

## Faith Like Venom

A D&D 4E Adventure for 4-6 characters of 7<sup>th</sup> 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.

<b>Yuan-Ti Fangblade</b>	<b>Level 8 Brute</b>
Medium natural humanoid (reptile)	XP 350
<b>HP</b> 107; <b>Bloodied</b> 53	<b>Initiative</b> +8
<b>AC</b> 20; <b>Fortitude</b> 21; <b>Reflex</b> 21; <b>Will</b> 18	<b>Perception</b> +5
<b>Speed</b> 7	
<b>Traits</b>	
☼ <b>Zehir's Fang</b> • <b>Aura</b> 10	
Reptile allies in the aura gain a +1 power bonus to attack rolls.	
<b>Standard Actions</b>	
Ⓜ <b>Greatsword</b> (weapon) • <b>At-Will</b>	
<i>Attack:</i> +11 vs. AC	
<i>Hit:</i> 1d10 + 5 damage	
Ⓜ <b>Poison Bite</b> (poison) • <b>At-Will</b>	
<i>Attack:</i> +9 vs. Fortitude	
<i>Hit:</i> 1d6 + 2 damage, and ongoing 5 poison damage (save ends)	
⚡ <b>Swift Strikes</b> • <b>Recharge</b> when yuan-ti starts its turn adjacent to an immobilized creature	
<i>Effect:</i> The yuan-ti fangblade makes a greatsword attack and a poison bite attack.	
<b>Str</b> 19 (+8)	<b>Dex</b> 19 (+8)
<b>Con</b> 17 (+7)	<b>Int</b> 6 (+2)
	<b>Wis</b> 13 (+5)
	<b>Cha</b> 9 (+3)
<b>Alignment</b> evil	<b>Languages</b> Common, Draconic

1 – 107

2 – 107

<b>Snaketongue Initiate</b>	<b>Level 7 Minion</b>
Medium natural humanoid	XP 75
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +5
<b>AC</b> 20; <b>Fortitude</b> 18; <b>Reflex</b> 17; <b>Will</b> 17	<b>Perception</b> +4
<b>Speed</b> 6	
<b>Standard Actions</b>	
Ⓜ <b>Greatsword</b> (poison, weapon) • <b>At-Will</b>	
<i>Attack:</i> +11 vs. AC	
<i>Hit:</i> 5 damage, and the snaketongue initiate makes a secondary attack	
<i>Secondary Attack:</i> +9 vs. Fortitude	
<i>Hit:</i> Ongoing 2 poison damage (save ends)	
<b>Str</b> 16 (+6)	<b>Dex</b> 14 (+5)
<b>Con</b> 13 (+4)	<b>Int</b> 12 (+4)
	<b>Wis</b> 12 (+4)
	<b>Cha</b> 14 (+5)
<b>Alignment</b> chaotic evil	<b>Languages</b> Common, Draconic
<b>Equipment</b> poisoned greatsword, leather armor	

1	2	3	4	5	6
7	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).

Giant Cobra		Level 11 Elite Brute	
Large natural beast (reptile)		XP 1,050	
HP 280; <b>Bloodied</b> 140	Initiative +8		
AC 23; <b>Fortitude</b> 25; <b>Reflex</b> 23; <b>Will</b> 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.			
Move Actions			
Slithering Shift • At-Will			
Effect: The giant cobra shifts 3 squares as a move action.			
Minor Actions			
† 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			
Str 18 (+9)	Dex 16 (+8)	Wis 14 (+7)	
Con 20 (+10)	Int 6 (+3)	Cha 13 (+6)	
Alignment unaligned		Languages —	

280

Glorinna Sundawn, High Priestess of Pelor		Level 9 Controller (Leader)	
Medium natural humanoid		XP 400	
HP 96; <b>Bloodied</b> 48	Initiative +7		
AC 23; <b>Fortitude</b> 22; <b>Reflex</b> 20; <b>Will</b> 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			
☾ Lightwave (radiant) • At-Will			
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			
← Life-Absorbing Burst (healing, radiant) • Recharge ☞ ☞			
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)	Wis 16 (+7)	
Con 16 (+7)	Int 16 (+7)	Cha 20 (+9)	
Alignment lawful good		Languages Supernal	
Equipment quarterstaff, holy symbol			

96

Yuan-ti Abomination		Level 7 Brute	
Berserker		XP 300	
Large natural magical beast (reptile)		XP 300	
HP 93; <b>Bloodied</b> 46	Initiative +0		
AC 18; <b>Fortitude</b> 19; <b>Reflex</b> 19; <b>Will</b> 17	Perception +1		
Speed 7	Resist 5 poison		
Standard Actions			
Ⓛ Slam • At-Will			
Attack: Melee 2 (one creature); +12 vs. AC			
Hit: 1d10 + 8 damage.			
⚡ Roundhouse Slam • Recharge ☞ ☞ ☞			
Effect: The berserker uses slam against each enemy adjacent to it.			
Triggered Actions			
† Berserk Attack • At-Will			
Requirement: The berserker must be bloodied.			
Trigger: An attack hits the berserker.			
Effect (Immediate Reaction): The berserker uses slam.			
Str 18 (+7)	Dex 5 (+0)	Wis 7 (+1)	
Con 13 (+4)	Int 6 (+1)	Cha 6 (+1)	
Alignment evil		Languages Draconic	

1 – 93

Spitting Cobra		Level 7 Minion Soldier	
Small natural beast (reptile)		XP 30	
HP 1; a missed attack never damages a minion.		Initiative +9	
AC 23; <b>Fortitude</b> 19; <b>Reflex</b> 20; <b>Will</b> 19	Perception +6		
Speed 6, climb 6	Low-light vision		
Standard Actions			
Ⓛ 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 ☞ ☞ ☞			
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)	Wis 16 (+6)	
Con 16 (+6)	Int 2 (-1)	Cha 11 (+3)	
Alignment unaligned		Languages —	

2 – 93

1	2	3	4	5	6
7	8	9	10		