

# Tiger Eyes

A supplemental 5E-compatible adventure for 4–5 PCs of 5th–7th level

**Y**ou realize that someone both clever and patient has your scent—you've become prey. Paranoia sets in as days or even weeks pass without incident only for you to turn an unfortunate corner and walk into impending death. You must figure out why this is happening before it's too late and you see those eyes once again, glinting in the night with a murderous promise.



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## BACKGROUND

The valuable *tiger eyes necklace* was stolen in the dead of night from the Bank of Svod by a notorious thief known only as “The Zephyr,” a criminal that’s gone unpunished for swindling countless institutions and nobles across the countryside. This time however they were spotted in the act. The Bank of Svod has placed a 10,000 gp bounty for The Zephyr’s head and the enchanted jewelry’s return though sadly the artist’s rendition of the burglar is spot on for one of the PCs! The notorious catfolk bounty hunter Nebiri is hot on the thief’s trail and though innocent, the adventurers will have a difficult time explaining that while caught within one of the huntress’ insidious traps.

## SUPPLEMENTAL ADVENTURE

This adventure is best played throughout a campaign with Nebiri setting deadly traps for the party while they go about questing. Ideally the huntress uses her devices over a long period (springing the first while the PCs are 5th level) with the confrontation between Nebiri and the adventurers taking place before they reach 7th level—where they learn of the mistaken identity and join forces to catch the real Zephyr.

**Note.** To use this as a contained adventure have Nebiri spring all her traps within the same few days while the PCs are 5th or 6th level.

## THE TRAP IS SET

For this adventure the GM selects one of the PCs to be Nebiri’s “quarry,” an adventurer with a spot-on resemblance for The Zephyr. The thief’s physical description

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## Nebiri, Catfolk Bounty Hunter

Nebiri isn’t evil but she’s good at what she does, ruthlessly determined to catch her quarry and collect the bounty—the catfolk values her freedom and bounty hunting funds her far-traveling lifestyle.

### Nebiri

Medium humanoid (catfolk), chaotic neutral

**Armor Class** 15 (studded leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., climb 20 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 16 (+3) | 14 (+2) | 13 (+1) | 11 (+0) | 10 (+0) |

**Saving Throws** DEX +6, INT +4

**Skills** Acrobatics +6, Deception +3, Perception +6, Stealth +12

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 16, passive Stealth 27

**Languages** Cat’s Tongue, Thieves’ Cant

**Challenge** 5 (1,800 XP)

**Assassinate.** During her first turn, Nebiri has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit Nebiri scores against a surprised creature is a critical hit.

**Boots of Elvenkind.** Nebiri’s steps make no sound, regardless of the surface she is moving across. In addition, she has advantage on Dexterity (Stealth) checks that rely on moving silently.

**Cat-Like Swiftess.** On her turn in combat when she uses her movement, until the end of her turn Nebiri’s speed is doubled. She cannot use this trait again until she has spent an entire turn without using any of her movement.

**Evasion.** If Nebiri is subjected to an effect that allows her to make a Dexterity saving throw for half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

**Sneak Attack.** Once per turn, Nebiri deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn’t incapacitated and Nebiri doesn’t have disadvantage on the attack roll.

*continued on next page*

## Nebiri, continued

### ACTIONS

**Multiattack.** Nebiri attacks twice.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

**Longbow (20 arrows).** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

is intentionally left vague so that any humanoid member of the party can look like the true culprit. The adventure starts when PCs first encounter one of Nebiri's traps, each of which is placed where her quarry is likely to be. This can be at any nearby dungeons or quest locales that the PCs are involved with or simply places within town that the quarry frequents.

The catfolk's traps can be sprung in any order though the degree to which Nebiri is spotted incrementally increases (see Game of Cat and Mouse). Of the traps presented here and in the core rules, choose 3 to use before moving onto Desperate Bargain.

TABLE: NEBIRI'S TRAPS

| 1d8 | Trap                              |
|-----|-----------------------------------|
| 1   | Hunting Trap                      |
| 2   | Spiked Pit                        |
| 3   | Poison Darts                      |
| 4   | Frosty Beverages                  |
| 5   | Needlethread Web                  |
| 6   | Ravenous Room                     |
| 7   | The Old Reliable Spiked Tiger Pit |
| 8   | What'd You Say About Mum?         |

## Frosty Beverages

Nebiri infiltrates the inn kitchen or restaurant the PCs are attending to spike their drinks with eldermint. If a PC is suspicious enough to check their food for poison, a DC 13 Intelligence (Nature) check or a casting of detect poison and disease reveals the eldermint before it is consumed.

**Eldermint (Ingested).** This substance was used only as a flavoring until it was discovered that in higher doses it can freeze a throat solid. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) cold damage, or half as much on a successful one, and must repeat the saving throw at the start of each of its turns. After three successful saves, the poison ends. A creature subjected to this poison automatically passes its next saving throw if it spends an action consuming particularly spicy food.

## Needlethread Web

Nebiri carefully unspools a needlethread trap within a doorway or corridor that she's certain her quarry is soon to pass through. This trap functions like a casting of the *web* spell with the following exceptions:

- ▶ The threads are clear and incredibly thin. Noticing this trap before walking into it requires a DC 18 Wisdom (Perception) check.
- ▶ The DC to escape this web is 18.
- ▶ The threads are razor sharp. When a creature first enters the web or starts its turn in it, it takes 11 (3d6) slashing damage.

## Ravenous Room

Nebiri has learned which inn room her quarry is staying in—while the PCs are away she carefully removes a window off its hinges and quietly cuts up several pieces of furniture. She feeds the bits of furniture into her *bag of holding* then pulls out 3 **mimics** recently purchased from an exotic breeder (she made sure the bag was filled with air for temporary transport) before escaping through the open window. In her absence the mimics naturally assume the shapes of the missing furniture and the window. The GM may adjust the furniture as appropriate but the mattress, rug, bedside table, and wardrobe are all likely suspects. The only specific object necessary is the window as the mimic replacing it naturally masks Nebiri's point of entry.

Any creature that enters this room sees nothing out of place though a passive Perception of 15 or higher reveals that something isn't right. Any creature proceeding normally or attempting an Intelligence (Investigation) check touches one of the replaced objects and is attacked by the mimics.

## Game of Cat and Mouse

Nebiri is a cautious hunter and prefers to be a safe distance from her traps while waiting for her quarry, yet as The Zephyr continues to escape her the catfolk becomes increasingly frustrated and bold.

For the first trap Nebiri uses a far vantage point at least 120 feet away and leaves the moment her trap fails. A thorough search afterwards with a DC 18 Wisdom (Survival) check or a DC 20 Intelligence (Investigation) check discovers her light footprints.

For the 2nd trap Nebiri picks a closer vantage point 80 feet away and lingers until she is spotted. The PC with the highest passive Perception score catches a glimpse of her before she flees and hides.

If the quarry survives her 3rd trap Nebiri uses her longbow to fire a single shot from a vantage point 60 feet away using Assassinate, applying it and her sneak attack damage on a successful hit. Regardless of her shot's accuracy Nebiri flees and hides. If the PCs examine Nebiri's arrow, a DC 12 Intelligence (History) check reveals it to be of catfolk make.

If the PCs manage to locate and confront Nebiri during these encounters, skip ahead to Desperate Bargain.

## The Old Reliable Spiked Tiger Pit

Nebiri learns where the PCs are traveling next and constructs an elaborate pit trap in their path. The PCs notice this trap and the massive pile of dirt off the side of the trail with a passive Perception of 16 or higher, or if the adventurer leading the party succeeds on a DC 18 Wisdom (Survival) check for pathfinding in the area.

The hidden pit is 20 feet wide, 20 feet long, and 20 feet deep. The bottom is covered in poisoned stakes and Nebiri has lured 2 **tigers** into it before covering it up (for other environments replace the tigers with beasts of similar CR). The walls of this pit have been expertly sloped and reinforced, making it especially difficult to climb out. Escaping the pit by climbing the walls requires a successful DC 18 Strength (Athletics) check.

Any creature that steps onto the pit falls through the covering and takes 11 (2d10) piercing damage from hitting the spikes. Creatures damaged by the spikes must also make a DC 13 Constitution saving throw,

taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

The tigers are hungry and attempt to pounce on any creature that falls into the pit, fighting until killed (though they currently have no means to escape if presented with one they may flee instead.)

## What'd You Say About Mum?

Nebiri convinces a gang of ogres that her quarry has been going around saying horrible things about their mum. A total of 5 **ogres** arrive and immediately assault the quarry while yelling, "me mum's a saint!", and other similar sayings. At 15 hit points or less, an ogre stops fighting and attempts to slink away to lick their wounds. If any of the ogres are questioned they accurately recount their encounter with a hooded woman accusing the quarry.

## DESPERATE BARGAIN

If Nebiri is confronted during one of the trap encounters or goes through all 3 without confronting the PCs, she concedes that she's unable to trap the thief on her own and approaches the party herself. The catfolk reveals that she's been after The Zephyr and shows her copy of the bounty post. The revealed sketch looks exactly like the quarry—the huntress insists that the resembling PC is the wanted fugitive and that the rest of the adventurers must be accomplices. Once convinced this is not the case, she's willing to split the bounty evenly in exchange for help capturing the real burglar.

There are numerous ways this interaction can play out but several facts play into the conversation:

- ▶ Even if the PCs dispatch Nebiri it's likely that bounty hunters will keep coming after them.
- ▶ Should the PCs turn in their ally, they only receive half of the reward (as the bounty is for The Zephyr and the *tiger eyes necklace*).
- ▶ PCs that insist their member cannot be The Zephyr are informed by Nebiri that she has criminal contacts able to locate the real one.

Assuming that the party decide to work with Nebiri, she leaves and returns the next morning with a strong lead that someone matching The Zephyr's description was spotted in a town not far from where the theft

## New Magic Item

### Tiger Eyes Necklace

*Wondrous item, rare, (requires attunement)*

This necklace bears two small, yellow, elliptical stones that brightly reflect even the dimmest lights. If you are targeted by an attack while surprised or by a creature that is hidden, invisible, or otherwise concealed while wearing this necklace, you are not surprised. In addition, you magically learn the exact location of that creature for the next minute, regardless of how it moves or how far. The creature becomes visible and cannot become invisible again by any means for 1 minute.

Once you learn a creature's location in this way, the tiger eyes necklace cannot be used again until the next dawn.

occurred (see Broken Mirror below).

If Nebiri is killed or some other circumstance prevents the PCs from finding The Zephyr, another bounty hunter attacks the quarry (use the statistics for a **veteran**). Among the bounty hunter's belongings is a note containing rumors of a Zephyr spotting (see Broken Mirror below).

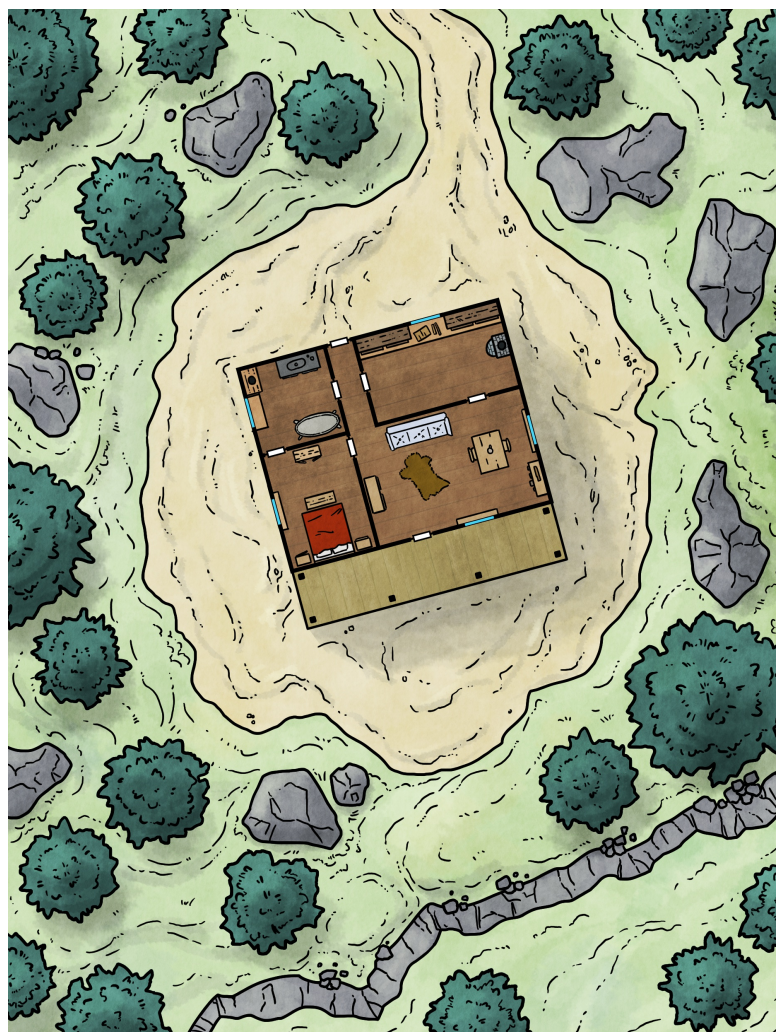
PCs that agree to work with Nebiri are awarded experience as if they had defeated her in combat.

## BROKEN MIRROR

Leads and rumors quickly send the PCs to The Zephyr's latest hideout, a small cabin in the woods barely 20 miles away from the Bank of Svod. The dwelling is simple, has locked doors bypassed with a DC 14 Dexterity (thieves' tools) check or DC 17 Strength check, and two windows wide enough for a Medium-sized creature (currently shut). The Zephyr is contentedly lounging here and largely unaware of the party's approach but also currently attuned to several stolen magic items—including the *tiger eyes necklace*.

The Zephyr (actual name Alex Vinehouse) liked the look of the quarry after a chance encounter in town months ago so during the heist they decided to use the adventurer's likeness via their newly stolen *hat of disguise* (explaining the mistaken identity debacle). Alex knows the bounty calls for his death and fights to the death once discovered.

## THE ZEPHYR'S HIDEOUT



## RESOLVING THE ADVENTURE

Dispatching or capturing The Zephyr yields a small hoard of coins and stolen magical goods. In addition to the gloves of missile snaring, hat of disguise, and tiger eyes necklace on their body, a search of Alex's cabin yields a large unlocked chest containing 4,000 gp in assorted gemstones, a *chime of opening* (3 charges remaining), and 4 packets of *dust of disappearance*.

Nebiri forgoes any rewards if she can take the tiger eyes necklace and Alex back to claim the bounty, but with a bit of convincing the catfolk settles for an even split of the loot. If the party attempts to keep the enchanted jewelry and turn Alex in, claiming that the *tiger eyes necklace* could not be recovered, they can still obtain half the bounty (5,000 gp) with a successful DC 20 Charisma (Deception) check.

## The Zephyr

Medium humanoid (any race), any alignment

**Armor Class** 16 (studded leather armor)

**Hit Points** 90 (12d8+36)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 18 (+4) | 16 (+3) | 11 (+0) | 11 (+0) | 12 (+1) |

**Saving Throws** DEX +7, INT +3

**Skills** Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

**Languages** any one language (usually Common) plus Thieves' Cant

**Challenge** 5 (1,800 XP)

**Cunning Action.** On each of its turns, The Zephyr can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If The Zephyr is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, The Zephyr instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Hat of Disguise.** The Zephyr is able to cast *disguise self* at will.

**Sneak Attack (1/Turn).** The Zephyr deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of The Zephyr that isn't incapacitated and The Zephyr doesn't have disadvantage on the attack roll.

**Tiger Eyes Necklace.** The Zephyr is attuned to this magic item and difficult to catch unawares (see the sidebar above).

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 14 (4d6) poison damage.

**Light Crossbow (10 bolts).** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 14 (4d6) poison damage.

### REACTIONS

**Gloves of Missile Snaring.** When a ranged weapon attack hits The Zephyr while it is wearing them, it can use its reaction to reduce the damage by 1d10 + 4, provided that it has a free hand. If The Zephyr reduces the damage to 0, it can catch the missile if small enough for it to hold in that hand.

**Uncanny Dodge.** The Zephyr halves the damage that it takes from an attack that hits it. The Zephyr must be able to see the attacker. 🐾