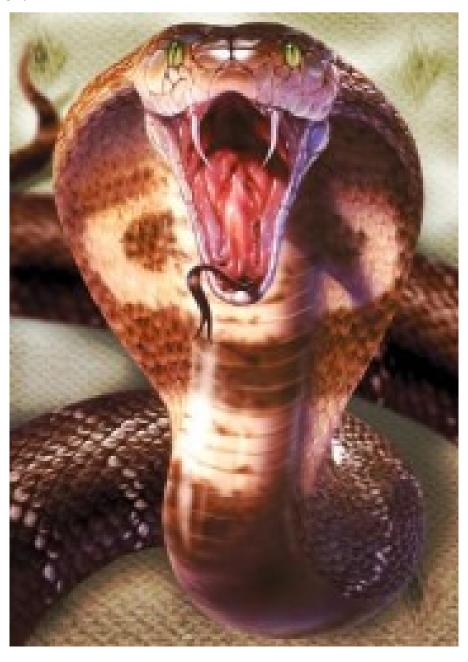
Faith Like Venom

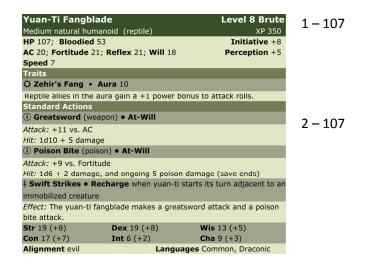
A D&D 4E Adventure for 4-6 characters of 7th level

Long trusted in the city of Winchestertonfieldville, the High Priestess Glorinna Sundawn, the gentle light of Pelor, has been acting very strangely. Has she turned to the dark?



1. Slithering in the Allies

As the player characters make their way through the city, they are set upon by snake-men and their cultist slaves.



Medium	tongue Ini natural huma	noid			Minion XP 75
	missed attacl Fortitude 18 6		-		ption +4
_	rd Actions tsword (pois		- 44 14/11		
Hit: 5 d	+11 vs. AC amage, and th lary Attack: + going 2 poiso	9 vs. Fortitud	e	kes a seconda	ary attack
Str 16 (Dex 14 (+		Wis 12 (+4)	
Con 13		Int 12 (+4	•	Cha 14 (+5)	
-	ent chaotic ev ent poisoned			Common, Dr	aconic
	ролоот	g. ca.c,			
1	2	3	4	5	6
7	0	0	10	11	12
/	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24

2. The Coils Tighten

Upon investigating, the player characters will discover some troubling things about this unprovoked attack.

Perception (DC 16) Upon searching Yuan-Ti Fangblades, locate Pelor holy symbol.

History (DC 23) Recognize holy symbol as unique implement carried by High Priestess Glorinna Sundawn.

Nature (DC 16) These snakes are very aggressive, chasing and attacking townsfolk.

Streetwise (DC 16) People have noticed a significant increase in the number of poisonous snakes around town.

Streetwise (DC 23) Reports that shadowy figures were lurking around the Temple of Pelor.

Diplomacy / Intimidate (DC 23) The shadowy figures were shake-men, accompanied by evil cultists.

Arcana (DC 23) There are indications that someone has laid a charm enchantment on the High Priestess.

3. Fangs Bared

Following the information, you enter the Temple of Pelor, and an enormous cobra rears up over you. Behind it, the high priestess stands, her face twisted in hate, and the many servents of the serpent attack!

Glorinna Sundawn is charmed by the cobra, and will act as an enemy until the party kills the cobra or can break the charm on her (Five successful trained **Arcana** checks, DC 23, as Standard Actions).

280

Giant Cobra Level 11 Elite Brute Large natural beast (reptile) **HP** 280; **Bloodied** 140 Initiative +8 AC 23; Fortitude 25; Reflex 23; Will 22 Perception +12 Speed 7 Darkvision Immune poison Saving Throws +2; Action Points 1 Standard Actions

⊕ Bite (poison) • At-Will Attack: Reach 2 (one creature); +16 vs. AC Hit: 2d8 + 4 damage, and ongoing 5 poison damage (save ends) ☆ Charming Stare (charm) • Recharge :: ::: Effect: Ranged 5 (one creature); +16 vs. Will Hit: The target makes a basic attack as a free action against a creature of the cobra's choice. Slithering Shift • At-Will Effect: The giant cobra shifts 3 squares as a move action. Deadly Constriction ● At-Will Attack: Reach 2 (targets a poisoned creature); +13 vs. Fortitude Hit: 2d8 + 6 damage, and the target is immobilized (save ends) Skills Stealth +13 **Dex** 16 (+8) Wis 14 (+7) Str 18 (+9) Con 20 (+10) Cha 13 (+6) **Int** 6 (+3) Alignment unaligned Languages -

Glorinna Sundawn, High Level 9 Controller (Leader) **Priestess of Pelor** Medium natural humanoid XP 400 HP 96; Bloodied 48 Initiative +7 AC 23; Fortitude 22; Reflex 20; Will 20 Perception +7 Speed 6 Resist 5 radiant Traits **Charm Resonance** As long as Glorinna is within 5 squares of the Giant Cobra, she receives a +2 bonus to attack rolls Standard Actions ⊕ Quarterstaff (radiant, weapon) • At-Will Attack: Reach 2; +14 vs. AC Hit: 1d6 + 5 radiant damage Attack: Close blast 5; +13 vs. Reflex Hit: 1d8 + 2 radiant damage, and the target is pushed 3 squares → Blinding Light (radiant) • Recharge :: 🗵 🔢 Attack: Ranged 10; +13 vs. Fortitude Hit: 1d8 + 6 radiant damage, and the target is blinded until the end of Glorinna's next turn Attack: Close burst 5; +11 vs. Fortitude Hit: 1d8 + 2 radiant damage, and Glorinna and all allies in the burst regain 10 hit points ☆ Lighttrap (radiant) • Encounter Attack: Area burst 1 within 20; +12 vs. Reflex Hit: 2d6 + 4 radiant damage, and the target is slowed (save ends). First failed save: Target takes 5 radiant damage and is immobilized (save ends). Second failed save: Target takes 10 radiant damage and is restrained (save ends) **Str** 18 (+8) Dex 14 (+6) Con 16 (+7) **Int** 16 (+7) **Cha** 20 (+9) Alignment lawful good Languages Supernal **Equipment** quarterstaff, holy symbol

Yuan-ti Abomin	ation	Level 7 Brute	1 – 93
Berserker			1)
Large natural magic	al beast	XP 300	
(reptile)			
HP 93; Bloodied 4	6	Initiative +0	
AC 18; Fortitude 1	9; Reflex 19; Will 17	Perception +1	
Speed 7			
Resist 5 poison			
Standard Actions			
⊕ Slam • At-Will			2 – 93
Attack: Melee 2 (one	2 – 93		
Hit: 1d10 + 8 dama	ge.		
∤ Roundhouse Slar	m • Recharge ∷ 🔣 🔢		
Effect: The berserke	r uses slam against ea	ch enemy adjacent to it.	
Triggered Actions			
Berserk Attack ●	At-Will		
Requirement: The b	erserker must be blood	died.	
Trigger: An attack h	its the berserker.		
Effect (Immediate R	eaction): The berserke	er uses slam.	
Str 18 (+7)	Dex 5 (+0)	Wis 7 (+1)	
Con 13 (+4)	Int 6 (+1)	Cha 6 (+1)	
Alignment evil	Langu	lages Draconic	

Spitting		Level	Level 7 Minion Soldier					
	ural beast (re nissed attack (a minion	Initiat	XP 30				
	ortitude 19; I		Percepti					
Speed 6,		Kellex 20, Wil	119	Low-light vision				
. ,	d Actions		Low light	VISIOIT				
⊕ Bite (poison) • At-Will								
Attack: Melee 1 (one creature); +12 vs. AC Hit: 7 poison damage, and the cobra marks the target until the end of the cobra's next turn. Blinding Spittle (poison) ● Recharge ☑ ☑ Ⅱ Attack: Ranged 5 (one creature); +10 vs. Reflex Hit: 7 poison damage, and the target is blinded (save ends).								
Str 8 (+2)		Dex 19 (+7) W		Vis 16 (+6)				
Con 16 (+6)		Int 2 (-1)	C	ha 11 (+3)				
Alignment unaligned Languages —								
1	2	3	4	5	6			
7	8	9	10					

96