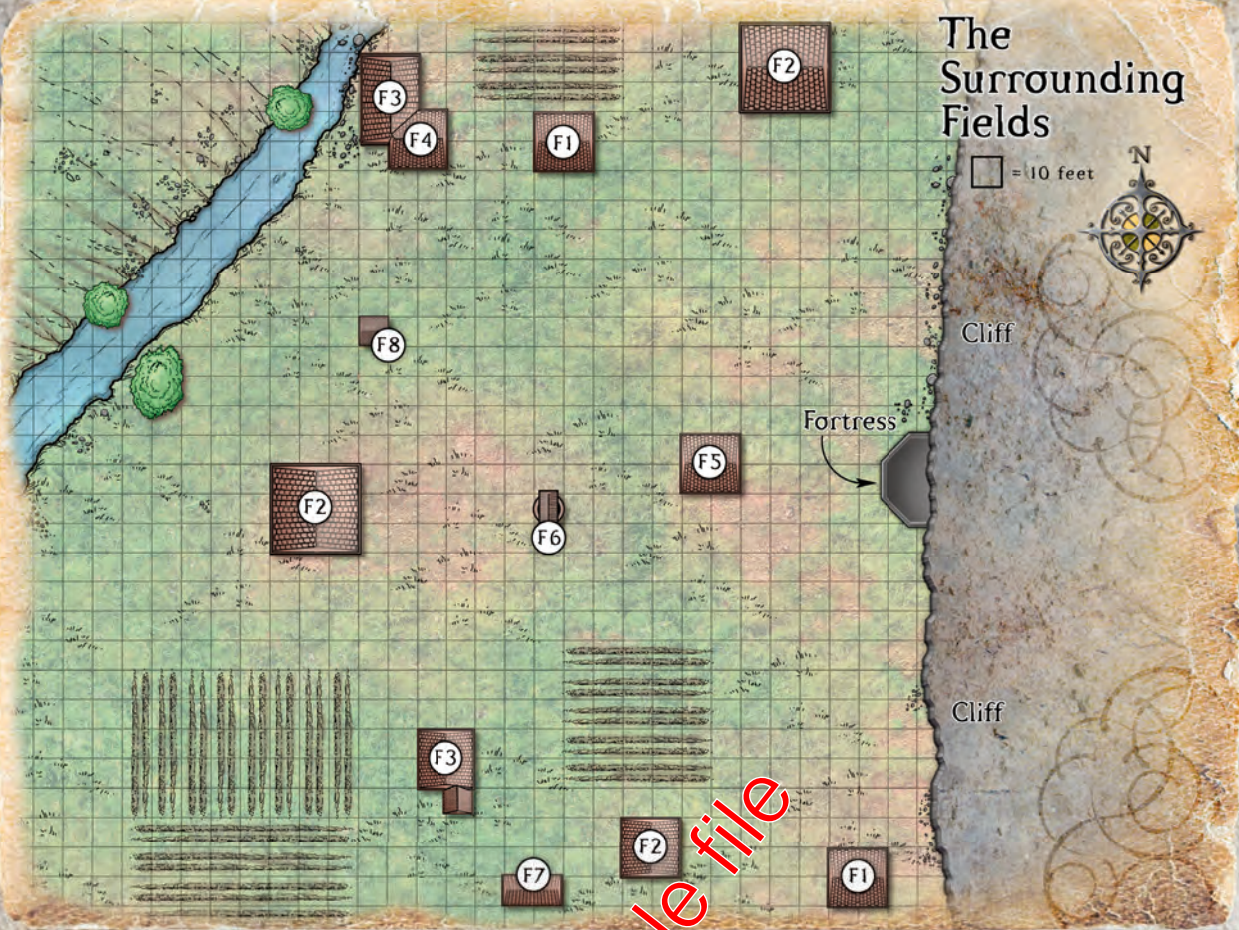
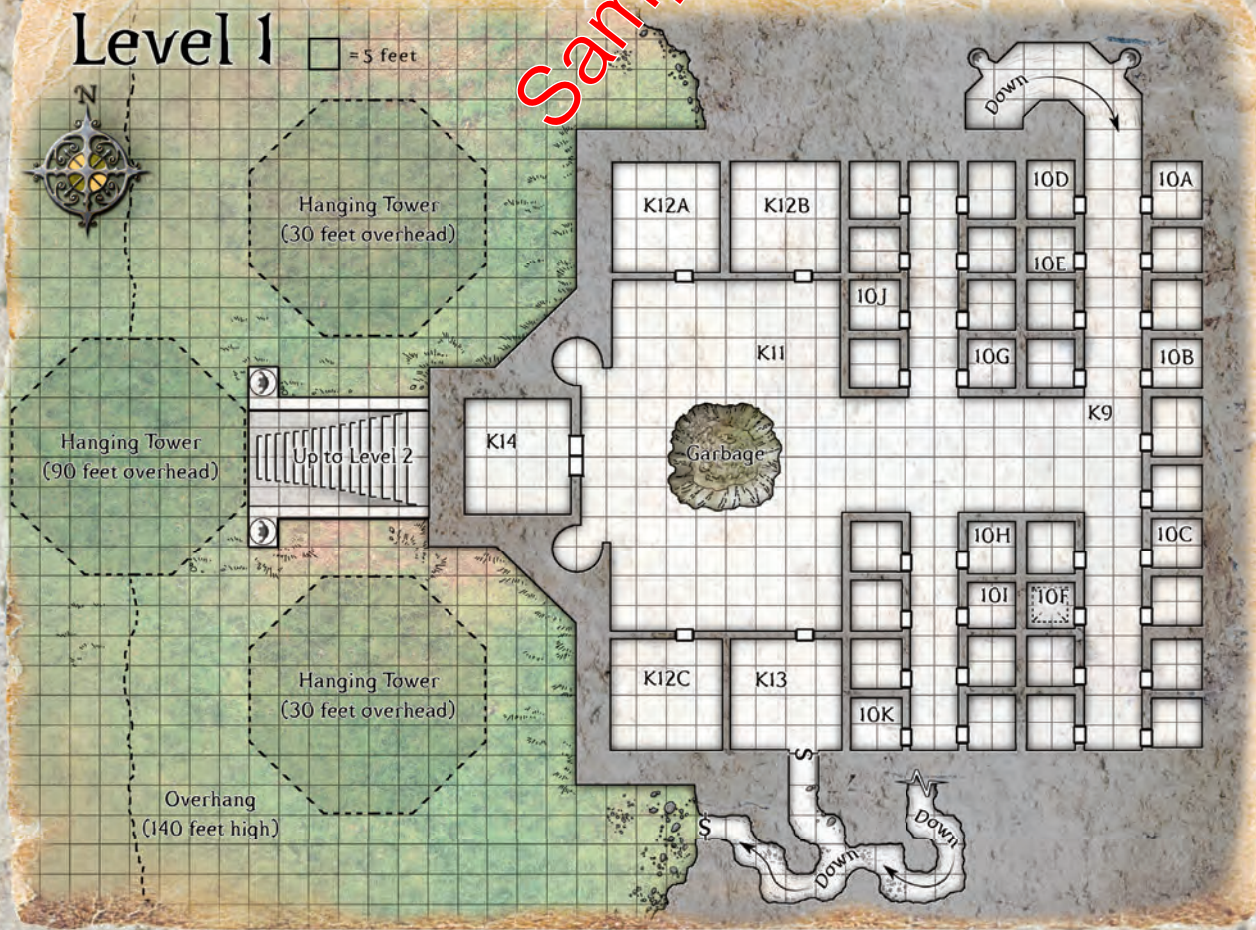


# The Surrounding Fields



# Level 1



Sample file

# Level 2

□ = 5 feet



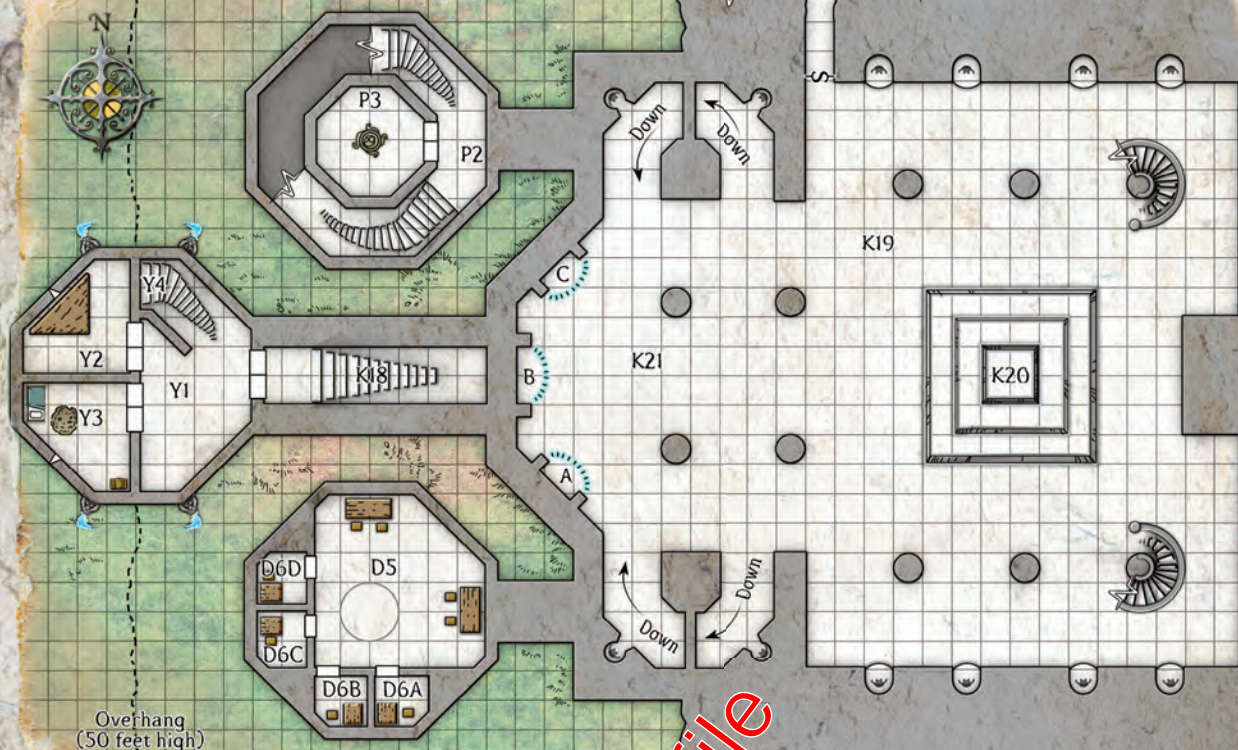
# Level 3

□ = 5 feet



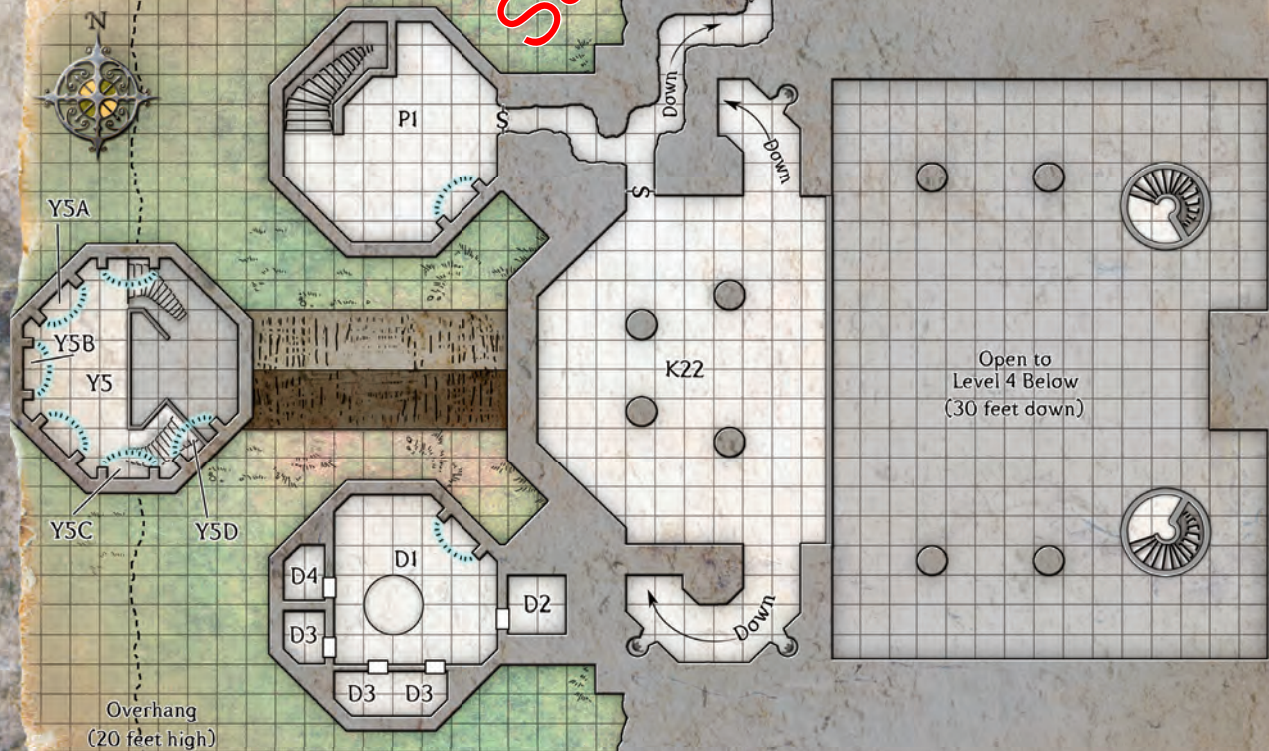
# Level 4

= 5 feet



# Level 5

= 5 feet





Fortress of the Swart-ti™  
Adventure

Sample file

Ari Marmell



# FORTRESS OF THE YUAN-TI™

## C R E D I T S

DESIGNER  
**Ari Marmell**

DEVELOPMENT AND EDITING  
**Scott Fitzgerald Gray**

FREELANCE MANAGER  
**Gwendolyn F. M. Kestrel**

EDITING MANAGER  
**Kim Mohan**

DESIGN MANAGER  
**Christopher Perkins**

DEVELOPMENT MANAGER  
**Jesse Decker**

DIRECTOR OF RPG R&D  
**Bill Slavicsek**

PRODUCTION MANAGERS  
**Josh Fischer, Randall Crews**

ART DIRECTOR  
**Karin Powell**

COVER ARTIST  
**Steve Prescott**

INTERIOR ARTIST  
**David Griffith**

GRAPHIC DESIGNER  
**Karin Powell**

PHOTOGRAPHER  
**Jason Engle**

GRAPHIC PRODUCTION  
SPECIALIST  
**Angelika Lokotz**

IMAGE TECHNICIAN  
**Allison Shinkle**

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U.S., CANADA, ASIA, PACIFIC,  
& LATIN AMERICA  
Wizards of the Coast, Inc.  
P.O. Box 707  
Renton WA 98057-0707  
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS  
Hasbro UK Ltd  
Caswell Way  
Newport, Gwent NP9 0YH  
GREAT BRITAIN  
Please keep this address for your records

WIZARDS OF THE COAST,  
BELGIUM  
t Hofveld 6D  
1702 Groot-Bijgaarden  
Belgium  
+32 2 467 3360

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# Introduction

"Who else knows?" The sibilant voice carried a foul taint, like the first wisp of breeze catching the rising smoke of a crematorium.

Shiuahn wanted to look away, to blink the sweat from her eyes, but she was unable to break the Master's gaze. "No one, Lord."

"WHO KNOWS?!"

Shiuahn fell to her knees. Like all her kin, all her neighbors, she had been pressed into service years ago by the new occupants of the strange castle recessed into the face of Cettrux Hill. However, where many of the humans suffered beneath the lash of the overseer's minions or the crushing weight of starvation, Shiuahn had maintained the favor of the serpent-folk through eager cooperation.

If only her curiosity had not gotten the better of her. . . .

"No one, Lord, I swear! I meant no trespass! But I saw the gate active when it should not have been. I feared intrusion. . . ." The torturer's words ran over one another in her haste. Blood dripped from her lips where her teeth, chattering with fear, had torn them.

The Master looked not to Shiuahn but to the foul creature behind her. Long-fingered hands were clenched on the human's shoulders, tentacles writhing around her head. The mind flayer's answer came not in words, but as raw thought.

She speaks truth. None of the others saw what she saw.

"Good." The Master reached out, gently cradling Shiuahn's head in a bloated, scaly hand. "You might have caused us much trouble, Shiuahn. The willing sacrifice you witnessed was the first of a series of great rites, the most important ever conducted in this world. For now, they must progress in secret. What good fortune that the only one to learn of them was a human so loyal as you."

Shiuahn stood a little straighter. "I live to serve, Lord. If I might be of any service to the ritual, you need but demand it of me."

The Master's gaze flicked from Shiuahn's eyes to the blood drying at the corner of her mouth. "Why, Shiuahn, we could not perform it without you. . . ."

Fortress of the Yuan-Ti is a DUNGEONS & DRAGONS® adventure designed for four 7th-level player characters. PCs who complete this quest should advance to 8th level or higher, depending on how successful they are in defeating the challenges presented herein. It can be played as a stand-alone adventure or as the conclusion of a series that began with *Barrow of the Forgotten King* and *The Sinister Spire*.

## WHAT YOU NEED TO PLAY

*Fortress of the Yuan-Ti* is intended for use with the core rulebooks of the DUNGEONS & DRAGONS game. You need the *Player's Handbook* and *Dungeon Master's Guide* to play, and even though this book includes statistics for all the monsters in the tactical encounters, the *Monster Manual* remains a helpful resource. The tactical encounters draw from various sources, including the various *Monster Manual* supplements (*MM2*, *MM3*, *MM4*, and so on), but all the information needed to run the adventure is provided in these pages.

## PREPARATION

This adventure takes place mostly within Castle Serastis, headquarters of the Vanguard of Sertrous. If the players have just

completed *The Sinister Spire*, they enter this adventure by stepping through the electric gate in Fadheela's lair, hidden within the Necromancer's Spike. If you have not played *The Sinister Spire* as a precursor to this adventure, the party can be led to the area by campaign hooks of your own devising.

The PCs begin the adventure atop a small rise, looking out over a valley dotted with buildings and farms. The ominous Castle Serastis stands within a hollow in the cliff that marks the south side of Cettrux Hill.

Read through the adventure to gain familiarity with the material. Though this scenario has been designed specifically for lower- and mid-level characters, it is by no means an introductory adventure. It is assumed that you have at least some experience as a DM. However, you are likely to run this adventure over the course of several game sessions. For your initial sessions, you can pay more attention to the early encounters than the later ones. In a typical 4-hour game session, you should anticipate getting through three to five encounter areas.

## USING THE FORMAT

The encounter format used in this adventure uses keyed entries similar to other published adventures. However, tactical encounters are separate from story information.

**Tactical Encounters:** Numbered, or keyed, areas are described in the initial section of this text. Use the keyed entries as both a summary of the adventure and a flowchart. If a keyed entry involves combat or other action that places importance on position and movement, that entry refers you to a tactical encounter.

A tactical encounter's page or pages include a map of the area in which the encounter takes place, notes on setting up the encounter, monster statistics blocks, and text descriptions of how the terrain and features of the encounter affect play. Every aspect of an encounter need not be used—the players might not be interested in all the details of an area. Indeed, the characters might avoid whole encounters, either intentionally or unwittingly.

The combat encounters in this adventure are designed for use with *D&D Miniatures*. If you don't have the exact miniature to represent a monster, or you aren't using *D&D Miniatures*, just use whatever substitute you choose to run the tactical encounters.

## ADVENTURE BACKGROUND

An organization known as the Vanguard of Sertrous recently sent a tomb-robber named Xeron to the town of Kingsholm. North of the town stands the tomb of the forgotten king, an ancient sovereign prophesied to return from death to defend the land against terrible evil. Within the sarcophagi of the forgotten king and the faithful companions who had served him in life were hidden magic items of great power. With those relics, the Vanguard of Sertrous planned to wreak untold havoc. Possessing the remains of the king himself would allow them to prevent the prophecy from ever being fulfilled—or worse yet, to corrupt it for their own ends.

Xeron and his allies broke into the tomb and made off not only with the magic items, but also with the bones of the forgotten king. Although Xeron was defeated (either by the PCs or another group of adventurers), his allies met up with other operatives