
Masterwork Characters: Legacy of the Serpent

Snakes fascinate us and frighten us on an instinctive level. They trigger a reaction in our subconscious that is stronger than the force of logic, causing us to shy away from a live serpent even when we have been told its breed is harmless. They also hypnotize us, with many people unable to look away from a swaying cobra or writhing asp even though they know it could kill them with a simple bite. For players and GMs looking for an interesting motif to attach to their next character or NPC, the serpent can be an attractive symbol.

Fantasy fiction is filled with heroes who strike as fast as a viper or are as sly as a serpent, and there are legions of evil antagonists with snake-like attributes facing off against the assembled heroes of light. Taking the traits of the serpent and applying them to a character can create a unique and interesting PC, a goal that everyone strives for regardless of which side of the GM's screen they sit.

Legacy of the Serpent gives you new feats, prestige classes and magic, all designed to give a character some of the charm and fear that we associate with snakes and other serpents. From the sinuous, lightning fast fighting style of the cobra knight to the dark secrets of the ever-changing skinshedder; from the twisted strength of serpentwood to the bone-warping skills of the disjointed, *Legacy of the Serpent* offers all the tools you need to create a memorable and exciting snake-themed character for your next game.



Written by Adam Windsor
Edited by Peter M. Ball



Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc.

Dungeons & Dragons and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

Design Assumptions

The material presented here reflects the following assumptions about serpent-related characters:

- Throughout mythology and history, snakes have been associated with many concepts: poison, death, wisdom, secrets, sensuality, magic and even healing. New material should reflect all the traditional associations the snake has had in mythology and culture.
- While serpents are often associated with evil in fantasy games, but does have aspects that may appeal to more heroic characters. While the material herein should therefore be suited to creating memorable villains, it should also be fully utilizable for PCs.
- Any feat or ability designed for serpent-related characters should emphasize the distinctive and unusual physical traits snakes possess.

People of the Serpent: Scalzians

There are many races of reptilian humanoids in the world, but few are as secretive and little understood as the scalzians. Nearly indistinguishable from the far more numerous throngs of humanity, scalzians conceal themselves amongst the crowds of 'warm bloods', a race in hiding from the eyes of those that do not understand them.

According to scalzian legend, their race came into being when an ancient race of true serpent-folk began magically modifying their human slaves in order to create servitors who shared traits with their overlords. The goal was to create a new species, capable of breeding with the fecundity of humankind while carrying the serpentine traits of the serpent-folk. It was a desperate move, designed to combat the dwindling numbers of the scalzian's creators.

These result of these experiments where the scalzian, creatures that looked human but shared several snake-like traits with their progenitors: they were cold-blooded, had a slender, sinuous build, and retractable fangs what were, in a small number of cases, capable of delivering a mild toxin.

Whether the scalzians could have bred true with the serpent-folk remains unanswered. The first scalzian had only just reached maturity when the humans rebelled, overthrowing the serpent-folk and slaughtering any of the 'abominations' they discovered. Perhaps as few as a hundred scalzians escaped destruction, and went into hiding amongst the very people who had tried to annihilate them.

Personality: Scalzians often come across as reserved and stand-offish, with a very sober and restrained outlook on life. This reserved stance is a product of their need to always conceal who they truly are. Scalzians always think before they speak, carefully considering every word and every act they take against the necessity of remaining hidden from the prying eyes of humanity.

Scalzians tend to be adept at deflecting questions and obfuscating the truth. They are a subtle folk, rarely working directly toward a goal when they can use subterfuge and misdirection instead. Their plans are often designed to come to fruition over the longer term, sacrificing immediate results for fewer risks. It is not uncommon for a scalzian to lay plans that will not see completion until his children or grandchildren are fully grown.

Physical Description: Scalzians are slightly shorter than humans, with a slender, light-boned build. They generally have tapering or heart-shaped faces with oval eyes. Their hair is dark and often quite thin, while their skin has a coppery tone. They rarely have facial hair, and their eyes are usually black or brown. Elderly scalzians of either gender are usually bald.

Scalzians favor loose-fitting clothes, as these held disguise their comparatively slender builds. They avoid ornamentation such as jewelry or elaborately tailored clothes, but often wear headgear or wigs.

Relations: Scalzians try to conceal their presence from other races as much as possible. This is especially true of their dealings with humans, as the latter still have murky and half-remembered legends of the scalzians and the oppressors that created them. Unfortunately, these stories often conflate the scalzians with the far more malevolent progenitors, who committed many atrocities against their slaves. This causes most humans to treat known scalzians with fear and hostility.

Alignment: Leading lives of secrecy and concealment, most scalzians are pragmatists rather than idealists, doing what they need to do to stay alive. Most make an active effort to avoid becoming the kind of monsters that the humans believe them to be, tending towards neutral alignment with respect to good and evil.

Scalzians respect laws and authority (being a good citizen helps to avoid attention) but they are not above circumventing the law when they need to and often put their needs and the needs of their immediate families ahead of those of the wider community. Scalzians have a slight tendency toward chaotic alignments, but lawful scalzians are not uncommon.

Scalzian Lands: The scalzians have never possessed a land of their own, and seem unlikely to do so at any time in the near future. Their numbers are too few and too scattered for them to establish a homeland of their own, and any attempt would have to be made far from any human kingdom.

Most scalzians live in human communities, as their physical resemblance to humans makes it easy to conceal their true identities. Some scalzians do live amongst other races, if those races are accepting of humans. It is rumored that more desperate scalzians, tired of hiding amongst humanity, have begun establishing themselves amongst the tribes of goblinoids. If there is any truth to these rumors, it is a development that their fellow scalzians look upon with dismay.

Religion: Many scalzians have adopted the faiths of the humans who surround them. Knowing themselves to be a created race, they do not reverence any deity as their creator, and all but a debased few reject outright the bloodthirsty gods of their long-dead progenitors.

Language: Scalzians speak Common and Draconic. They generally speak Draconic amongst themselves, but learn Common as part of concealing their true identities.

Names: Scalzians usually adopt human names for their dealings with other races. Centuries of hiding among human communities has resulted in many scalzians favoring their human names over those of their traditional tongue, leading to conflicts between the older generations who fear the loss of what little culture the scalzians still possess. The younger generations generally

ignore such arguments, often stating that a people who spend their lives pretending to be something else can no longer be considered to have their own culture.

Scalzian Male Names: Colubrid, Crotalus, Gyal, Stoerer

Scalzian Female Names: Boidae, Elapidae, Nerodia, Tantilla

Scalzian Family Names: Ahsp, Coraba, Mamaba, Veper

Adventurers: Finding themselves bereft of a homeland and constantly concealing their true identities, it is little wonder that many scalzians turn to the life of an adventurer. Such a career allows them to travel widely, never staying in one place for too long and forming close attachments only with those alongside whom they daily risk their lives. Adventurers are a diverse and idiosyncratic group of people, less prone to the prejudices and suspicions of the wider community.

Scalzian Racial Traits

- +2 bonus to Dexterity and a -2 penalty to Strength. Scalzians are fast and agile, but their slender build and light bone structure makes them physically weaker than the average human.
- Medium: As Medium creatures, scalzians have no special bonuses or penalties due to their size.
- Scalzian base land speed is 30 feet.
- Scalzian type is Humanoid (Reptilian).
- Low-Light Vision: A scalzian can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus to Bluff and Diplomacy checks. Scalzians are used to lying about their true natures and negotiating with others.
- Add +1 to the Difficulty Class for all saving throws against telepathic powers manifested by psionic scalzians. This adjustment stacks with those from similar effects. The scalzian's facility at influencing others extends even to the realm of mind-magic.

Masterwork Characters: Legacy of the Serpent

- +2 bonus to Disguise checks made to disguise themselves as humans. This cancels out the normal -2 penalty for impersonating a member of another race. Scalzians are well-practiced at adopting the guise of humans.
- +1 natural armor bonus. Although it appears all but identical to human flesh, scalzian skin is much more resilient.
- Cold-blooded: Scalzian physiology is susceptible to intense cold. They suffer a -2 penalty to saving throws against cold-based attacks, and a -2 penalty to Dexterity when in temperatures below 40° Fahrenheit.
- Torpor: Despite their appearance, scalzian physiology is substantially different from that of humans. They do not need sleep, but require four hours of inactivity each day, in which they absorb ambient heat from the environment in order to regulate their bodies' functions. A scalzian who is an arcane spellcaster must still get eight hours of rest in order to prepare new spells.

During their period of torpor, the scalzian is fully aware, but their bodily functions slow to a minimum. If they are roused and must act during this time, they are treated as fatigued until such time as they can return to their state of torpor and complete the required four hours' rest.

- Fangs: Scalzian have retractable incisors they can use to bite opponents in combat. This is a natural bite attack that inflicts 1d2 points of lethal damage.
- Automatic Languages: Common and Draconic. Bonus Languages: Dwarf, Elf, Gnome, Goblin, Orc. Scalzian speak the languages of the people amongst whom they conceal themselves, as well of those of their most common enemies and allies.
- Favored Class: Psion. A multiclass scalzian's psion class does not count when determining whether they take an experience point penalty.
- Level Adjustment: +0



Non-Psionic Campaigns

If your campaign does not feature psionics, change the scalzian favored class to sorcerer.

Scalzian receive a +1 racial bonus to the DC of any enchantment spell they cast rather than the bonus to Telepathic powers.

Race	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Scalzian	15 years	+1d6	+1d8	+2d8

Race	Middle Age	Old	Venerable	Maximum Age
Scalzian	40 years	60 years	80 years	+2d20 years

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4' 8"	+2d10	95 lb.	× (2d4) lb.
Female	4' 4"	+2d10	70 lb.	× (2d4) lb.

Secrets of the Serpent: Feats

Snakes are successful natural predators. Many warriors and adventurers have studied their traits and abilities, adapting them for their own use. The techniques they have developed are described below.

Boa's Grasp

You are skilled at using your grappling skills to damage your opponent.

Pre-requisites: Base Attack Bonus +1

Effects: You inflict +1 damage when you use a grapple check to damage your opponent, and can choose to inflict lethal damage without suffering the usual -4 penalty to the grapple check.

Special: A fighter may select Boa's Grasp as one of his bonus feats.

Cobra's Sway

You undulate your body in a hypnotic pattern, distracting your opponent and allowing you to catch him off guard.

Pre-requisites: Dexterity 13+

Effects: You add your Dexterity modifier to Bluff checks made to feint in combat, instead of your Charisma modifier.

Special: A fighter may select Cobra's Sway as one of his bonus feats.

Contortionist

You have trained yourself to be highly flexible, able to bend and twist your body like a serpent.

Pre-requisites: Skill Focus (escape artist)

Effects: You gain a further +3 bonus on Escape Artist checks. When making a check that would normally require 1 minute to accomplish, you can choose to make the check as a full-round action instead, but you suffer a -10 penalty to your checks when you do so.

Disjointed

Much as a snake can dislocate its own jaw to swallow prey, you can deliberately dislocate your own joints to help you slip out of bonds.

Effects: When making an Escape Artist check, you can choose to deliberately dislocate your own joints. This causes you pain but also makes it easier to slip free. You must choose the bonus you wish to apply to the roll before you make the check. The nominated bonus may not exceed your current number of ranks in the Escape Artist skill. For each +1 bonus you take on the check, you suffer 1d4 points of nonlethal damage.

Predator

You have the instincts of a predator, and can sense an opponent's fear.

Pre-requisites: Intimidate 5 ranks.

Effects: You gain a +2 bonus on all Intimidate checks. You can demoralize an opponent as a move action, rather than a standard action.

Sinuous Dodge

Your constant, sinuous movement makes you hard to hit.

Pre-requisites: Dexterity 13+, Dodge, Mobility

Effects: If you move at least half your base movement during your action, you gain a +1 dodge bonus to armor class. This bonus lasts until the end of your next action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Special: A fighter may select Sinuous Dodge as one of his bonus feats.

Snake Charmer

Your soothing music captives serpents.

Prerequisites: Perform (wind instruments) 4 ranks, wild empathy class ability

Effects: If you are able to perform on a wind instrument while making a wild empathy check, you gain a +4 bonus on the check.

Special: If you have the animal companion class ability, your effective level for determining your companion's abilities is increased by 1.

Snakejaw

On rare occasions, scalzians have successfully interbred with humans. You are the descendent of such a union.

Pre-requisites: Must be human.

Effects: You have retractable incisors you can use to bite opponents in combat. This is a natural bite attack that inflicts 1d2 points of lethal damage.

Special: This feat can only be selected at 1st level.

Snakebite

You have poisonous fangs.

Pre-requisites: Must either be scalzian, or have the Snakejaw feat.

Effects: You have poison glands which allow you to inject a toxin into your opponents when you bite them with your fangs. The DC to resist this poison is 11 + your Constitution modifier. The primary and secondary damage is 1d2 Dexterity. Your glands can hold a maximum of three doses at any one time. Used doses are replenished at a rate of one dose per day.

Special: This feat can only be selected at 1st level.



Toxin Resistance

You have built up a resistance to poisons by deliberately exposing yourself to small doses of snake venom.

Pre-requisites: Constitution 11+

Effects: You gain a +4 bonus to saving throws against non-magical poisons and diseases.

Venomous Visions

You often experience prophetic visions when you are poisoned.

Prerequisites: Constitution 11+, Toxin Resistance, must be able to cast spells

Effects: When you are poisoned, you may choose to forego the initial Fortitude save, and suffer the primary damage of the poison. If you do so, any divination spell you cast during the next ten rounds, or until the poison damage is healed (whichever occurs first) has its potency increased. The save DC (if any) is increased by +2, and the spell treated for all purposes (including level checks to penetrate spell resistance) as if cast by a caster two levels higher than your actual caster level.

Special: You do not gain these bonuses if you attempt to resist the primary damage, and fail the save.

You may save against the secondary effects of the poison as normal. Failing or foregoing this save has no effect other than the normal damage.

Viper's Strike

Like the viper, you strike with lightning speed.

Pre-requisites: Base Attack Bonus +1, Quick Draw

Effects: If you make a melee attack with a weapon that was sheathed at the beginning of your action, you gain a +2 bonus to your attack and damage rolls for that attack.

Special: A fighter may select Viper's Strike as one of his bonus feats.

Secrets of the Serpent: Prestige Classes

Some characters go beyond merely adapting the traits of serpents to their own use, instead refocusing their entire career on mimicking the traits of these reptiles.

Cobra Knight

Centuries ago a warrior developed a new combat technique, employing a fast-moving and hard-hitting style that left a bloody trail behind him on the battlefield. The name of this warrior is lost to history, but his technique, known as the 'cobra style', lives on.

Based on the speed and savage lunges of the deadly cobra serpent, the success of the technique revolves around constant movement, as the practitioner forces their opponents to continually adjust to face them, putting them off balance. Warriors that practiced this style became known as Cobra Knights, masters of dictating the pace and flow of a battle.

Cobra knights aspire to match the lethality of the deadly serpent that is their namesake, fighting with a cold and ruthless intensity that makes them fearsome opponents for any who face them on the battlefield.

Abilities: Cobra knights require high strength and dexterity in order to excel in melee combat. Mental statistics are less important, though few cobra knights have below average intelligence.

In theory, any character can study the techniques of the cobra knights if they can prove they possess the ability to learn them, but in practice almost all successful applicants have at least some training as fighters, as this is the only class that teaches the advanced combat skills needed to learn the cobra style.

Most cobra knights are human, as the philosophy of ruthless efficiency matches well with human adaptability and competitiveness, however members of many races are known have mastered the style.

Training and Culture: Cobra knights receive their training in isolated desert fortresses, located at the heart of barren and hostile terrain. The masters of the style accept only the hardest and most promising students, relying heavily on the hostile landscape to weed out the weakest applicants before they can even request training. Moral or ethical considerations do not enter into the equation: the only criteria for admission is skill.

Once admitted, new students find that competition with their peers is brutal and unceasing, as are all aspects of the training. Victory and survival are the only goals that matter to the cobra knights, and their training techniques reflect this.

Although they share a name and a common training, cobra knights feel no sense of loyalty or comradeship when they meet each other in battle, and often deliberately seek each other out in order to test their skills.

Hit Die: d8

Requirements

To qualify to become a cobra knight, a character must fulfil all the following criteria:

Base Attack Bonus: +6

Feats: Cobra's Sway, Dodge, Mobility, Sinuous Dodge, Light Armor proficiency, Medium Armor proficiency

Special: must own a masterwork or magical suit of scale mail

Class Skills

The cobra knight's class skills (and the key ability modifier for each) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill points per level: 4 + Int bonus

Class Features

All of the following are Class Features of the cobra knight prestige class.

Weapon and Armor Proficiency: The cobra knight is proficient with all simple and martial weapons, but gains no new armor or shield proficiencies.

Scaleskin (Ex): Like the serpent whose deadliness they aspire to match, cobra knights clothe themselves in scales for protection. A cobra knight treats the armor bonus, maximum Dexterity bonus and armor check penalty of scale mail as one better than normal. From 5th level they treat these values as two better than they normally are, and from 9th level as three better.

Cobra's Feint: Cobra knights are adept at throwing their opponents off balance. Any cobra knight can feint in combat as a move action, instead of a standard action.

The benefits of cobra's feint apply only when the cobra knight wears medium, light or no armor. He loses all benefits of this ability when wearing heavy armor.

Cobra's Lunge: At 2nd level, cobra knights perfect a sudden lunge that catches their opponent off-guard. If the cobra knight moves at least 10 feet in the same round as he makes an attack, he gains a +2 bonus to attack rolls and damage for that round.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt is +1d6 at 3rd level and +2d6 at 7th level. If a cobra knight gets a sneak attack bonus from another source the bonuses on damage stack.

Sinuous Mobility: Instead of the usual +4 dodge bonus from the mobility feat, a cobra knight of 5th level or higher gains a dodge bonus equal to their class level.

Improved Cobra's Feint: Commencing from 6th level, a cobra knight becomes so skilled at creating a gap in his opponent's defenses that he can attempt to feint in place of one of his iterative attacks when taking the full-attack action.

Snaking Sway: At 8th level, a cobra knight's ability to feint in combat improves still further. Whenever he takes a move action to feint, he may also move any distance up to his base movement as part of the action.

Two Fangs Strike (Ex): Cobra knights cut a bloody swathe across a battlefield, cutting down opponents as they go. A 10th level cobra knight who moves at least half his base movement, but not more than his full base movement during his action, may make two attacks as a standard action, rather than just one. These attacks may be made before, after or during the cobra knight's movement, and the cobra knight can move between them if he wishes. The second attack suffers a -5 penalty to the attack roll.



Cobra Knight (CbK) Level Progression

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Scaleskin I, Cobra's Feint
2 nd	+2	+3	+3	+0	Cobra Lunge
3 rd	+3	+3	+3	+1	Sneak Attack +1d6
4 th	+4	+4	+4	+1	
5 th	+5	+4	+4	+1	Sinuous Mobility, Scaleskin II
6 th	+6	+5	+5	+2	Improved Cobra's Feint
7 th	+7	+5	+5	+2	Sneak Attack +2d6
8 th	+8	+6	+6	+2	Snaking Sway
9 th	+9	+6	+6	+3	Scaleskin III
10 th	+10	+7	+7	+3	Two Fangs Strike

Serpent Dancer

In most people, snakes engender a sense of unease or outright fear. For some, however, there is a sense of fascination or even recognition. Serpents have been associated with many things in the past: art, wisdom, healing, sensuality and secrets. For hundreds of years, individuals and small groups alike have revered snakes in all these aspects: and in many cases they have combined that reverence with another aspect of the snake: music and dance.

Snake dancers come in many forms: from poison-addled hermits capering to music only they can hear, to sensuous on-stage dancers at fairs and theaters, to apocalyptic cults drumming to the rhythmic heartbeat of a world-eating serpent.

Their fascination with the reptiles often unnerves those around them, but to them snakes are not just dangerous animals, they are a living embodiment of the serpent dancer's spirituality. The serpent serves as both a spiritual guide and companion, assisting the serpent dancer in the pursuit of her goals regardless of whether that goal is knowledge, sensuality or destruction.

Abilities: Most serpent dancers have a high Charisma in order to help them with their dance performances. A high Wisdom is also required, for spellcasting.



Serpent dancers have a spiritual connection with the natural world, and most of their number were originally druids or rangers. However, adepts, clerics and even a few paladins have been known to follow this path.

Other than humans, the most common races to become serpent dancers are those with a connection to nature and magic: gnomes, elves and half-elves.

Training and Culture: A minority of serpent dancers learn their skills from organized snake cults, but most are either self-taught, or learn their skills one-on-one from an existing master of the art.

Serpent dancers usually have a life-long interest in mysticism. Many experiment with a variety of philosophies before finding their true calling as dancers. This passion for mysticism can be either beneficial or harmful, depending on the character of the individual serpent dancer. For example, many serpent cults idolize snakes for the fear they engender, and serpent dancers taught by such groups are often evil to the core, while other members of the class might be healers, mystics or entertainers.

Hit Die: d6

Requirements

To qualify to become a serpent dancer, a character must fulfil all the following criteria:

Handle Animal: 8 ranks

Knowledge (nature): 4 ranks

Perform (dance): 8 ranks

Feats: Boa's Grasp, Toxin Resistance

Spells: must be able to cast divine spells

Special: must have a snake as an animal companion, or have reared one from birth via use of the Handle Animal skill.

Class Skills

The serpent dancer's class skills (and the key ability modifier for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha),

Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex).

Skill points per level: 4 + Int bonus

Class Features

All of the following are Class Features of the serpent dancer prestige class.

Weapon and Armor Proficiency: The serpent dancer is proficient with all simple weapons, but with no armor or shields.

Spells per Day: For the purposes of determining spells per day, caster level, and (for spontaneous spellcasters) spells known, whenever a level as a serpent dancer grants the ability "+1 level of existing class", the character adds one effective level to one of their previous divine spellcasting classes. If the character had more than one divine spellcasting class before becoming a serpent dancer, she must choose one class to which they will add the new level. Note that the character does not gain any other benefit a character of that class would have gained (such as turn undead, and so on).

Boa's Dance (Ex): Serpent dancers are used to dancing with constrictor snakes wrapped around them, and can move with grace and flexibility in even the most difficult circumstances. A serpent dancer can use her

Perform (dance) bonus when making Escape Artist checks.

Serpent Companion (Ex): This ability functions exactly like the druid's animal companion ability, except that the serpent dancer's companion creature must always be a snake. For purposes of determining the companion's abilities and the types of snake the character can choose from, the character's effective druid level is their serpent dancer class level.

If the character already possesses levels in a class with the animal companion class ability, these levels stack for the purpose of determining the serpent companion's abilities.

Reptile Empathy (Ex): This ability functions exactly like the druid ability of the same name, except it can only be used with snakes and other reptiles. If the serpent dancer already has the Animal Empathy ability from another class, the levels stack for the purposes of communicating with reptilian creatures.

Serpent Shape (Su): At 2nd level, a druid gains the ability to turn herself into any Small or Medium snake and back again once per day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per class level, or until she changes back. Changing form (to a snake or back) is a standard action and doesn't provoke an attack of opportunity.

A serpent dancer loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other snakes.

Serpent Dancer (SDr) Level Progression						
Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+2	+2	Boa's dance, serpent companion, wild empathy	+1 level of existing class
2 nd	+1	+0	+3	+3	Serpent shape (1/day), venom immunity	+1 level of existing class
3 rd	+2	+1	+3	+3	Spell dance (divination)	+1 level of existing class
4 th	+3	+1	+4	+4	Serpent shape (large)	+1 level of existing class
5 th	+3	+1	+4	+4	Serpent shape (2/day)	+1 level of existing class
6 th	+4	+2	+5	+5	Spell dance (enchantment)	
7 th	+5	+2	+5	+5	Serpent shape (huge)	+1 level of existing class
8 th	+6	+2	+6	+6	Serpent shape (3/day)	+1 level of existing class
9 th	+6	+3	+6	+6	Spell dance (conjuration)	+1 level of existing class
10 th	+7	+3	+7	+7	Serpent shape (naga)	+1 level of existing class

A serpent can use this ability more times per day at 5th, and 8th level. In addition, she gains the ability to take the shape of a Large snake at 4th level, and a Huge snake at 7th level.

The new form's Hit Dice can't exceed the character's serpent dancer class level.

At 10th level, a serpent dancer becomes able to use wild shape to change into a naga (dark, guardian, spirit or water). Changing to these forms counts against her daily uses of the serpent shape ability. In addition to the normal effects of serpent shape, the serpent dancer gains all the naga's extraordinary, supernatural, and spell-like abilities. She also gains the naga's feats for as long as she maintains the serpent shape, but she retains her own creature type.

Venom Immunity (Ex): At 2nd level, a serpent dancer gains immunity to all poisons.

Spell Dance (Sp): For serpent dancers, magic and dance inextricably linked, and dance is an integral part of their rituals. A serpent dancer of 3rd level or higher has become so skilled at dancing that her performance is literally magical. When casting a divination spell, the serpent dancer may choose to forego any verbal component in favor of performing a ritual dance. Performing this dance increases the casting time of the spell. If the spell's normal casting time is 1 action, casting it with spell dance is a full-round action. (This isn't the same as a 1-round casting time.)

For a spell with a longer casting time, it takes an extra full-round action to cast the spell when using spell dance.

Additionally, successfully casting the spell with spell dance requires a perform (dance) check with a DC of 15 + the spell's level. If the check fails, the spell is lost, exactly as if the character had failed a concentration check.

At 6th level, the serpent dancer can use spell dance to cast enchantment spells. The DC of the perform (dance) check for these spells is 20 + the spell's level.

At 9th level, the serpent dancer can use spell dance to cast conjuration spells. The DC of the perform (dance) check for these spells is also 20 + the spell's level.

Skinshedder

Many serpents shed their skins as they age, growing larger and stronger each time they do so. This phenomenon has been studied by mystics throughout the ages in an attempt to tap into the unknown power they believe must be at its source.

Alarjin Maal was an elf wizard who spent decades trying to uncover this secret. Finally, he succeeded ... only to be murdered at the very moment of his success by an assassin dispatched by one of his rivals.

Alarjin's discovery might have been lost at that moment, however the assassin was a failed student of the arcane arts, and recognized the value of the dead elf's work. Stealing it for himself, he spent several years piecing it together, in the process becoming the world's first skinshedder.

Like a serpent, the assassin learnt to shed his skin, not only changing his appearance as he did so, but also taking on the abilities of his new form. To this day, new generations of skinshedders follow in his footsteps. They are literally men and women of a thousand faces, able to change identities almost at will.

Abilities: Dexterity and Charisma are both important abilities for skinshedders, as they are vital to the use of their skills. Depending on the type of arcane caster they are, a skinshedder might also require Intelligence. The other ability scores are of less importance.

Due to the need to be an arcane caster, almost all skinshedders were previously wizards, bards or sorcerers. Many also have training as rogues or assassins.

Halflings and half-elves are both races that are used to adapting to other societies, and many skinshedders are from these races. Human adaptability also means that they can excel in this role. Dwarves, who usually have little regard for dissembling and misdirection, are rarely skinshedders.

Training and Culture: The first challenge facing a prospective skinshedder is to identify an existing member of the profession. It is no mean task to locate someone whose entire focus is on appearing to be something they are not.

Skinshedders train only on a one-on-one basis, and go their separate ways as soon as the training period is over. They do not maintain contact with each other thereafter, and it is considered the height of bad manners to approach another skinshedder, even if you become aware of his identity. A skinshedder's most valued possession is his anonymity.

Hit Die: d6

Requirements

To qualify to become a skinshedder, a character must fulfil all the following criteria:

Disguise: 8 ranks

Knowledge (arcana): 8 ranks

Spells: able to cast *Alter Self*

Special: must uncover an existing skinshedder and persuade them to train him.

Class Skills

The skinshedder's class skills (and the key ability modifier for each) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform

(Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int) and Use Magic Device (Cha).

Skill points per level: 4 + Int bonus

Class Features

All of the following are Class Features of the skinshedder prestige class.

Weapon and Armor Proficiency: The skinshedder gains no new armor or weapon proficiencies.

Spells per Day: For the purposes of determining spells per day, caster level, and (for spontaneous spellcasters) spells known, whenever a level as a skinshedder grants the ability "+1 level of existing class", the character adds one effective level to one of their previous arcane spellcasting classes. If the character had more than one arcane spellcasting class before becoming a skinshedder, they must choose one class to which they will add the new level. Note that the character does not gain any other benefit a character of that class would have gained (such as metamagic or item creation feats, and so on).

Change of Face (Ex): Skinshedders can literally strip away their old skin to reveal a new identity whenever they wish. They gain a bonus to disguise checks equal to their class level. In addition, they only require 10 minutes work to create a new disguise.

Skinshedder (SkS) Level Progression						
Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+2	+2	Change of Face I, Sneak Attack +1d6	
2 nd	+1	+0	+3	+3	A Thousand Skins +0	+1 level of existing class
3 rd	+2	+1	+3	+3	Mind of the Flesh +2	+1 level of existing class
4 th	+3	+1	+4	+4	Sneak Attack +2d6	
5 th	+3	+1	+4	+4	Change of Face II	+1 level of existing class
6 th	+4	+2	+5	+5	A Thousand Skins +1	+1 level of existing class
7 th	+5	+2	+5	+5	Sneak Attack +3d6	+1 level of existing class
8 th	+6	+2	+6	+6	Mind of the Flesh +4	
9 th	+6	+3	+6	+6	Change of Face III	+1 level of existing class
10 th	+7	+3	+7	+7	A Thousand Skins +2, Sneak Attack +4d6	+1 level of existing class

From 5th level, the skinshedder requires only 1 minute to create a new disguise. At 9th level, they require only 1 round.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt is +1d6 at 1st level, plus an additional die at 4th, 7th and 10th levels. If a cobra knight gets a sneak attack bonus from another source the bonuses on damage stack.

A Thousand Skins (Su): From 2nd level, a skinshedder can not only take on the appearance of another race, they can mimic that race's traits. When disguising themselves as a member of any humanoid race with a +0 level adjustment, the skinshedder gains all the standard racial traits of

that race, including all special attacks and special qualities, as long as their check to adopt the disguise was at least 25.

At 6th level, the skinshedder can take on the racial traits of any humanoid race with a +1 level adjustment (provided their disguise check was at least 30), and at 10th level of any humanoid race with a +2 level adjustment (provided their disguise check was at least 35).

Mind of the Flesh (Ex): Skinshedders practice mental techniques to help themselves in their assumed role. From 3rd level they gain a +2 bonus to save against any *detect* spell or spell with the scrying descriptor that permits a saving throw.

Secrets of the Serpent: Magic & Psionics

Snakes have had a long association with magic. In many cultures they are associated with wisdom or secrets, and there is little surprise that numerous students of magic have developed spells that draw on the power and mystique of serpents.

Arms of the Anaconda

Psychometabolism

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Area: You

Duration: 1 round/level (D)

Power Points: 3

You imbue your body with the strength and flexibility of a serpent. Thick scales appear over your flesh, particularly at the neck and forearms, your tongue forks, and your limbs become longer and more flexible.

For the duration of the power, you gain a bonus to all Strength-based and Dexterity-based skill checks, and a natural armor bonus to your armor class. This bonus is equal to +1 for each three full levels you possess, to a maximum of +5 at 15th level.

Additionally, while this power is manifested, you gain the benefits of the improved grapple and boa's clasp feats.

Constrictor

Conjuration

Level: Sor/Wiz 4, Drd 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You conjure forth a constrictor-like plume of smoke which speeds toward a single target of your choice. If you hit with a ranged touch attack, the smoke-serpent wraps around the target and attempts to grapple them. The target does not get an attack of opportunity.

The smoke serpent has a grapple bonus equal to your caster level + your ability modifier for your spellcasting ability score + 4 (for being large-sized). It has a constriction attack that inflicts 1d3 points of damage, plus your spellcasting ability modifier.

The snake continue to grapple every round, attempting to constrict the target, until the spell duration ends, the smoke serpent is destroyed, or the target breaks free of the grapple, and which point it dissolves into smoke.

The smoke serpent has a number of hit points equal to twice your caster level, and an armor class of 9 (10 - 1 size modifier).

Focus Component: a shed snakeskin, which burns up as the spell is cast

Cottonmouth

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None (see below)

Your tongue transforms into a poisonous snake. This renders you unable to speak intelligibly or cast spells with a verbal component.

While your tongue is in this state, you can use it to make melee attacks. Like a spiked chain, the *cottonmouth* can attack targets within double your normal reach. The *cottonmouth* is considered a natural attack with which you are proficient and does not attract an attack of opportunity.

A successful bite from the *cottonmouth* inflicts 1d6+1 points of damage. The target is

also poisoned. This poison inflicts primary and secondary damage of 1d6 Constitution damage. The Fortitude save to resist the poison is equal to 10 + the spell level + your ability modifier for your spellcasting ability score.

Elder Snake

Divination

Level: Drd 5

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

It is no coincidence that snakes have long been associated with wisdom and power. In every serpent lurks the dormant power of the elder snakes: massive, profoundly intelligent reptiles who have disappeared into mythology. By means of this spell, you awaken the racial memories of a normal serpent, tapping into the wisdom of the long-lost elder snakes.

Once contacted, the elder snake will provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If you don't act on the information, the conditions may change so that the information is no longer useful. The elder snake always knows the answer to the question posed, but is not always cooperative. In order to get a meaningful answer, the caster must make a successful Wild Empathy check against DC 20. If this check fails, the elder snake provides a deliberately misleading answer.

As with most spells of this nature, multiple questions to the elder snake about the same topic by the same caster use the same dice result as the first spell and yield the same answer each time.

Focus Component: a normal snake of any kind



Oroborous

Conjuration

Level: Psion 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Area: You

Duration: 1 hour/level (D)

Power Points: 7

Like the snake which swallows its own tongue, this power allows you to reach down your own throat to hide or retrieve items from an astral pocket concealed within your own stomach. While this power is in effect, your jaw can unhinge like a snakes, allowing objects much larger than your mouth to be stored.

You can hide or retrieve items at will for the duration of the power. Hiding or retrieving an item is a standard action that provokes an attack of opportunity.

The astral pocket can contain up to 1 cubic foot of material per manifester level (but no single item may be more than 1 cubic foot in volume). You cannot conceal living creatures in the pocket, no matter how small they might be. Any inanimate object may be stored, provided

If any items are still in the pocket when the power's duration expires, they are expelled from your body at the rate of one cubic foot of material per round. Each item passes up through your gullet and out of your mouth. You are nauseated while this occurs, and additionally suffer 1d6 points of damage per round as the items are forcibly ejected.

Augment: For every additional power point you spend, the duration of the power increases by one hour, and the amount of items the pocket can hold increases by one cubic foot.

Serpent Arrow

Transmutation

Level: Sor/Wiz 2

Components: S, F

Casting Time: 1 standard action

Range: Touch

Target: Serpent touched

Duration: 1 round/level or until discharged
Saving Throw: Will negates (Harmless)
Spell Resistance: Yes (Harmless)

You run your hands along the length of a living serpent, causing it to straighten and stiffen into a bolt or arrow suitable for firing from a bow or crossbow. When fired, the serpent arrow deals normal damage for the bow. If the serpent used is poisonous, it automatically injects its target with poison on a successful strike. The target must make a Fortitude save, just as if they had been bitten by the snake.

The snake returns to its natural state after it is fired, behaving normally for a creature of its size. It may continue to attack particularly small targets, but is more likely to try and leave the threatened area and escape.

A snake that hasn't been fired by the end of this spell's duration returns to its natural duration, behaving according to its natural instincts once more.

Arcane Spell Focus: A living snake two size categories smaller than the size of the weapon being used. For example, a medium-sized caster attempting to fire a serpent arrow with a longbow must use a tiny snake in order for the arrow to be of appropriate size.

Serpentine Celerity

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Snakes can travel almost anywhere on land or water, and this spell temporarily imbues the subject with this ability. While this spell is in effect the subject gains a +8 racial bonus to Climb and can choose to take 10 on any Climb check, even if rushed or threatened. The subject can use either her Strength modifier or Dexterity modifier

for Climb checks, whichever is higher. She also gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on a Swim check, even if distracted or endangered. The subject can use the run action while swimming, provided she swims in a straight line.

Material Component: a scale from a snake

Storm of Serpents

Conjuration

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half and Fortitude negates (see below)

Spell Resistance: Yes

By means of this spell, the caster conjures forth a torrent of small vipers from his hands. These serpents pour forth, biting anything in their path and then vanishing immediately.

Any creature caught in the area of effect suffers 2d6 points of damage, +1 per level of the caster to a maximum of +20. Any creature that suffers hit point damage from the snakes is also poisoned. The damage from the poisoned depends on the caster's level:

Caster Level	Primary & Secondary Damage
7th-10th	1d3 Constitution
11th-14th	1d4 Constitution
15th-19th	1d6 Constitution
20th or more	1d8 Constitution

Each instance of damage can be negated by a Fortitude save of the same DC as the original Reflex save.

Equipment of the Serpent

Snakes and serpents are a theme for many magical and mundane items, including those below.

New Magic Weapons

Black Asp

Fashioned of highly polished serpentwood, the *black asp* is ebony in color. The club's shaft has been carved in a sinuous, subtle curve, while the head has been fashioned to resemble a snake's head, jaws wide and teeth bared. Great time and attention has been paid to engraving every inch of the club's surface with a pattern of serpent scales.

The *black asp* is a *+1 serpentwood club*. Once per day, upon command, the head of the club becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the club deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude DC 14 negates).

At any time after activating the club's power, the wielder can choose to have the *black asp* spit its poison. This is resolved as a ranged touch attack with no range modifiers and a maximum range of 30 feet. When used in this fashion, less of the poison is delivered and the attack is less virulent. The poison deals 1d6 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d6 points of Constitution damage 1 minute later (Fortitude DC 14 negates).

Each time the *black asp's* spit attack is used, there is a 20% chance the club's serpent head will revert back to wood, prematurely ending the ability to inflict poison attacks.

Aura: Moderate necromancy; *Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, *poison*, creator must have the Reptilian subtype; *Market Price:* 24,330gp; *Cost to Create:* 12,330gp + 1,040xp.

Diamondback

This *+2 seeking vitriolic light crossbow* is believed to have been the property of Tulsar Dhorom, leader of an ancient cult of snake-worshipping assassins. Tulsar and his cult were eventually wiped out by their enemies, but *diamondback* was not found amongst the assassin's belongings.

If the user of this weapon has the sneak attack class ability, they do an additional +1d6 points of sneak attack damage on every successful sneak attack they make with it.

Aura: Moderate evocation; *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, *poison*, *true seeing*, creator must have +1d6 sneak attack or more; *Market Price:* 72,335 gp; *Cost to Create:* 36,335gp + 2,880 xp.

Vitriolic

A *vitriolic* weapon constantly drips with magical poison. Any creature struck by a *vitriolic* weapon must make a Fortitude save (DC 16) or suffer 1d4 points of Constitution damage. The poison has no secondary damage.

A critical hit does not multiply the poison damage. Creatures immune to poison (such as undead and constructs) are immune to the Constitution damage dealt by this weapon.

Bows, crossbows, and slings so crafted bestow the *vitriolic* power upon their ammunition.

Aura: Moderate evocation; *Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, *poison*; *Market Price:* +2 bonus.

New Miscellaneous Magic Items

Cobra's Hood

A popular item with the leaders of serpent cults, this black hood has a flared design and a subtle scale-like pattern on the fabric. It is intended to be worn along with a similarly-designed cape or robe, but this is actually required.

When the wearer of this headgear pulls it up around his head, his face becomes obscured, with only his eyes gleaming in the darkness. Any light that falls on his face catches a gleam of what might be scales.

The wearer gains a +2 competence bonus to Intimidate checks and a +2 competence bonus to checks made to disguise himself as any humanoid with the Reptilian subtype.

Aura: Faint transmutation; *Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *change self*, creator must have the Reptilian subtype; *Market Price:* 800gp; *Cost to Create:* 400gp + 32xp.

Figurine of Wondrous Power, Jade Serpent

This item appears to be a jade miniature statuette of a snake an inch or so in length, and is a favorite tool of assassins and conspirators in many nations.

When the figurine is tossed down and the correct command word spoken, it becomes a living viper of small size. The creature obeys and serves its owner. The *jade serpent* has all the normal characteristics of a small viper, except as follows:

- The *jade serpent* has Intelligence 10 and can speak and understands Common.
- The *jade serpent* can *ethereal jaunt* at will as a spell-like ability.
- The DC to resist the *jade serpent's* poison is 14, rather than the normal 10.
- Each time it attacks an opponent, the *jade serpent* can choose which ability score its poison will damage. The primary and secondary damage remains 1d6.

If a *jade serpent* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 15,000 gp.

Snake Rattler

This item looks similar to a child's wooden rattle. Carved from teak, it has a short handle and a bulbous head, decorated with inlays of bone and bronze.

Whenever the owner of the *snake rattler* shakes it vigorously, any snake within 30 feet must make a Will save (DC 11) or flee directly away from the character for 1d4 rounds.

Once per day, if the owner speaks the appropriate command word, the *snake rattler* will summon one snake to fight for the owner. The snake (which can be either a constrictor snake, or a large viper, at the character's choice) remains for a maximum of five rounds.

Moderate conjuration; CL 5th; Craft Wondrous Item, *charm animal*, *summon nature's ally III*; Market Price 14,400 gp; *Cost to Create:* 7,200gp + 576xp.

Rod of Asclepius

A first glance, this short, wooden rod appears to be little more than a rough-hewn tree branch with a living snake wrapped around it. Only on close examination can it be detected that the serpent is not a living creature but a fantastically life-like carving of bronze.

The *rod of Asclepius* can be wielded in combat as a +1 club.

Any creature touching the *rod of Asclepius* is immune to poison, and any poison already in their system is immediately neutralized (however, touching the rod does not restore any ability damage already suffered from the poison).

Additionally, the *rod of Asclepius* has potent curative and restorative powers. These powers can be activated up to three times per day, and can be used to do any one of the following (bearer's choice which):

- restore all points of ability damage lost from one ability score
- restore 1 point of ability drain from one ability score
- cure 3d8+9 points of hit point damage (this power can also be used to harm creatures injured by positive energy, exactly as if by a *cure serious wounds* spell; the Will save DC is 15)

- cure the recipient of blindness, deafness and disease

The *rod of Asclepius* can also be used to raise dead as a 9th level caster, but if it is used in this fashion it loses all magical powers for a period of 2d4 days.

Moderate conjuration; CL 9th; Craft Rod, *restoration, cure serious wounds, neutralize poison, raise dead*; Market Price 35,500 gp; *Cost to Create*: 17,750gp + 1,420xp.

New Non-Magical Items & Materials

Ironfangs

Ironfangs are quite literally that: a pair of prosthetic metal fangs, which can be placed over a character's own teeth and used to bite opponents.

Each set of ironfangs comes with a small leather bladder that fits into the top of a character's mouth, behind his teeth. This bladder can hold a reservoir of up to three doses of poison. If a character armed with ironfangs bites an opponent, he can press on the bladder with his tongue, squeezing the poison out of the bladder and down a narrow shaft bored through the metal teeth, directly into the opponent's wound. Any injection-based poison can be used with ironfangs.

Although a useful back-up weapon and popular tool for assassins, ironfangs are not without their drawbacks. A character wearing ironfangs suffers a -2 circumstance penalty on any Charisma-based skill check that requires vocalization, as the metal teeth interfere with clear speech. Additionally, there is a 20% chance to miscast any spell with a verbal component while wearing ironfangs. Finally, if a character makes attacking with ironfangs rolls a '1' on their attack

roll, they have accidentally bitten themselves. They suffer 1d2 points of damage and must make a Reflex save (DC 15) or accidentally inject themselves with poison (if there is any in the ironfangs' reservoir).

Ironfangs are a light exotic weapon. An untrained user is treated as though they were making an unarmed attack in addition to the usual penalties for using a weapon with which they are not proficient.

Serpentwood

Serpentwood trees are found only in the hidden depths of dense rainforests and murky swamps. Black-barked, they have a curving, sinuous trunk and extremely tough wood. Serpentwood trees are often tended by lizardfolk druids, who drain the venom of a dozen snakes into the trees' roots during the darkest night of each new moon. This venom, combined with the rituals performed by the druids, make serpentwood much stronger than normal wood.

Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from serpentwood is considered a masterwork item. It weighs the same as a normal wooden item of that type but is much more resistant to damage. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from serpentwood or do not gain any special benefit from being made of serpentwood. The Armor check penalty of a serpentwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a serpentwood item, add 10 gp per pound of the item's weight to the price of a masterwork version of that item.

Serpentwood has 10 hit points per inch of thickness and hardness 10. Items crafted from serpentwood have hardness 10, and the same number of hit points as a normal wooden item of that type.

Masterwork Characters: Legacy of the Serpent
A Henchman Production
for Clockwork Golem Workshop

For additional product support and details on upcoming releases in the Masterwork Characters series, visit our website at www.clockworkgolem.com

New Weapons

Exotic Weapon		Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Ironfangs	10 gp	1	1d2	x2	—	½ lb.	Piercing

OPEN GAME LICENSE Version 1.0a

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.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Legacy of the Serpent is copyright © 2005 Adam Windsor.

Artwork courtesy of JUPITERIMAGES.

All text in this book is designated open game content. You may not distribute this PDF without the permission of the author.
