

# **Backstreet Justice**

**A One-Round D&D 3<sup>rd</sup> Edition Living City Adventure**

## **Guild Wars Chapter 1**

**by John Wyatt**

In the backstreets justice hides beneath the faces of the abandoned, hurtful, and jaded peoples of Ravens Bluff. Whether these acts are good or evil does not matter as long as justice or vengeance is served. These folks' justice does not follow the laws of Ravens Bluff—it has rules all its own. An adventure for characters of levels 1-8.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## LIVING CITY Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 <sup>nd</sup>
T2:	13-22	14-24	15-26	16-28	6 <sup>th</sup>
T3:	23-32	25-35	27-38	29-41	8 <sup>th</sup>
T4:	33-42	36-46	39-50	42-54	10 <sup>th</sup>

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

## Introduction

*Backstreet Justice* deals with the following organizations and societies found in The City of Ravens Bluff: The Silent Network, The Silver Sheaf, The Viper Ring, and the Knights of the Hawk.

Simply, both the Silent Network and the Knights of the Hawk are gathering information on the possible hideout of The Viper Ring. An unknown organization or person has hired an assassin, the slithermorph, whom in turn is working with Troglodyte, to cause a little trouble and eventually pit The Viper Ring, The Silver Sheaf, and the city organizations into a street war.

## Adventure Summary

Passing by the Crescent Moon Inn in the early afternoon, the PCs hear a commotion within. Upon investigation they spot a large snake-like creature battles with the patrons of the establishment. Many of the patrons lie bloodied and partially eaten upon the floor. The creature(s) attempts to flee once the PCs enter. If it (they) cannot flee or it (they) battles to the death, or commits suicide.

The PCs have a chance to look around and find other clues, leading them to further investigations. Looking at the half eaten bodies, they will find the following persons of note among the dead: Harold Pierre the Inn Owner, and Toseiyn Dulkrauth of the Storm Dargon Merchant House, as well as two unidentified Hawk Knights, and a ASP City Watch Member. Wounded that can be identified of note are: Cassandra Minstrelwish of the Silent Network.

Watch members will then arrive and usher the PCs away from the crime scene. They will take statements from the PCs and other who viewed the battle.

The PCs then have the following investigation options open to them:

**The Sewers:** A trail of blood in the inn leads to a sewer entrance in the back alleyway. The grate is open and the PCs will see a leg in the water beyond. Upon entering the sewer the PCs are ambushed by Troglodytes (or elite lizardmen assassins) that are using their chameleon abilities to blend into the walls. While the battle proceeds a slithermorph watches in ooze form from an 80 feet away and leaves after two troglodytes die.

**The City Watch:** If they speak with the City Watch the PCs can find out information about the attack, and whom the Watch suspect was involved. They may also pick up rumors that this was an attack made by The Viper Ring. If asking about the ASP member, no information will be revealed unless one of the PCs is an ASP. A PC member of that organization can find out that the deceased ASP was working with the Hawk Knights to undercover The Viper Ring.

**The Silent Network:** If they question Cassandra the PCs may find that she is the Deputy Guildmaster of the Silent Network and was on a mission to seek out information about The Viper Ring. She was consulting with Toseiyn Dulkrauth, an ASP and the two Hawk Knights about information that may lead to the base of operation and possibly to the suspected guildmaster of the Ring. She will be willing to pay 200 gp for any information the PCs can find out about this attack.

**The Storm Dragon Merchant House:** Arriving at the merchant house, the PCs will find that the housemaster has gone to the Thayvian Embassy. They can talk to the housekeeper, Elgrith about the incident at the Inn and his fallen housekeeper Toseiyn. Several rumors will arise but most seem to lead to the Viper Ring.

**Streets of the Bluff:** Heading back onto the streets of Ravens Bluff in search of additional clues or heading to the Thayvian embassy the Slithermorph make another appearance. From a rooftop it flings a hand at the PCs and then turns into ooze and slithers into the sewer through pipes in a building. The severed hand wears a Silver Sheaf Ring.

**Thayvian Embassy:** Continuing towards the embassy, the PCs witness a fight in the distance—magical fire explodes outside of the embassy. A man fitting the description of Rivyan battles with several snake-type creatures (yaun-ti), while a woman is dragged into the

sewers. Rivyan will hold his own against these creatures. After the battle is over he refuses to speak with the PCs about the matter, and will he go after the woman.

#### **Pursuit into the Underdark:**

If PC pursue the woman immediately, they will proceed to a place under the Thayvian Embassy. The Naga Pit from the adventure “With Great Risk” still remains under the Embassy, but it has been converted into a different type of temple, housing several yuan-ti members of The Viper Ring. A battle will ensue, and many pureblood yuan-ti attempt to flee, some of which are slaughtered by the slithermorph—an action that is witnessed by the PCs. After the Ring has been broken up, many questions remain unanswered.

## **Player’s Introduction**

*Though it is another day in the Bluff, everything seems at peace. There have been no battles in the street, demons reeking havoc, buildings collapsing, there has not even been a single fire. Perhaps you will be able to relax from your hard duties as city savior today and enjoy the delights of the city.*

*It is early afternoon, fine time to find some food and drink. Yet, as you pass the fabled Crescent Moon Inn the smell of death and blood lingers in the air, ruining your appetite. You hear scuffling sounds within the inn. Perhaps today is not a day for relaxation after all.*

Allow the player to react however they see fit. If they do not investigate, wait around after someone investigates the Inn, or does not want to discuss what they heard or saw within the Inn with City Watch, the adventure is over.

There are many entrances into the Crescent Moon Inn. The PCs can enter through the front and back doors easily, though those entering from the back will block off the troglodyte’s escape. Creative PCs may enter through a window or go up to the roof. The following scene presupposes the PCs are entering through the front door into the dining area, and may have to altered depending on the method the PCs enter the establishment

*As you enter into the dining area of the Crescent Moon Inn, you witness a horrid sight. Blood and body are scattered about the room. You see parts of humans, elves, halflings and gnomes here and there among the splatters of blood. A large gray scaly humanoid lizard-like creature stands near the kitchen*

*door chewing on a woman's severed leg. Blood flows from several gashes in its scaly hide.*

The Troglodyte leaves the Inn by way of the back entrance as soon as it is noticed. It will flee into a nearby sewer entrance. The trail the troglodyte takes can be easily followed by the blood trail left by its brethren. If the PCs enter into the sewers, go to Encounter 1: Sewers.

Tiers 3 and 4 have additional Troglodytes feasting on body parts within the kitchen.

### **Tier 1 (EL 2)**

**Troglodyte, Ftr1** (1): CR 2; Medium-size humanoid (reptilian); HD 2d8+4 + 1d10+2; hp 24; Init -1; Spd 30 ft.; AC 15 (-1 Dex, +6 natural); Atks +2 melee (1d8 [crit x3], longspear), or +2 melee (1d4 [x2], claws), +0 melee (1d4, bite), or +2 ranged (1d6+1, javalin); SA Stench SQ Darkvision 90 ft. AL CE; SV Fort +6, Ref -1, Will +0.

Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

*Skills:* Hide +8 (+16), Listen +7, Search +2, Spot +6; *Feats:* Alertness, Multiattack, Weapon Focus (javelin).

*SQ: Stench (Ex)*—when angry or excited, a troglodyte secretes an offensive oily chemical. All creatures (except troglodytes) within 30 ft. must succeed at Fortitude save (DC 13) or be overcome with nausea. This lasts 10 rounds and deals 1d6 points of temporary Strength damage.

Equipment: Longspear, javelin.

### **Tier 2 (EL 4)**

**Troglodyte, Ftr3** (1): CR 4; Medium-size humanoid (reptilian); HD 2d8+4 + 3d10+6; hp 38; Init -1; Spd 30 ft.; AC 15 (-1 Dex, +6 natural); Atks +4 melee (1d8 [crit x3], longspear), or +4 melee (1d4 [x2], claws), +3 melee (1d4, bite), or +4 ranged (1d6+1, javalin); SA Stench; SQ Darkvision 90 ft. AL CE; SV Fort +8, Ref +0, Will +1.

Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

*Skills:* Hide +8 (+16), Listen +8, Search +2, Spot +7; *Feats:* Alertness, Blindfight, Multiattack, Weapon Focus (javelin).

*SQ: Stench (Ex)*—When angry or excited, a troglodyte secretes an offensive oily chemical. All creatures (except troglodytes) within 30 ft. must succeed at Fortitude save (DC 13) or be overcome with nausea. This lasts 10 rounds and deals 1d6 points of temporary Strength damage.

Equipment: Longspear, javelin.

### **Tier 3 (EL 6)**

**Troglodyte, Ftr3** (2): CR 4; Medium-size humanoid (reptilian); HD 2d8+4 + 3d10+6; hp 38; Init -1; Spd 30 ft.; AC 15 (-1 Dex, +6 natural); Atks +4 melee (1d8 [crit x3], longspear), or +4 melee (1d4 [x2], claws), +3 melee (1d4, bite), or +4 ranged (1d6+1, javalin); SA Stench; SQ Darkvision 90 ft. AL CE; SV Fort +8, Ref +0, Will +1.

Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

*Skills:* Hide +8 (+16), Listen +8, Search +2, Spot +7; *Feats:* Alertness, Blindfight, Multiattack, Weapon Focus (javelin).

*SQ: Stench (Ex)*—When angry or excited, a troglodyte secretes an offensive oily chemical. All creatures (except troglodytes) within 30 ft. must succeed at Fortitude save (DC 13) or be overcome with nausea. This lasts 10 rounds and deals 1d6 points of temporary Strength damage.

Equipment: Longspear, javelin.

### **Tier 4 (EL 8)**

**Troglodyte Ftr 5** (2): CR 6; Medium-size humanoid (Reptilian) HD 2d8+4 + 5d10+10; hp 52; Init +4; Spd 30 ft.; AC 16 (+6 natural); Atks +6 melee (1d8 [crit x3], longspear) or +6 melee (1d4 [x2], claws), +5 melee (1d4, bite), or +6 ranged (1d6+1, javalin); SA Stench; SQ Darkvision 90 ft. AL CE; SV Fort +10, Ref +0, Will +1.

Str 10, Dex 10, Con 14, Int 8, Wis 10, Cha 10.

*Skills:* Hide +8 (+16), Listen +8, Search +2, Spot +9; *Feats:* Alertness, Blindfight, Combat Reflexes, Improved Initiative, Multiattack, Weapon Focus (javelin).

*SQ: Stench (Ex)*—when angry or excited, a troglodyte secretes an offensive oily chemical. All creatures (except troglodytes) within 30 ft. must succeed at Fortitude save (DC 13) or be overcome with nausea. This lasts 10 rounds and deals 1d6 points of temporary Strength damage.

Equipment: Longspear, javelin.

If the PCs fight the Trogs in the bar allow them 5 minutes after the battle to choose their course of action. After five minutes of real time the City Watch arrives at the inn. Some may chase after the Troglodyte, while other search through the remains of the victimized to find survivors.

Searching through the bodies will yield that more than almost all of the patrons and workers in the Inn have been partially consumed by the Troglodyte(s). A Spot check (DC 10) will reveal one survivor, Cassandra Minstrelwish of the Silent Network, is under a pile of broken table bits. A Heal check (DC 15) on Cassandra

will stabilize her condition if treatment is given before the Watch arrives in the Inn.

If the PCs speak with Cassandra, once she is healed (not just stabilized), she will be frantic and overly concerned about her husband Harold, who was in the kitchen. She can relate pieces of the attack but will insist if she survives the PC need to inquire more from the Silent Network.

Kassandra relates the following about the Troglodyte attack in a shaky sobbing voice:

***Several lizard-like men busted out of the kitchen and began slicing away at the patrons of the Tavern. They blocked all exits and began killing and eating people. I fear that they were sent to stop a meeting some of the patrons were having.***

A detailed Search (DC 15) (or take 20 for 5 minutes) will yield several items of interest. These can be identified with a successful Knowledge: Nobility and Royalty or Knowledge: Local (Ravens Bluff) check. Knights and City Watch members have a +2 circumstance bonus to their respective items of interest. +4 if they are members of the respective organizations.

- Two Rings, one bronze, one silver, (Two Hawk Rings); DC 12
- A tattered piece of cloth with a Dragon in a cloud of lightning upon it (Storm Dragon Merchant House Crest); DC 15
- An armband with two entwined silver serpents upon it (an ASP insignia); DC 12

After 5 minutes a contingent of 20 City Watch members storm the building. Several people informed them after they discovered the gruesome carnage just before the PCs became aware of the event. The Watch comes in from the front and back of the building. After they secure the area around the inn before they start to question the PCs. They will want to know all the particulars of the PCs involvement, and will want a detailed description of any battle that ensued. After the watch is satisfied with the information they glean from the PCs, they allow (and will go so far as to even demand) the PCs to leave the area.

If the PCs did not heal Cassandra then she dies, but she will be raised at the end of the adventure. If this is the case the City Watch will summon the PCs later in the day and explain whom some of the people were. Skip to the City Watch encounter.

The only two bodies that can be recovered and identified are the inn owner, Harold Pierre, and Toseiyn Dulkrauth of The Storm Dragon Merchant House. Harold will be raised from the dead at the end of the

adventure. Toseiyn will fail his resurrection survival check and be animated by his master, a Warrior-Merchant of Thay. This can be learned from the City Watch later in the module if the PCs go to the City Watch.

PCs may not wish to continue on or follow any leads upon their own. If this is the case, the City Watch or Silent Network will ask them to.

## Encounter 1: The Sewers

If the trail of blood is followed, it will lead to a sewer entrance in the alleyway behind the Inn. The grate will be open and a leg can be seen floating in the sewage below.

Entering the sewers, the PCs will be ambushed by troglodytes. While the battle proceeds, the Slithermorph watches in ooze form from some 80-ft. away and leaves after two troglodytes die. The troglodytes will fight until two members remain and then they will flee, leading the PC into a trapped section of the sewers. Capture Troglodyte will yield no information, and will attempt suicide as soon as they are able. Mind-affecting magic will reveal that orders to attack and devour patrons of the Inn came from an ooze-like creature—unfortunately not enough information to lead PCs to another encounter, they will have to follow other leads.

### **Tier 1 (EL 3)**

**Troglodyte** (2): CR 1; Medium-size humanoid (Reptilian); HD 2d8+4; hp 14; Init -1; Spd 30 ft.; AC 15 (-1 Dex, +6 natural); Atks +1 melee (1d8 [crit x3], longspear) or +1 melee (1d4, claws) [2], -1 melee (1d4, bite), or +1 ranged (1d6+1, javelin); SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0.

Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

*Skills:* Hide +6 (+12), Listen +3; *Feats:* Multiattack, Weapon Focus (Javelin).

*SQ:* *Stench* (Ex)—when angry or excited, a troglodyte secretes an offensive oily chemical. All creatures (except troglodytes) within 30 ft. must succeed at Fortitude save (DC 13) or be overcome with nausea. This lasts 10 rounds and deals 1d6 points of temporary Strength damage.

Equipment: Longspear, javelin.

### **Tier 2 (EL 5)**

**Troglodyte** (4): Use stats provided above.

### **Tier 3 (EL 6)**

**Troglodyte** (6): Use stats provided above.

## **Tier 4 (EL 7)**

**Troglodyte (8):** Use stats provided above.

### **Encounter 2: The City Watch**

The PCs have come to seek the guidance of a competent City Watch captain Gemeir Daltha (male human, Ftr6; Sense Motive +5, Diplomacy +3) about the incident at the Crescent Moon Inn. Or maybe Gemeir has summoned the adventurers for help in his investigation. Allow the PCs to learn the following during a long conversation (he will want to get to know the PC first, and will make up his own mind whether or not they can be trusted to aid the city) with Gemeir about crime in Ravens Bluff:

- Among the carnage of bodies in the Crescent Moon Inn, the following persons of note were found dead: Harold Pierre, Toseiyn Dulkrauth of The Storm Dragon Merchant House, (Kassandra Minstrelwish of The Silent Network— if the PCs let her die), an ASP, and two Hawk Knights. The identities of the ASP and Hawks are unknown at this time.
- The captain believes that the creature the PCs that described (captured or killed), were troglodytes.
- Apparently the Silent Network, ASP, and the Hawk Knights were looking into some sort of criminal activity within the city. (If a PC is a Silent Network Member, a Hawk Knight/Squire, or an ASP the captain tell that that said criminals are believed to be The Viper Ring).

Based on the above information allow the PCs to come to whatever conclusion they deem.

The City Watch captain will offer the PCs 500 gp as a group if they bring in those responsible for the murders of the patrons of the Crescent Moon Inn. If she is alive, the Captain will suggest going to speak with Kassandra Minstrelwish of the Silent Network or one of the network's operatives. The Captain also suggests that the PC look into other person backgrounds that were identified from the carnage.

- Harold Pierre is the owner of the Crescent Moon Inn and husband to Kassandra Minstrelwish. Any involvement that he had would have been indirect and through her.
- Toseiyn Dulkrauth of the Storm Dragon Merchant House is detailed in the section of The Storm Dragon Merchant House below.
- Kassandra Minstrelwish of the Silent Network is detail in Encounter 3: The Silent Network, below.

### **Encounter 3: The Silent Network**

Only ties with the underworld can lead one to gain the mass information that the Silent Network gathers. If the party has a PC with 7 levels or higher in Rogue, a PC with the Gather Information (DC 15), or a PC with ties to an underworld association (must have cert that states the PC is a member of such an organization, such as the Green Knives), then finding a Silent Network operative will not be a problem. If the PCs do not have ties to the underworld, then for a fee of 200gp/tier they can find someone to leave a message with a member.

If the PCs attempt to contact the Silent Network and they meet one of the requirements detailed above, then after several hours a little girl will deliver a message to them. The contents of the message is as followed and crumbles to dust after reading:

*The Silent Network in conjunction with ASP, The Hawks Knights, and a consultant of the Storm Dragon Merchant House were investigating rumors consisting of the activities of two criminal organizations, The Viper Ring and The Silver Sheaf. The two said organizations are at war with one another, with an outside third party intervening with both of the organization's dealings. The third party is rumored to be The Four Ravens.*

### **Encounter 4: The Storm Dragon Merchant House**

The Storm Dragon Merchant House is a secretive trading house. PCs making a successful Knowledge (Local) check (DC 15), or PCs making a successful Gather Information (DC 15) will have heard of where the merchant house is located. If the PCs do not have the means of finding this establishment, they can find out the location for 200gp/tier level of the party or ask The City Watch for an address.

Arriving at the merchant house, PCs will find that the housemaster has gone to the Thayvian Embassy, and they will have to talk to the houstaler, Elgrith about the incident at the Inn and the fate of his the late houstaler Toseiyn.

*The Storm Dragon Merchant House is a two-story building made of dusty red brick with a black thatched wooden roof. A sign on the door read, 'CLOSED'.*

If the PCs knock or attempt to enter the building, they will gain the attention of Elgrith Orinthalas. Elgrith is the other houstaler.

If Elgrith is questioned about Toseiyn's dealings at The Crescent Moon Inn, he will yield no information. The following is information he willingly relay about Toseiyn:

- Toseiyn was a silent man, keeping to himself and his studies under the master.
- He enjoyed the art of bartering for, selling, and obtaining rare merchant supplies and items (especially silks) from all over the realms. This is what he excelled in. The master will be disappointed with his passing.

If bribed with 100gp/tier level Elgrith will give the PCs the following additional information:

- Toseiyn has connections all over the city. I believe he barter mostly in the foreign quarter of this city with the various embassies—mostly the Thayvian and Sembian embassies.

If Elgrith is questioned about the owner and housemaster of The Storm Dragon House, Rivyan Thalond, the PCs can find out the following:

- The housemaster is not available. He is taking care of some orders and other business in the foreign quarter and will not be back this day.
- Rivyan Thalond was once a veteran warrior for the mighty kingdom of Thay before retiring and opening this fair establishment.

If Elgrith is questioned about himself, he relate the following:

- I have work for the master since he opened this fine establishment several years ago.
- I deal in jewelry and items with magical natures.

If a PC asks to see any of his magical items, he will bring 2 items out for the PCs to look at:

- *Cloak of elvenkind*—2,000 gp
- *Dagger +1, chaotic*—18,302 gp

Both of the above items were brought to Elgrith by Toseiyn. Elgrith was to examine and sell both of the items.

If PCs wish to purchase any items (other than above) from the merchant, they can purchase goods out of the *Players Handbook*.

## Encounter 5: Streets of the Bluff:

When the PCs head back onto the streets of Ravens Bluff in search of additional clues or to the Thayvian embassy, the slithermorph makes an appearance. From a rooftop it flings a hand at the PCs and then turns into ooze and slithers into gutter pipes and into the sewer before the PCs have a chance to react.

***Out of nowhere a severed hand flies from the top of a build landing at your feet.***

Examining the severed hand, the PCs will notice it appears to have been severed by a bite or several bites, and it is chewed upon. On the hand is a small ring. If a rogue is in the party or if a PC has the Knowledge (Nobility and Royalty) skill (DC 15) the ring can be identified as a Silver Sheaf Ring.

## Encounter 6: Thayvian Embassy:

Continuing towards the embassy to speak with Rivyan Thalond, the PCs see a fight in the distance, as magical fire explodes outside of the embassy. A man fitting the description of Rivyan battles with one or more snake-type creatures (Yuan-Ti), while a woman is being dragged into the sewers. Rivyan will hold his own against these creatures if he receives no aid from the PCs. If the PC aid Rivyan in combat, he will retreat into the Thayvian Embassy ignoring the combatants, leaving them to battle one another.

If the PCs use mind-reading magics, on Rivyan before he leaves, they can discover that the woman was an informant detailing purchase prices of goods through the Sembian Embassy.

***Heading through the gates of the foreign district shortly after dusk, a large fiery explosion erupts several hundred yards ahead of you. From the light left by this blaze (number of) humans attack a lone man in front of the Thayvian Embassy. Another drag a prone female form into a sewer grate.***

The stat block here is for the one fighting. The other is identical, but after the one round is probably beyond the reach of the combat since it is in the sewer already, dragging the woman in after it.

### **Tier 1 (EL 3)**

**Wounded Yuan-Ti (Pureblood)** (1): CR 3; Medium-Size Monstrous Humanoid; HD 6d8; hp 14 (27); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +1 natural, +2 leather, +2 masterwork large shield); Atks +7/+2 melee (1d6, [crit 18-20], masterwork scimitar) or +8/+3 ranged (1d8 [crit x3], longbow with masterwork arrows); SA Spell-like abilities, psionics; SQ; SR 16; AL CE; SV Fort +2, Ref +6, Will +9.

Str 11, Dex 11, Con 13, Int 18, Wis 18, Cha 16.

*Skills:* Concentration +9, Knowledge: Local +9, Knowledge: Royalty and Nobility +9, Disguise +8, Hide +7 (+15), Listen +15, Spot +15; *Feats:* Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative.

SA: *Spell-like abilities*—1/day – *animal trance*, ~~*cause fear*~~, *deeper darkness*, ~~*entangle*~~, *neutralize poison*, ~~*suggestion*~~, ~~*polymorph other*~~. These abilities are as the spells cast by an 8<sup>th</sup>-level sorcerer (save DC 13 + spell level). *Psionics (Sp)*—all yuan-ti can produce the follow effects at will: *Detect poison*: as the spell cast by a sixth level sorcerer; *Alternate form*: The yuan-ti can assume the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animal, *Monster Manual* p. 201-202). This ability is similar to a shapechange spell cast by a 19<sup>th</sup>-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent; *Chameleon Power*: The yuan-ti can change the coloration of itself and its equipment to match its surrounding; *Produce acid*: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body; *Aversion*: The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed a Will save (DC 17 or gain an aversion to snakes for 10 minutes. Affected subjects must stay a least 20 feet from any snake of yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a –4 reduction to Dexterity until the effect wears off, or the subject is on longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16<sup>th</sup>-level sorcerer.

Equipment: Masterwork scimitar, masterwork large shield, longbow, masterwork arrows (10).

### **Tier 2 (EL 5)**

**Yuan-Ti (Pureblood)** (1): as above, but unwounded with 27 hp, and unused spell-like abilities.

### **Tier 3 (EL 7)**

**Yuan-Ti (Pureblood)** (2): as above, but unwounded and each with 27 hp, and all spell-like abilities.

### **Tier 4 (EL 9)**

**Yuan-Ti (Pureblood)** (4): as above, but unwounded and each with 27 hp, and all spell-like abilities.

If the PCs attempt to go into the embassy, the guards impede them from entering the grounds. If they insist on going into the embassy, they will be arrested for trespassing and fined 200gp/tier each.

If the PCs go into the sewers after the woman, and follow the trail of blood, they find a sealed chamber from the sewers leading beneath the embassy into subterranean catacombs. Some PCs may recognize this as the tunnels of ancient Sarbreen located under the Embassy from the adventure *With Great Risks*.

## **Encounter 7: Pursuit into the Underdark**

Entering into the sewers, following the creatures, the PCs will come upon a sealed doorway that leads into the depths below. The seal upon the doorway has been broken, but is covered by a *permanent illusion* of the sealed doorway with magical glyphs.

Allow the PCs a Spot check at (DC 15) or the Tracking feat (DC 10) to notice a small trail of blood leads directly into the doorway.

Once the PCs bypass the illusion, the PCs must drop 100 feet to the cavern floor below. There are several ropes attached to the cavern wall that the PCs can use to climb down (DC 10). After descending the rope the PCs enter into a small chamber.

*You descend into a small 40'x 40' square chamber with one exit in the southern wall. The entire eastern side of the chamber cluttered in rubble, apparently from a structural collapse.*

The tunnel is roughly 10-ft. wide, 10-ft. high and goes on for 1000 feet then descending 100 feet before turning right at a 45-degree angle, at which the tunnel goes for another 1000 feet and then descends another 100 ft. in the course of travel. 500 ft. into the first stretch of tunnel is a side chamber.

*Within this small 50-foot diameter chamber lays skeletal remains of many types of small creatures (vermin mostly) and a small 10-foot diameter pool.*

This chamber is the guard post. A Viper Ring guard is stationed invisibly in this room. PCs passing or entering the room will be monitored by the guard, whom will trip a silent alarm warning the rest of the ring of the intruders, then will proceed to silently follow the PCs waiting to get a surprise attack from behind on spellcasters if need be.

### **Tier 1-2 (EL 2)**

**Viper Ring Guard, male human Rog 2 (1):** CR 2; Medium-size humanoid (6ft. tall); HD 2d6; hp 9; Init +6; Spd 30ft; AC 15(+2 Dex, +2 Leather, +1 dodge); Atks +3 melee (1d6+1, [crit. 19-20], Shortsword); SA sneak attack +1d6; SQ evasion; AL LE; Fort +1, Ref +5 Will +2.

Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 12.

*Skills:* Move Silently +5, Hide +5, Climb +4, Disable Device +4, Listen +5, Open Lock +4, Search +4, Spot +6, Use Magical Device +4, Pick Pocket +6, Decipher Script +4, Bluff +5, Intimidate +5; *Feats:* Dodge, Improved Initiative.

Equipment: Leather, short sword, viper ring.

### **Tier 3-4 (EL 6)**

**Viper Ring Guard, male human Rog 6 (1):** CR 6; Medium-size humanoid (6ft. tall); HD 6d6; hp 24; Init +6; Spd 30ft; AC 15(+2 Dex, +2 Leather, +1 dodge); Atks Shortsword +6 melee (1d6+2, [crit. 19-20], Shortsword); SA sneak attack +3d6; SQ evasion, uncanny dodge; AL LE; Fort +1, Ref +5 Will +2.

Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 12.

*Skills:* Move Silently +7, Hide +9, Climb +5, Disable Device +6, Listen +7, Open Lock +5, Search +6, Spot +9, Use Magical Device +6, Pick Pocket +6, Decipher Script +6, Bluff +6, Intimidate +6; *Feats:* Dodge, Improved Initiative, Mobility, Weapon Finesse (short sword).

Equipment: Leather, short sword, viper ring.

### **Area 1:**

At the end of the tunnel some 1000 feet from the entrance 200 feet below the sewers, the PCs will come to a room. The room is 60-feet-long and 40-feet-wide with two doors leaving the room, one directly across from the PCs entrance point and the other on the left wall.

The door that is directly across from the entrance point is locked and opens only to another collapsed section that spills rubble into the passage way. If the door is opened 200 pounds of rocks per tier fall upon PCs within 5' of the door dealing 1d6 points of damage per 200 pounds. After the collapse this tunnel beyond is impassable. Since the rock fall is a hazard, and not technically a trap, no Disable Device check is possible.

The other door is locked and may be trapped if the PCs did not immediately follow the yuan-ti into the sewers:

**Door:** Open Locks (DC 20) and has (if the PCs did not immediately follow the yuan-ti into the sewers) a *glyph of warding (blast glyph)* upon it. Allow the PCs to make Reflex saving throw (DC 13) for half damage from the *glyph of warding (blast glyph)*. The blast glyph deals 1d8 point of acid damage/per tier. The glyph of warding does not activate against creatures wearing a Viper Ring. A Rogue searching for traps can notice the glyph, Search check (DC 28). A Disable Device check at a (DC 28) will disarm the trap.

### **Area 2**

This is a 20-foot-long by 10-foot-wide and tall hallway that ends in a door. Ten feet into the hallway is another *glyph of warding (spell glyph – dispel magic (area dispel))* on both of the walls. The *dispel magic* is cast at 5th level (+5 to roll) and gains 3 levels (+2 additional, max +10) per tier level. Creatures wearing a Viper Ring can bypass the glyph.

The door at the end of the hall is locked with a simple lock; Open Locks (DC 20). Bashing the door down (DC 15).

### **Area 3**

This is the training room for the viper ring. There are normal humans training with yuan-ti. They will attack the PCs if the alarm was triggered at the guardroom or they show damage from the blast glyph. If a viper ring is produced, the PCs can pass unmolested though this room.

### **Tier 1 (EL 2)**

**Viper Trainee, human male Rog2 (1):** CR 2; Medium-size humanoid (6ft. tall); HD 2d6; hp 9; Init +6; Spd 30ft.; AC 15(+2 Dex, +2 Leather, +1 dodge); Atks +3 melee (1d6+1 [crit. 19-20/x2], Shortsword); SA sneak attack +1d6; SQ evasion; AL LE; Fort +1, Ref +5 Will +2.

Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 12.

*Skills:* Move Silently +5, Hide +5, Climb +4, Disable Device +4, Listen +5, Open Lock +4, Search +4, Spot +6, Use Magical Device +4, Pick Pocket +6, Decipher Script +4, Bluff +5, Intimidate +5; *Feats:* Dodge, Improved Initiative.

Equipment: Leather, short sword, viper ring.

### **Tier 2 (EL 4)**

**Viper Trainees, human male Rog2 (2):** CR 4; Medium-size humanoid (6ft. tall); HD 2d6; hp 9; Init +6; Spd 30 ft.; AC 15(+2 Dex, +2 Leather, +1 dodge);

Atks +3 melee (1d6+1 [crit. 19-20], Shortsword); SA sneak attack +1d6; SQ evasion; SR nil; AL LE; Fort +1, Ref +5 Will +2.

Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 12.

*Skills:* Move Silently +5, Hide +5, Climb +4, Disable Device +4, Listen +5, Open Lock +4, Search +4, Spot +6, Use Magical Device +4, Pick Pocket +6, Decipher Script +4, Bluff +5, Intimidate +5; *Feats:* Dodge, Improved Initiative.

Equipment: Leather, short sword, viper ring.

### **Tier 3 (EL 6)**

**Viper Ring Trainer, male human Rog 6 (1):** CR 6; Medium-size humanoid (6ft. tall); HD 6d6; hp 24; Init +6; Spd 30ft; AC 15(+2 Dex, +2 Leather, +1 dodge); Atks Shortsword +6 melee (1d6+2 [crit. 19-20], shortsword); SA sneak attack +3d6; SQ evasion, uncanny dodge; SR nil; AL LE; Fort +1, Ref +5 Will +2.

Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 12.

*Skills:* Move Silently +7, Hide +9, Climb +5, Disable Device +6, Listen +7, Open Lock +5, Search +6, Spot +9, Use Magical Device +6, Pick Pocket +6, Decipher Script +6, Bluff +6, Intimidate +6; *Feats:* Dodge, Improved Initiative, Mobility, Weapon Finesse (short sword).

Equipment: Leather, short sword, viper ring.

### **Tier 4 (EL 8)**

**Viper Ring Trainer, male human Rog 6 (2):** CR 6; Medium-size humanoid (6ft. tall); HD 6d6; hp 24; Init +6; Spd 30ft; AC 15(+2 Dex, +2 Leather, +1 dodge); Atks Shortsword +6 melee (1d6+2 [crit. 19-20], shortsword); SA sneak attack +3d6; SQ evasion, uncanny dodge; SR nil; AL LE; Fort +1, Ref +5 Will +2.

Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 12.

*Skills:* Move Silently +7, Hide +9, Climb +5, Disable Device +6, Listen +7, Open Lock +5, Search +6, Spot +9, Use Magical Device +6, Pick Pocket +6, Decipher Script +6, Bluff +6, Intimidate +6; *Feats:* Dodge, Improved Initiative, Mobility, Weapon Finesse (short sword).

Equipment: Leather, short sword, viper ring.

**Yuan-Ti (Pureblood) (1):** CR 5; Medium-Size Monstrous Humanoid; HD 6d8; hp 27; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +1 natural, +2 leather, +2 masterwork large shield); Atks +7/+2 melee (1d6, [crit 18-20], masterwork scimitar) or +8/+3 ranged (1d8 [crit x3], longbow with masterwork arrows); SA Spell-like abilities, psionics; SQ; SR 16; AL CE; SV Fort +2, Ref +6, Will +9.

Str 11, Dex 11, Con 13, Int 18, Wis 18, Cha 16.

*Skills:* Concentration +9, Knowledge: Local +9, Knowledge: Royalty and Nobility +9, Disguise +8, Hide +7 (+15), Listen +15, Spot +15; *Feats:* Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative.

SA: *Spell-like abilities*—1/day – animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as the spells cast by an 8<sup>th</sup>-level sorcerer (save DC 13 + spell level). *Psionics (Sp)*—all yuan-ti can produce the follow effects at will: *Detect poison:* as the spell cast by a sixth level sorcerer; *Alternate form:* The yaun-ti can assume the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animal, *Monster Manual* p. 201-202). This ability is similar to a shapechange spell cast by a 19<sup>th</sup>-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent; *Chameleon Power:* The yuan-ti can change the coloration of itself and its equipment to match its surrounding; *Produce acid:* The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body; *Aversion:* The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed a Will save (DC 17 or gain an aversion to snakes for 10 minutes. Affected subjects must stay a least 20 feet from any snake of yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a –4 reduction to Dexterity until the effect wears off, or the subject is on longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16<sup>th</sup>-level sorcerer.

Equipment: Masterwork scimitar, masterwork large shield, longbow, masterwork arrows (10).

### **Area 3a**

This is the equipment storage room. Light training weapons, armor, and thieves' tools can be found here.

### **Area 4**

This is the grand hallway. Many statues have or are being carved. These statues are dedicated to various deities (such as Mask) and warlords and old leaders of The Viper Ring.

### **Area 5**

This is the great chamber. Here is where a great naga once made its home, but is now the center of The Viper Ring's bartering and storage facilities. All manner of crafts, items, weapons, armor, animals, and slaves can be found in this great chamber.

If the PCs did not trigger the alarm and do not show signs of acid damage they will have 5 minutes before being noticed and attacked by the Viper Ring.

*You have entered into a great chamber. The chamber is filled with all sort of material, equipment, food stocks, and many humans, all men. In the midst of the chamber lies a huge hole some 30-feet in diameter where people go up and down.*

If the alarm has been triggered by the guards in the guardroom, members of the Viper Ring will be laying in wait for the PCs so they can get the drop on them, Spot check (DC 15 + 3 per tier). Once the PCs enter into room fully, the guard from the guardroom will sneak attack a spellcaster PC, if the guard was not discovered. Also once in the room the Viper Ring will attack the PCs.

*You have entered into a great chamber. The chamber is filled with all sort of material, equipment, and food stocks. In the midst of the chamber lies a huge hole some 30-feet in diameter. You see no signs of life.*

Describe 2-3 times the tier amount coming at the PCs, but only attack them with what is in their tier below. This will account for the amount coming out of the hole and what the slithermorph's band kills.

One round + the Tier Level, the slithermorph's band enters behind the PCs. They will aid the PCs unless attacked, in which the Slithermorph will command his Troglodytes to slay the PCs.

The slithermorph's band will target all yuan-ti first, leaving the rest for the PCs to battle. What is left is reflected in the Tiers below.

**Tactics:** All rogues will follow the fighters or yuan-ti into combat, looking to flank targets, or get in attacks of opportunity.

### **Tier 1-2 (EL 4)**

**Viper Trainees, human male Rog2 (2):** CR 2; Medium-Size Humanoid (6 ft. tall); HD 2d6; hp 9; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +2 Leather, +1 dodge); Atks +3 melee (1d6+1, [crit. 19-20], shortsword); SA sneak attack +1d6; SQ evasion; AL LE; Fort +1, Ref +5 Will +2.

Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 12.

*Skills:* Move Silently +5, Hide +5, Climb +4, Disable Device +4, Listen +5, Open Lock +4, Search +4, Spot +6, Use Magical Device +4, Pick Pocket +6, Decipher Script +4, Bluff +5, Intimidate +5; *Feats:* Dodge, Improved Initiative.

Equipment: Leather, short sword.

**Viper Trainee, human male Ftr2 (1):** CR 2; Medium-size humanoid (6ft. tall); HD 2d10+4; hp 17; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +2 Leather, +1 dodge); Atks +4 melee (1d8+2, [crit. 19-20], longsword); SA nil; SQ nil; SR nil; AL LE; Fort +1, Ref +5 Will +2.

Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 11.

*Skills:* Climb +4, Intimidate +2 Spot +2; *Feats:* Cleave, Dodge, Power Attack.

Equipment: Leather, long sword.

### **Tier 3 (EL 8)**

**Viper Trainees, human male Rog2 (2):** CR 2; Medium-size humanoid (6ft. tall); HD 2d6; hp 9; Init +6; Spd 30ft; AC 15(+2 Dex, +2 Leather, +1 dodge); Atks +3 melee (1d6+1, [crit. 19-20], shortsword); SA sneak attack +1d6; SQ evasion; SR nil; AL LE; Fort +1, Ref +5 Will +2.

Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 12.

*Skills:* Move Silently +5, Hide +5, Climb +4, Disable Device +4, Listen +5, Open Lock +4, Search +4, Spot +6, Use Magical Device +4, Pick Pocket +6, Decipher Script +4, Bluff +5, Intimidate +5; *Feats:* Dodge, Improved Initiative.

Equipment: Leather, short sword.

**Yuan-Ti (Pureblood) (1):** CR 5; Medium-Size Monstrous Humanoid; HD 6d8; hp 27; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +1 natural, +2 leather, +2 masterwork large shield); Atks +7/+2 melee (1d6, [crit 18-20], masterwork scimitar) or +8/+3 ranged (1d8 [crit x3], longbow with masterwork arrows); SA Spell-like abilities, psionics; SR 16; AL CE; SV Fort +2, Ref +6, Will +9.

Str 11, Dex 11, Con 13, Int 18, Wis 18, Cha 16.

*Skills:* Concentration +9, Knowledge: Local +9, Knowledge: Royalty and Nobility +9, Disguise +8, Hide +7 (+15), Listen +15, Spot +15; *Feats:* Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative.

SA: *Spell-like abilities*—1/day — animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as the spells cast by an 8<sup>th</sup>-level sorcerer (save DC 13 + spell level). *Psionics (Sp)*—all yuan-ti can produce the follow effects at will: *Detect poison:* as the spell cast by a sixth level sorcerer; *Alternate form:* The yaun-ti can assume the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animal, *Monster Manual* p. 201-202). This ability is similar to a shapechange spell cast by a 19<sup>th</sup>-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent; *Chameleon Power:* The yuan-ti can change the coloration of itself and its equipment to match its

surrounding; Produce acid: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body; *Aversion*: The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed a Will save (DC 17 or gain an aversion to snakes for 10 minutes. Affected subjects must stay a least 20 feet from any snake of yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off, or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16<sup>th</sup>-level sorcerer.

Equipment: Masterwork scimitar, masterwork large shield, longbow, masterwork arrows (10).

**Yuan-Ti (Halfblood) (1):** CR 5; Medium-size Monstrous Humanoid (6ft. tall); HD 7d8; hp 38; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; AC 16 (+1 Dex, +1 natural, +2 leather, +2 masterwork large shield); Atks +10/+5 melee (1d6+2, [crit. 18-20], masterwork scimitar) and bite +4 melee (1d6+1 and poison) or +9/+4 ranged (1d8+2 [crit x3], mighty composite longbow and masterwork arrows); SA Poison, spell-like abilities, psionics; SR 16; AL CE; SV Fort +2, Ref +6, Will +9.

Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16.

*Skills*: Concentration +11, Knowledge: Local +9, Knowledge: Royalty and Nobility +9, Disguise +8, Hide +8 (+16), Listen +15, Spot +15; *Feats*: Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative.

SA: *Poison (Ex)*—bite attack injects poison, Fortitude save (DC 17); initial and secondary damage 1d6 points of temporary Constitution; *Spell-like abilities*—1/day – animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as the spells cast by an 8<sup>th</sup>-level sorcerer (save DC 13 + spell level). *Psionics (Sp)*—all yuan-ti can produce the follow effects at will: *Detect poison*: as the spell cast by a sixth level sorcerer; *Alternate form*: The yuan-ti can assume the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animal, *Monster Manual* p. 201-202). This ability is similar to a shapechange spell cast by a 19<sup>th</sup>-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent; *Chameleon Power*: The yuan-ti can change the coloration of itself and its equipment to match its surrounding; Produce acid: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body; *Aversion*: The yuan-ti creates a

compulsion effect targeting one creature within 30 feet. The subject must succeed a Will save (DC 17 or gain an aversion to snakes for 10 minutes. Affected subjects must stay a least 20 feet from any snake of yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off, or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16<sup>th</sup>-level sorcerer.

Equipment: Masterwork scimitar, masterwork large shield, masterwork longbow, masterwork arrows (10).

#### **Tier 4 (EL 9)**

**Viper Trainees, human male Rog3 (3):** CR 3; Medium-Size Humanoid (6ft. tall); HD 3d6; hp 13; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +2 Leather, +1 dodge); Atks +3 melee (1d6+1, [crit. 19-20] shortsword); SA sneak attack +1d6; SQ evasion; AL LE; Fort +1, Ref +5 Will +2.

Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 12.

*Skills*: Move Silently +5, Hide +5, Climb +4, Disable Device +4, Listen +5, Open Lock +4, Search +4, Spot +6, Use Magical Device +4, Pick Pocket +6, Decipher Script +4, Bluff +5, Intimidate +5; *Feats*: Dodge, Expertise, Improved Initiative.

Equipment: Leather, short sword.

**Yuan-Ti (Halfblood) (1):** CR 5; Medium-size Monstrous Humanoid (6ft. tall); HD 7d8; hp 38; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; AC 16 (+1 Dex, +1 natural, +2 leather, +2 masterwork large shield); Atks +10/+5 melee (1d6+2, [crit. 18-20], masterwork scimitar) and bite +4 melee (1d6+1 and poison) or +9/+4 ranged (1d8+2 [crit x3], mighty composite longbow and masterwork arrows); SA Poison, spell-like abilities, psionics; SR 16; AL CE; SV Fort +2, Ref +6, Will +9.

Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16.

*Skills*: Concentration +11, Knowledge: Local +9, Knowledge (royalty and nobility) +9, Disguise +8, Hide +8 (+16), Listen +15, Spot +15; *Feats*: Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative.

SA: *Poison (Ex)*—bite attack injects poison, Fortitude save (DC 17); initial and secondary damage 1d6 points of temporary Constitution; *Spell-like abilities*—1/day – animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as the spells cast by an 8<sup>th</sup>-level sorcerer (save DC 13 + spell level). *Psionics (Sp)*—all yuan-ti can produce the follow effects at will: *Detect poison*: as the spell cast by a sixth level sorcerer; *Alternate form*: The yuan-ti can assume

the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animal, *Monster Manual* p. 201-202). This ability is similar to a shapechange spell cast by a 19<sup>th</sup>-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent; *Chameleon Power*: The yuan-ti can change the coloration of itself and its equipment to match its surrounding; Produce acid: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body; *Aversion*: The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed a Will save (DC 17 or gain an aversion to snakes for 10 minutes. Affected subjects must stay a least 20 feet from any snake of yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off, or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16<sup>th</sup>-level sorcerer.

Equipment: Masterwork scimitar, masterwork large shield, masterwork longbow, masterwork arrows (10).

**Yuan-Ti (Abomination) (1):** CR 7; Large Monstrous Humanoid (6ft. tall); HD 9d8+27; hp 67; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft., swim 20 ft.; AC 21 (+1 Dex, +10 natural, +2 leather, +2 masterwork small shield); Atks masterwork falchion +13/+8 melee (2d4+6, [crit. 18-20] masterwork falchion) and +12 melee (2d6+6+poison, bite) or +11/+6 ranged (1d8+2 [crit. x3], mighty composite longbow with masterwork arrows); Face/Reach 5ft. by 5ft./10ft.; SA SA poison, spell-like abilities, psionics; SR 16; AL CE; SV Fort +6, Ref +7, Will +10.

Str 19, Dex 13, Con 17, Int 18, Wis 18, Cha 16.

*Skills*: Concentration +11, Knowledge (local) +9, Knowledge: Royalty and Nobility +9, Disguise +8, Hide +9 (+18), Listen +15, Spot +15; *Feats*: Alertness, Blind-Fight, Dodge, SA: *Poison (Ex)*—bite attack injects poison, Fortitude save (DC 17); initial and secondary damage 1d6 points of temporary Constitution; *Spell-like abilities*—1/day – animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as the spells cast by an 8<sup>th</sup>-level sorcerer (save DC 13 + spell level). *Psionics (Sp)*—all yuan-ti can produce the follow effects at will: *Detect poison*: as the spell cast by a sixth level sorcerer; *Alternate form*: The yuan-ti can assume the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animal, *Monster Manual* p. 201-202). This ability is similar to a shapechange spell cast by a 19<sup>th</sup>-level sorcerer but allows only viper forms. If

the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent; *Chameleon Power*: The yuan-ti can change the coloration of itself and its equipment to match its surrounding; Produce acid: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body; *Aversion*: The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed a Will save (DC 17 or gain an aversion to snakes for 10 minutes. Affected subjects must stay a least 20 feet from any snake of yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off, or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16<sup>th</sup>-level sorcerer; *Constrict (Ex)*—deals 1d6+6 points of damage with a successful grapple check against Large or smaller creatures.

Equipment: Masterwork falchion, masterwork small shield, masterwork longbow, masterwork arrows (10).

## Area 6

This room is in a magical dead zone, and houses the slave pen and prison of the Viper Ring. The room is guarded by a pureblood yuan-ti and contains 54 male slaves of various human and demi-human races. The slithermorph and his party will kill these if they are allowed to leave before the PCs enter the area.

## EL 5

**Yuan-Ti (Pureblood) (1):** CR 5; Medium-Size Monstrous Humanoid; HD 6d8; hp 27; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +1 natural, +2 leather, +2 masterwork large shield); Atks +7/+2 melee (1d6, [crit 18-20], masterwork scimitar) or +8/+3 ranged (1d8 [crit x3], longbow with masterwork arrows); SA Spell-like abilities, psionics; SR 16; AL CE; SV Fort +2, Ref +6, Will +9.

Str 11, Dex 11, Con 13, Int 18, Wis 18, Cha 16.

*Skills*: Concentration +9, Knowledge: Local +9, Knowledge: Royalty and Nobility +9, Disguise +8, Hide +7 (+15), Listen +15, Spot +15; *Feats*: Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative.

SA: *Spell-like abilities*—1/day – animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other. These abilities are as the spells cast by an 8<sup>th</sup>-level sorcerer (save DC 13 + spell level). *Psionics (Sp)*—all yuan-ti can produce the follow effects at will: *Detect poison*: as the spell cast by a sixth level sorcerer; *Alternate form*: The yuan-ti can

assume the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animal, *Monster Manual* p. 201-202). This ability is similar to a shapechange spell cast by a 19<sup>th</sup>-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent; *Chameleon Power*: The yuan-ti can change the coloration of itself and its equipment to match its surrounding; *Produce acid*: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body; *Aversion*: The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed a Will save (DC 17 or gain an aversion to snakes for 10 minutes. Affected subjects must stay a least 20 feet from any snake of yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off, or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16<sup>th</sup>-level sorcerer.

Equipment: Masterwork scimitar, masterwork large shield, longbow, masterwork arrows (10).

If the slaves are freed, the majority of the slaves will remain in the pens. These slaves fear becoming a Yuan-Ti more than death and will not attempt to flee unless their masters order it. A small portion of the slaves will flee, these are new and have not seen what happens to slaves attempting to escape.

Currently there are no prisoners here. The woman that was dragged here from the streets was given to the male slaves to play with. When they were done with her the Yuan-Ti guard ate her remains.

### Area 7

This is the 200-foot drop that once housed a Great Naga. Now it serves as housing for the Viper Ring. Many caves have been carved into the sides of the chasm to provide as resting-places for members of the Viper Ring. A one-and-one-half-wide narrow spiral path descends to the bottom.

These caves go all the way to the bottom to a large tunnel 20-feet wide, 20-feet tall. This tunnel is an escape route for the Viper Ring and goes into the Underdark and branches off several times with poison traps down every path to slow down pursuers.

### Area 7a

At the bottom of the pit 60 feet into the escape tunnels, is the location of the leader's headquarters. If fighting is heard from above they will clean out all-important documents and head off into the Underdark. It will only

take a few rounds the Viper Ring leaders are gone leaving no time for PCs to catch them. Only the remains of an empty Headquarters will be found.

## Conclusion 1: Viper Ring Destroyed

The PCs have routed or killed their tier of The Viper Ring.

*The City Watch, ASP, and an assortment of Knights (mostly Golden Roosters) come bursting in just as the battle is ending. They round up what member of the Ring that they can and gathering up the slaves.*

*Later that day the Watch captain calls you forth and gives you a commendation for your efforts in eliminating the Viper Ring and giving him information on this strange four armed assassin, and hands you your reward.*

*Several days later you find out from a Trumpeter Article that the alleged leader of the Viper Ring head was found decapitated and his head posted on a pike in the merchant district on Manycoins Way. The head had three carved ravens into his forehead and another on the back of his head.*

## Conclusion 2: The City Watch

Returning to get the city watch to help close down the Viper Ring.

*Upon returning to the lair of the Viper Ring, it is apparent that the ring has packed up and moved into the Underdark. The watch send some men in after the Ring, but after setting of several poison traps the men are called back, until expert trap disarmers can be brought in.*

*Later that day the watch captain calls you forth and gives you a commendation for your efforts in helping route the Viper Ring and hands you your reward.*

*Several days later you find out from a Trumpeter Article that the alleged leader of the Viper Ring head was found decapitated and his head posted on a pike in the merchant district on Manycoins Way. The head had three carved ravens into his forehead and another on the back of his head and a Viper Ring pierced through a forked tongue.*

## Conclusion 3: Failure

The PCs have failed to find their way into the Viper Rings lair.

*The next day the watch captain calls you forth to learn of your findings. After hearing what you have to say he writes down a message and hands it to a member of ASP. For your information gathering he gives you half of the agreed reward (if any).*

*Several days later you find out from a Trumpeter Article that the alleged leader of the Viper Ring head was found decapitated and his head posted on a pike in the merchant district on Manycoins Way. The head had three carved ravens into his forehead and another on the back of his head.*

### The End

## Experience Point Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Divide the total by 6, and award that to each PC for objectives.

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier, which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

	Tier 1	Tier 2	Tier 3	Tier 4
<b>Intro:</b>				
Defeat the troglodyte	100	300	600	800
<b>Encounter 1:</b>				
Defeat the troglodyte(s)	200	600	600	800
<b>Encounter 6:</b>				
Defeat the Yuan-ti	200	200	900	1,200
<b>Encounter 7:</b>				
Defeat the guards	100	200	600	450
Area 3: Defeat the yuan-ti	100	300	600	800
Area 5: Defeat the yuan-ti	300	300	1,200	1,200
Area 6: Defeat the yuan-ti	600	600	450	300
Total possible experience	1,600	2,500	5,350	5,550
Divide the above by the number of PCs and round down				
<b>Total possible experience per PC</b>	<b>266</b>	<b>416</b>	<b>891</b>	<b>925</b>
	Then add:			
Discretionary roleplaying award	0-50	0-50	0-50	0-50

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

### The Storm Dragon Merchant House:

- *Cloak of Concealment* (Medium, Value 16,000 gp): This cloak allows the wearer to become invisible (as the spell) twice per day. When invisible, the cloak muffles sounds around the wearer, giving a +10 circumstance bonus to Hide checks.

### Streets of the Bluff:

- *Silver Sheaf Ring* – This ring was found on an unidentifiable severed hand thrown from the rooftops of Ravens Bluff. It is forged of silver and has a tiny wheat-sheaf graven carved on the inside of the band.

## **Area 2**

- Viper Ring – This green metal ring bears the appearance of a viper. The viper head opens revealing a small round compartment that can hold one very small dose of liquid. The liquid can be extracted through retractable fang.

### **Conclusion: The Viper Ring Destroyed**

- 500gp
- City Watch or Promotion (Note on log sheet)

### **Conclusion: The City Watch**

- 250gp

## **Honors**

- A Knight of the Hawk can earn the Bronze Hawk Ring if he does the following: Discover the Slithermorph is behind the plot leading up to the encounter with The Viper Ring.

## Appendix 2: NPCs

If for some reason the PCs pick a fight with Rivyan Thalond, here is his stat. block:

**Rivyan Thalond, male human Ftr12:** CR 12; Medium-size humanoid (6ft. tall); HD 12d10+36; hp 111; Init +2; Spd 30ft.; AC 15 (+2 Dex, +4 chain shirt, +2 masterwork large shield); Atks +3 Longsword +16/+11/+6 melee (1d8+7/17-20 x2, S); SA nil; SQ nil; SR nil; AL LE; SV Fort +8, Ref +4, Will +4.

Str 17, Dex 15, Con 16, Int 11, Wis 11, Cha 15.

*Skills:* Appraise +4, Craft (metalworking) +4, Sense Motive +3, Spot +2; *Feats:* Blind-Fight, Cleave, Dodge, Improved Critical (Longsword), Improved Initiative, Great Cleave, Mobility, Power Attack, Spring Attack, Toughness, Weapon Focus (Longsword).

Equipment: +3 longsword, chain shirt, masterwork large shield, wand of fireballs, pouch with 1000gp worth in small gems.

### Slithermorph's Band

**Troglodyte Ftr 5 (6):** CR 13; Medium-size humanoid (Reptilian)(5ft. tall); HD 2d8+4 + 5d10+10; hp 52; Init +4; Spd 30ft.; AC 16 (+6 natural); Atks Longspear +6 melee (1d8/x3, P) (or 2 claws +6 melee (1d4, S)), bite +5 melee (1d4, P), or javelin +6 ranged (1d6+1, P); SA nil; SQ Stench, +4 Hide (+8 in rocky terrain); SR nil; AL CE; SV Fort +10, Ref +0, Will +1.

Str 10, Dex 10, Con 14, Int 8, Wis 10, Cha 10.

*Skills:* Hide +8 (+16), Listen +8, Search +2, Spot +9; *Feats:* Alertness, Blindfight, Combat Reflexes, Improved Initiative, Multiattack, Weapon Focus (Javlin).

SQ: *Stench* (Ex): When angry or excited, a troglodyte secretes an offensive oily chemical. All creatures (except troglodytes) within 30ft. must succeed at Fortitude save (DC 13) or be overcome with nausea. This lasts 10 rounds and deals 1d6 points of temporary Strength damage.

Equipment: Longspear, javelin.

**Slithermorph Ftr 8 Asn 10 (1):** CR: 24; Large Monstrous Shapechanger; HD 7d8+21 + 8d10+24 +10d6+21; hp 199; Init +7; Spd 40ft.; AC 18 (+3 Dex, +4 natural, +1 dodge); Atk masterwork short sword +21 melee (1d6+9, 17-20/x2, S), x3 masterwork short sword +16 melee (1d6+9, 19-20/x2, S); SA see below; SQ see below; SR nil; AL NE; Fort +12, Ref +12, Will +8;

Str 17, Dex 16, Con 16, Int 15, Wis 14, Cha 16.

*Skills:* Balance +5, Bluff +5, Climb +5, Craft (weaponsmith) +11, Decipher Script +5, Diplomacy +11, Disable Device +7, Disguise +9, Escape Artist +5, Forgery +5, Gather Information +9, Hide +13, Innuendo +4, Intimidate +7, Intuit Direction +5, Jump +5, Listen +5, Move Silently +13, Open Locks +5, Pick Pocket +5, Read Lips +5, Search +4, Sense Motive +6, Spot +9, Swim +5, Tumble +5, Use Magic Device +5, Use Rope +5; *Feats:* Blind-Fight, Dodge, Expertise, Improved Critical, Improved Initiative, Mobility, Multidexterity, Multiweapon Fighting, Spring Attack, Track, Weapon Focus (short sword), Weapon Specialization (short sword).

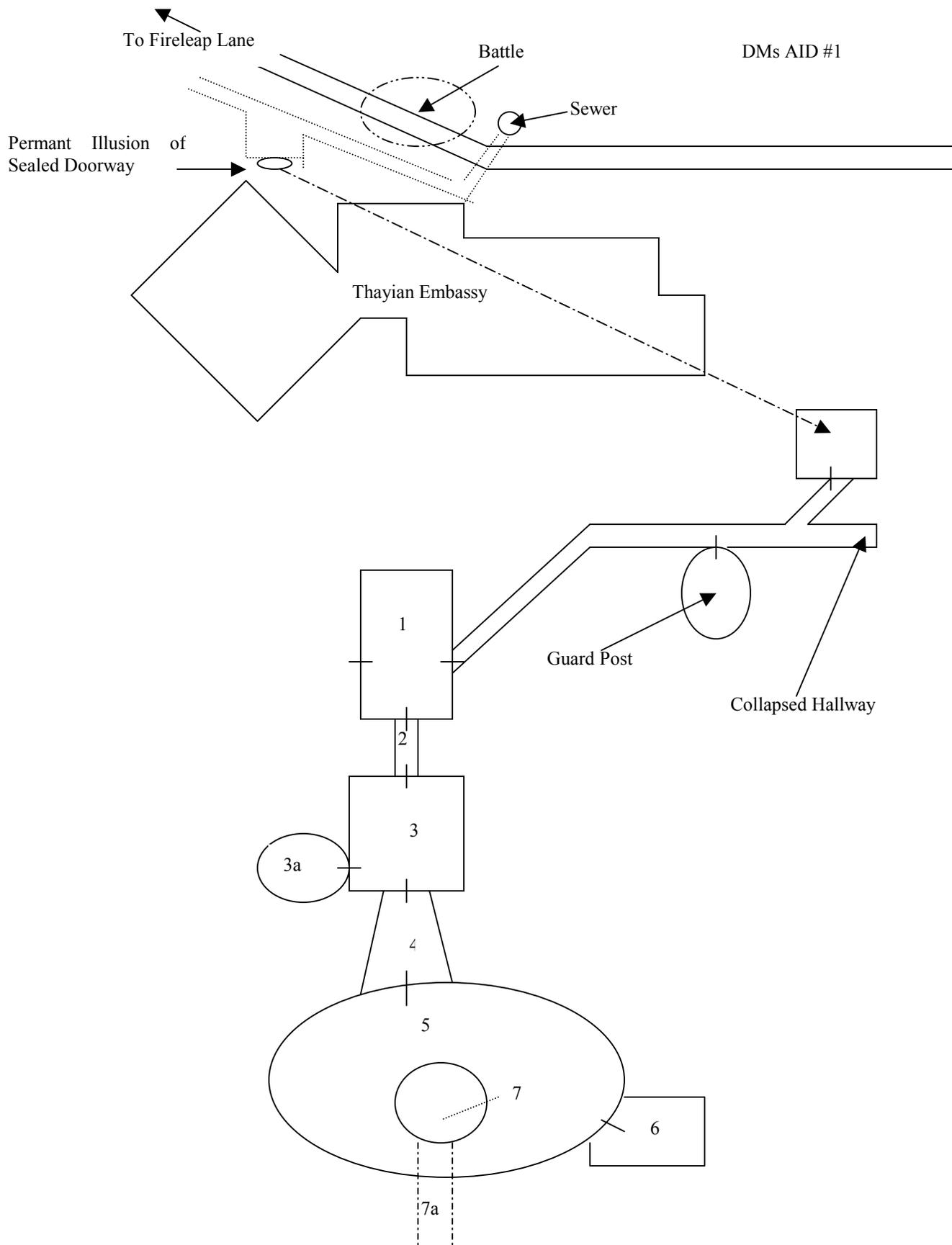
SA: Sneak Attack +5d6; Death Attack; Poison Use; Discharge acid 4x a day by touch, deals 3d4 points of damage, half damage if Reflex save succeeds (DC: 15).

SQ: Uncanny Dodge (retain Dex bonus to AC, can't be flanked, +1 vs. traps); +5 save vs. poisons;

Shapechange as 19<sup>th</sup> level sorcerer at will into a pudding, serpentine, or a four-armed Yuan-Ti (abomination);

Resistance to Energy (Ex): 30 points of resistance to attacks from acid, fire, cold and poison.

Equipment: 4 Masterwork steel short swords.



DMs AID #1