



OH, WE'RE IN IT, NOW

All out mayhem has encompassed the ground floors of the huge structure you've been exploring. Forces fight back and forth through the halls, and you find yourself drawn into fights where you hope to survive long enough just to make it out. Part Three of the Gary Con 2017 adventure arc.

A 2-hour adventure for 5th-10th level characters

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Introduction

Welcome to “*Oh, We’re In It, Now,*” a D&D Expeditions adventure, part of the official D&D Adventurers League organized play system and the Gary Con 2017 adventure arc. This adventure is designed for three to seven 5th-10th level characters, and is optimized for six 7th-level characters. Characters outside this level range cannot participate in this adventure. The adventure is set in the Moonsea region of the Forgotten Realms.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters’ experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you’re running this adventure as a part of a store event or at certain conventions, you’ll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don’t have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they’re allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character’s level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player’s Handbook*.
- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure’s level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the

session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of seven 5th to 10th level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a recommendation is not offered for your group, you don't have to adjust.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to adjust the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players “little victories” for figuring out good choices from clues.

In short, being the DM isn’t about following the adventure’s text word-for-word; it’s about facilitating a fun, challenging game environment for the players. The *Dungeon Master’s Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the D&D Adventurers League Player’s Guide for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a

maximum of three per day total, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects after an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*). If a character doesn’t resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls,

saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

After the fall of Phlan, Mulmaster attracted many refugees of varied background and skill. This diverse diaspora took many forms, among them the Zhent slums on the outskirts of the city proper. As the months passed, this collection of temporary dwellings slowly evolved and began to bring forth more permanent structures.

Taverns, eateries hawking meat pies of questionable origin, warehouses, and even quarters large enough for multiple families were built. Shrewd merchants and guildsmen began looking at the Zhent slums as cheap real estate surrounded by even cheaper labor, and they acquired the land rights eagerly.

One such man constructed a large and most unusual structure on the outermost edge of the slum. It is a circular ziggurat of stone standing some 5 stories tall. That which lies within the confines is unknown as the ziggurat's construction was shrouded in secrecy.

Rumors about the unusual building abounded throughout the city since the foundation was laid, and they grew in the telling with every level added to the

structure. Now that the external work has been completed, the enigma of the building has continued to confound the populace.

That is, until the characters, and several members of the city's elite, received invitations to a dinner party taking place at the top of the building.

The party seemed like a splendid affair with delectable food, free flowing spirits in unparalleled opulence until suddenly the lights went out pitching the entire room into utter darkness. When the characters awoke, they found the sole survivors remaining on the upper level. Most of the others died horribly from some unknown poison. After searching through the area, the characters began their odyssey out of this enormous stone madhouse.

The characters made it from the top of the ziggurat down past levels of traps, some finished, some unfinished, and are nearing the way out. They've encountered Yuan-Ti, who seem to be running things, and they've encountered the first evidence that someone is forcing their way into the building.

A big battle is brewing in the confines of The Complex, and the characters have found themselves in the middle of a warzone

Adventure Hook

For more background and information on Mulmaster and its political and regional landscape, try referencing the DDEX2 Series of Adventurer's League modules, or the official site at <http://dndadventurersleague.org/tag/mulmaster/>.

Players have been invited to the party, so they may have found themselves receiving an invitation on behalf of their faction, or receiving an invitation because they've built a reputation in town as problem solvers.

Adventure Notes

This is part three of a three-part adventure arc, so it's understood that the events of Adventure Background have already occurred.

Prior to this adventure beginning, if players are running each adventure one right after each other, they're given the opportunity for a long rest.

When providing atmosphere for this room and the following rooms in this module, make sure to point out that the construction is unfinished: Unpainted walls, rough stonework in places, exposed frames, the smell of new construction. Moving parts to traps clank or rooms squeal with metal-on-metal sound as they've yet to be properly sound proofed or lubricated.

About Nazar

This is the Baron. The Baron's stats are at the end of this module. The Baron is in a bind, here: The Complex has been invaded, he knows by whom, and he actively spared the party at the beginning of GARY1 in hopes that they may be a tool that he could use if circumstances got too dire. The Baron is well versed in pretense and he will feign fear of the characters and beg for them to please save him. He has 35 gold pieces buried in the floor of his cottage that he will give to them...."

The Baron is a **Yuan-Ti Anathema**. His human form is his true form, and not an illusion or polymorph, so spells like Detect Magic won't reveal his alternate form.

There is a remote chance that the characters, contrary to DM advice, fought Nazar and made him run away at the end of GARY2. If that is the case, wave hands over the mess and convince those that when chased him off that they made a mistake: Nazar is a good guy and totally not the evil Baron trying to take over the world. They need him to get out of this dangerous place, right?

During any fights, Nazar will cringe and try not to get in the way.

Part 1: Warzone

After a short respite, you steel yourselves and once more descend lower into The Complex. Based on your memory of the outside of the structure, and the fact that you have gone down four sets of stairs, you feel you must be near the main Entrance now.

You cautiously creep down the echoing stone stairway. The sound of battle can be heard as you descend, the clash of swords, a yell cut short by an explosion carry up the stone hall. At last you reach the terminus and step out onto the lower level. It is then that you realize just how close the fight is to you! A lone figure stands at the end of the corridor perhaps 50 feet distant. The figure is covered from head to toe in dark clothing with a black mask covering its face. The mask is carved in the shape of frowning human face.

The figure must have been prepared for you to come down the stairs, because you see him making somatic gestures as he extends his open hand in your direction. You leap aside as a gout of destructive fire tears through the space you occupied only moments before slamming into wall causing the half-finished structure to rock dangerously. With a thunderous crash the entire stairwell gives way and collapses blocking your only means of retreat!

You quickly regain your balance and prepare to counterattack, but as you ready spell and swords, you spot a shape and the flash of naked steel as the point of a scimitar erupts from the figures chest before being ripped back out, a river of blood spilling from under the mask as he drops to the floor dead. The scimitar wielding assailant is some unnatural hybrid creature consisting of half-man, half-snake. The creature slithers off down a passage to the north, apparently not even noticing you.

As a DM, picture this section of the module as a sandbox: General encounter areas are noted on the map, but players can play through this multiple times and never experience the same sequence of encounters.

In the spirit of theater-of-the-mind DMing, there is no official map for these two levels of the dungeon. As you can play any of these mini-encounters in any order, and under differing circumstances each time you run them, a map wouldn't do the variability and chaotic nature of the situation justice.

The characters should be under the impression that the noise and violence of this area is overwhelming: Screams, explosions, the smell of smoke, ash fluttering in the dark in front of their faces, and the sight of

destruction and the horror of close-quarter combat in every direction.

Two factions fight for dominance on these two interlocking levels of The Complex:

The Yuan-Ti

These are the denizens of The Complex. The vile creatures are attempting to repel the human invaders from the Kraken Cult. They have entrenched, defensible positions and they will primarily engage from these "hard points" in their defense. However, they will conduct some patrols to infiltrate the enemy formations using their magical craft and illusion abilities.

The Kraken Cultists

A radial arm of the Kraken Society. These fanatical adherents have taken it upon themselves to avenge the kidnapping, torture and death of a band of Stone Giants even if it means their certain death! They give no quarter and their willingness to sacrifice their lives to defeat their enemies makes them fearsome fighters. They have a variety of classes and magical capabilities in their strike team. The cultists are winning this fight against the Yuan-Ti and it's only a matter of time before The Complex falls.

Nazar will attempt to lead the party out of The Complex without getting himself or the party killed. To that end, plan for 3-4 Room or Hallway Encounters before Nazar *discovers the exit* (**advance to Part 2**). For a longer play-time, consider 3-4 Room or Hallway Encounters per 2 hours played.

The party will have no opportunity for a rest during this part of the adventure, unless they have some extremely effective way of hiding the entire party. Attempts at rests will result in a Hallway encounter once every 20 minutes.

When the party enters a room with a marker, or draws near an encounter marker, roll on the appropriate table. Cross items off the table that you've rolled already so that each encounter is unique. The only exception to the Cross Items Off rule are Room encounters #1 and #5, as you can re-run them with different factions.

Room #10 should only ever be played as a final encounter because of the nature of solving the room.

For Adjustments for the various Encounters, see the general guide at the end of this chapter.

Roll ROOM Encounter

1	Defended Room
2	Death Room
3	Illusionary Room
4	Complex Trap Room
5	Assaulted Room
6	Wired to Explode Room
7	Safe Haven Room
8	Den Room
9	Broken Trap Room
10	Puzzle Room

Roll HALLWAY Encounter

1	Gun Emplacement
2	Running Battle
3	Fleeing Combatants
4	Invisible Wizard
5	Sneak Thief
6	Defended Position
7	Corpses Everywhere
8	Tripwire Explosives
9	Yuan-Ti Patrol
10	Kraken Patrol

Room Encounter Key

1. Defended Room

Overtured tables, piled up chairs, stones and crates are arranged to provide some hasty cover for the defendants in this room. You can see their faces peering out from around the hastily constructed barricade, along with the tips of spears and arrows.

6 Kraken Thugs (or) **6 Yuan-Ti Malisons** hold this position, and defend it with ranged weapons. The Yuan-Ti have 2 longbows, along with quivers that contain regular arrows as well as 2 poison gas arrows each (Included in the quiver are 2 arrows with special heads on them that look like small clay balls. The clay balls contain condensed poison gas. Anyone struck by one of these bolts is in the center of a 10' diameter poison gas cloud, and anyone in the resulting cloud must make a DC13 Constitution Save or be poisoned.) The Kraken Cultists have a spell caster who can throw magic missile three times (as a 5th level caster). If they're reduced to one combatant, he'll attempt to flee.

Change up the faction if you run this encounter a second time.

Nazar says: "Leave them, they are nothing. We must get out!"

2. Death Room

The battle has flowed past this room leaving nothing but bloody corpses and the foul stench of death. Corpses are strewn across the room, some look like an unholy hybrid of snake and man while others appear to be human, masked and clad head to toe in black clothing. Blood-stained blades, scorch marks and fragments of chipped stone, plaster and wood are testament to the ferocity of the fighting that occurred here.

Looting the bodies returns Scimitars and Long Bows from the Yuan-Ti, and Maces and Crossbows off the Krakens. A successful Investigation DC15 check will reveal that one of the Kraken Thugs carries a note: "Advance to battle position three and hold until further instructions. If overrun by snakes, send a runner back for reinforcements and fall to your last rally point and be prepared to counterattack."

Nazar says: "Weak fools. We must be off!"

3. Illusionary Room

The battle has flowed past this room leaving nothing but bloody corpses and the foul stench of death. Corpses are strewn across the room, some look like an unholy hybrid of snake and man while others appear to be human, masked and clad head to toe in black clothing. Blood-stained blades, scorch marks and fragments of chipped stone, plaster and wood are testament to the ferocity of the fighting that occurred here.

The illusions in this room shimmer, blur and fade away in the eyes of anyone who physically enters the room. Anyone remaining outside the room will be able to detect and see through the illusion with a successful DC15 Arcana check or by casting a Detect Magic.

Hidden under the illusion is a cache of weapons and armor: 2 Chain Shirts, 2 Shields, 4 scimitars, 10 daggers, a Longbow with 20 arrows. Included in the quiver are 2 arrows with special heads on them that look like small clay balls. The clay balls contain condensed poison gas. Anyone struck by one of these bolts is in the center of a 10' diameter poison gas cloud, and anyone in the resulting cloud must make a DC13 Constitution Save or be poisoned.

Nazar says: (if illusion not broken) “Weak fools. We must be off!”

Nazar says: (if illusion is broken) “Quickly, now, we can use these things. But be quiet!”

4. Complex Trap Room

The room appears to be completely empty of life as well as furnishings or objects of any kind. The room is devoid of the construction materials seen throughout most this level of The Complex. There is one exit visible, a hallway continues if you pass through the chamber.

Anyone succeeding on a DC15 Perception check will spot that the ceiling of this room is 15’ tall, and that the gloom of the lighting from the hallways doesn’t pierce the veil of darkness enough to spot anything but a mysterious mechanism. Further lighting without entering the room will show how the apparatus appears to be many-limbed, and the metal arms stretch down the four corners of the room to where they’re firmly bolted to the corners of the floor.

A successful DC20 Perception check will reveal that the mechanism is quivering on a hair trigger, and that there are seams in the floor marking it off into 4 equal segments. It is evident that there will be a ledge around the outside of the room as well as a narrow walkway down the middle of the room (see below)

Anyone entering the room without foreknowledge of the mechanism must succeed on a DC20 Dexterity check or be plunged into the spiked pit below the floor as the mechanism quickly pulls up the floor panels back and away from the center of the room. Falling into the pit delivers 1d6 falling damage and 2d10 damage from the spikes.

The trap is a two-stage trap, because the authors of this module are evil. Anyone avoiding the trap because they figured out the purpose of the mechanism needs to have also succeeded on a DC25 Perception check while investigating the mechanism in the first place, or be pierced by the two cantilevered arms that slice down into the room. These arms have massive weighted blades on their ends, and do 3d10 damage to anyone standing in the room while not in the pit, after the first stage of the trap has been sprung. If they fail a DC15 Dexterity check they will also all in the pit, suffering the damage from the fall and spikes.

Nazar: “You fools! How could you be deceived by that? We must leave immediately!”

5. Assaulted Room

This room is filled with broken and overturned furnishings. Tools and assorted detritus make traversing this chamber more challenging, but you begin picking your way across cautiously scanning for any signs of a trap or something that might prove useful to you. As you reach the midpoint of the room, a small group of assailants comes crashing into the room from the other side!

5 Kraken Veterans (or) **5 Yuan-Ti Malisons** charge into the room.

If the Veterans are attacking, they’ll split their forces into melee and ranged fighting.

If the Yuan-Ti are attacking some will make for the fight immediately, while the others will hold back and attempt to Suggest that the players drop their weapons.

If you run this encounter more than once, change up the factions.

Nazar: “Ahh! Destroy them!”

6. Wired to Explode Room

The room ahead is quiet and appears to have been spared from the fighting. The air is still here and a faint alchemical odor can be detected. Your curiosity peaked and your suspicions aroused, you begin to peer around the room without entering. You quickly notice a small wire stretching across the base of the doorway about 12 inches off the floor.

The wire is real, but isn’t wired up to anything.

However, the wire hidden by illusion, immediately beyond it (positioned so that someone stepping over the first wire will trip the second wire) is hooked up to magical explosive charges that will deliver 8d6 damage to anyone caught inside the confines of the room. The noise of the explosion will also trigger the attention of anyone immediately outside of the room (the round immediately following the explosion, roll on the Hallway encounter table).

The illusion covering the 2nd wire can *easily* be detected by Detect Magic. Otherwise, it can be detected by a successful DC20 Investigation (Intelligence) check, looking specifically for items related to wiring.

Nazar (regardless of outcome): “It is good that you have found that trap, sir. Now, let us continue!”

7. Safe Haven Room

You eye the portal before you warily for signs of a threat. This is clearly some strongpoint meant to bolster the defense of The Complex. The doors are made of stout oak with thick iron bands reinforcing its strength. Sturdy iron serves as the framework for this heavy door. Three-foot-tall wooden barricades are staggered in the ten feet proceeding the portal serving as cover for anyone guarding this doorway.

[If the players choose to move closer] You peer beyond the daunting doorway to see a room with several cots, small foot lockers, empty weapon racks and a sturdy table crates stacked nearby and a barrel. The crates have the three sigils stenciled upon their sides.

The crates are filled with non-perishable food. The sigils inscribed upon the side is meaningless: MRE. The barrel contains potable water. Unlike most rooms in this area, this room tells it like it is, and is the only area in the whole warzone where characters have the opportunity for a short rest.

A long rest, however, will be interrupted 2 hours in when the room is flooded with poison gas. Try to contain your glee. A successful DC13 Constitution save will allow a character in the room at the time to avoid the condition of Poisoned. Any sleeping character that is caught in the gas and doesn't save has breathed deeply from the awful air, and is Poisoned for an hour. The condition can be cleared with a Short Rest or a *Cure Poison* spell.

Nazar: "This looks like a fine place to heal. But, let us not tarry long. Hmm, is that a cot?" (Note: As a Yuan-Ti, Nazar is immune to poison).

8. Den Room

As you approach the closed door at the end of this corridor your olfactory organs are detect a pungent and palpable musky smell indicative of an animal's lair. The scent is a mix of rotting refuse and possibly offal.

If anyone listens at the door they will hear a rustling and an almost constant hissing susurrations. If the characters decide they're going to open the door, anyway, they discover exactly what they should have expected: This room is filled with **snakes**. They're piled so thick in this room as to tumble out when the door is opened. There's a decent chance (a failure on a DC13 Dexterity check) that the character that opened the door and anyone immediately in front of the door will be bitten by an outraged resident of this room.

A character failing that Dexterity check will receive 1d12 bites from angry evicted residents of this fine snake hotel.

The snakes are not all poisonous, but for every 3 bites suffered, the character will suffer 1d6 damage and must make a DC 10 Constitution save or be Poisoned for 10 minutes.

Bathing in the middle of the room are 5 **Yuan-Ti Purebloods**. They will be unable to get up and fight, due to being covered in snakes, and are in a meditative state, regardless. If the characters manage to wade into the snakes (risking 1d3 bites per round) and retrieve one of the Purebloods, they'll be able to revive them and ask them questions. The Purebloods are in a drug-like stupor and are incapable of fighting or even defending themselves effectively. They will pose no threat to the players, only wishing to return to the snake pile. They'll only get answers out of the Pureblood if they succeed on a DC15 Bluff or Intimidation check. The Purebloods know several things:

- The Baron has not yet left the building or given up hope of defending the building, so they fight on.
- The Kraken Cultists are here for revenge, but the Purebloods know that the Baron is destined to rule this city and this land, and they were within their rights to take the Stone Giants for their own [See GARY1, Part 2: The Museum].
- Any humans who don't understand or are unwilling to accept the opportunity for endless life granted to those who would join with the holy snake gods will be hunted and enslaved.
- The Purebloods know of no other way out than the main entrance, which is surely guarded by Kraken Cultists.

Nazar says: "These fools know nothing! Don't believe their lies. Let us leave now before we all die here!"

9. Broken Trap Room

The rather unremarkable door to this room is closed. There is a lock mechanism below the handle, but nothing else of note.

The door is locked, and it is also trapped. Anyone attempting to unlock it or pick it without first checking for traps will be pricked by a poison needle that slices into their hand from the inside of the door. The poison needle will deliver 1d6 damage and a failure on a DC13 Constitution save will render the character Poisoned. If the trap is detected, it can be disarmed with a DC10 Dexterity check (proficiency with

Thieves' Tools applies). The door can be unlocked with a DC15 Dexterity check.

As the door opens, it sets off the large trap in the room. Two large scythes swing down from the ceiling and are meant to pierce the chest of the character opening the door. However, this trap is either unfinished, or hasn't been properly set, and the scythes stop moving inches before they could be effective.

The characters can enter the room by shimmying under the scythes that are now frozen in place. The inside of the room is a mess of tools and gears and various pieces of scaffolding. Anyone can make a DC15 Intelligence check to figure out how to reset the trap and make sure that it's completely functional with the tools on hand.

A successful DC13 Perception check in this room will locate a body of a Yuan-Ti Pureblood stuffed in the corner under a workman's sheet. The body has no weapons or armor on it, but a quick rifle through the pockets reveals a note, on which is inscribed: "3 wks behind schd. Get to wrk or be fed to owlbrs."

Nazar says: "Poor workmanship and lazy workers, that seems about right. Let us get out of here before they discover us!"

10. Puzzle Room

Note: Due to one of the potential outcomes of this encounter, only run it as the final room encounter of the session.

Four doorways open from this chamber, one in each cardinal direction. In the middle of the otherwise empty room is a 4' tall pedestal, on which sits a softly glowing glass sphere.

Touching the sphere with one finger will light up a corresponding part of the inside wall of the room. However, that lit part won't simply be lit up: It'll display an image as if the viewer were in another, much larger, location. If the person touching the sphere moves his or her finger around, the lit area on the wall will move in a corresponding fashion. Revealing a portion of an invisible tableau.

Touching the sphere with more than one finger will deliver the effect of a *Shocking Grasp* to anyone touching the sphere. The sphere cannot be removed from the pedestal.

Characters that meticulously follow the images depicted by the lit area of the wall will be able to piece together the entire image mentally. The viewpoint is as if they are in the center of a humongous cavern, standing on a large red wool carpet decorated with geometric shapes. Directly in front of them is a massive throne carved from the rocky foundation of

the cave. The throne has reptilian scales carved all over it, the arms are shaped like gaping pythons and the throne's back a hooded cobra ready to strike. At the base of the throne an unrolled scroll has the phrase: "Sspeak hiss name and be free."

A DC20 Religion (Wisdom) check, specifically attempting to recall details about the history of the Yuan-Ti in Faerun will reveal that the name the riddle is seeking is "Sseth."

Anyone saying the word "Sseth" aloud in the room will trigger the ending of the puzzle: The doorways will close with a sliding panel from inside the wall, and the room will be pushed into motion on a large rod that carries it up and out of The Complex. Once the room turned escape hatch clears the exterior of the ziggurat through a sliding panel on the exterior, the doorways open revealing daylight. The characters inside are free to leave.

This acts as a hidden, alternate exit, from The Complex. **Continue to Part 2.**

Nazar: (if the puzzle is not solved) "Well, that was a waste of time. Let us continue!"

Nazar: (if the puzzle was solved) "Finally!"

Hallway Encounter Key

Hallway encounters that last longer than 5 rounds of combat have a 10% chance of attracting *another* Hallway Encounter. Every round after the 5th garners an additional 10% chance, so the 6th round will have a 20% chance, the 7th will have a 30% chance, and so on.

1. Gun Emplacement

A most curious scene lies in front of you, 4 figures are crouched around a contraption in the middle of the hallway about 40 feet distant. One is seated directly behind a long metallic tube gripping two handles at the end of the tube. His feet are braced against the two rear most feet of a tripod supporting the tube. Bulging burlap sacks lie across each of the legs of the tripod. The three other figures near the strange device have weapons drawn and are pointing at you.

Note: This encounter can be run more than once.

Either 3 **Kraken Veterans** or 3 **Yuan-Ti Malisons** are guarding the gun while a 4th of their kind is operating it.

The party begins the encounter 40' away from the gun.

The gun is a ranged weapon that fires a Lightning Bolt at the proposed target. The weapon can fire 6 times before it's exhausted, but can only fire in a

forward arc facing toward the party, down the hallway. The arc starts at the height of the gun, so if a party member is within 15' of the gun and prone, the gun cannot hit the party member. The guards will remain back with the gun, but will advance to attack anyone that approaches within 10'. If attacked with ranged weapons, they'll unsuccessfully attempt to seek cover, but only the creature manning the gun will be able to acquire half-cover.

2. Running Battle

Screams and yells echo down the hallway as two groups pound around the corner headed in your direction. They are engaged in a running battle, spells and arrows fly back and forth between the combatants. The Kraken Cultists are beating a hasty retreat with the Snake men in pursuit. You can spot 2 individuals with bows, and the leader of the robed cultists casts Magic Missile at their assailants just as they come around the corner.

Chasing them are more of the snake men. For the most part, they're deflecting the hastily shot arrows, but seem particularly vulnerable to the spells, as you see one of them go down peppered by magic missiles.

Neither group has yet to notice you, and they're headed your way.

The squad is made up of 2 **Kraken Scouts**, a **Kraken Veteran**, and a **Kraken Mage**. The Mage has used up 2 1st level spell slots so far – OR - The Yuan-Ti party is made up of 3 **Yuan-Ti Malisons** and a **Yuan-Ti Pureblood**.

They're fighting a running battle, and they come around the corner 40' away from the party, so there is at least one round before the party is embroiled in the battle. As they have that round while neither group is paying attention to them, the party can duck into a room (automatically engaged in a Room Encounter). If the party decides to run the other direction, they'll keep pace with the running battle, and will become part of that combat's initiative in the next round, regardless

3. Fleeing Combatants

You can hear the heavy breathing and slamming of sandals on stone flags before you see the figure skid around the corner, so you're ready and waiting when the young woman appears before you. Her clothing is torn and her mask has fallen off, but she's unmistakably one of the invading cultists. She meets your eyes the same time you meet hers, and she skids to a stop.

Characters may notice that with her mask off, the Kraken Mage has revealed her tattooed face, where there are glyphs depicted of obvious Giantish origin. She's wounded to the point of only having 5hp left.

At first, she'll hold up her hands and profess to be unarmed, requesting sanctuary. Her tattoos are densely written on her face, so it's difficult to discern her intent, but a success on a DC15 Insight check confirms that she's making a calculated presentation to the party and is not actually frightened.

She starts the round 20' away from the party. If she can get enough of the party within 20' of her, she'll set off her last remaining 3rd level spell, Fireball, centered on her location.

4. Invisible Wizard

You pause momentarily as you are proceeding down the apparently empty hallway. The ringing of steel on steel and occasional blast of spells filter in from afar. Smoothing just doesn't feel quite right. The hairs on the nape of your neck are standing on end. You grip your weapons and take up a fighting stance.

A Kraken Mage has just cast Greater Invisibility and is hugging the wall just 5' away from the party, hoping that they'll pass without detecting him. Anyone with *Detect Magic* or similar *Eldritch Sight* will be able to spot him without difficulty.

If he can avoid the party, he'll wait until they've passed, and then will begin to cast mass-damage spells at them from behind, at a distance of 40'.

If the party makes him, he'll cast the same sort of mass damage spells without any thought of his own survival.

5. Sneak Thief

Note: Due to one of the potential outcomes of this encounter, only run it as the final hallway encounter of the session.

As you change directions and move down this new hallway, you stumble upon a young man crouched in front of a keyhole of a door in the west wall of the hallway. The young man is dressed as a staff member of The Complex, and appears to be trying to manipulate the lock to the door with a rudimentary set of Thieves' Tools. He has yet to notice you.

The "rogue" is a **Yuan-Ti Pureblood**. If the party is already prepared for this eventually, they may choose to kill him outright.

If they make no motion to interfere with his activity, he'll sigh and lean back from his project and then notice the party. Regardless of how they approach

him, he'll be frightened of them and their presence, but if Nazar is with them, he'll be able to calm the young man down, as they're dressed in a similar fashion.

The young man explains that he's attempting to enter this small closet to escape the fighting. A DC13 Insight check will reveal that he's not being entirely honest. Picking the lock on the door requires a DC15 Dexterity check (Proficiency with Thieves' Tools applies), and reveals a broom closet with the requisite cleaning tools and products.

A false panel (DC10 Investigation check) in the back of the closet reveals a cache of travelling supplies (what is commonly nicknamed a "go pack"), a walking staff, and a silvered rapier.

If the young man is still alive when the party discovers the secret panel, he'll admit that this is his stash, and points to the family monogram on the base of the blade of the rapier. During the fighting, he was planning on making for the hills.

If Nazar is with the party, and hears this, he'll begin yelling at the young man, calling him a fool and coward. In fact, he'll become so enraged, that he'll make a critical error and reveal his identity. If these circumstances arise, have the party **advance to Part 2** of the module.

In any other situation, the party can choose to allow the young man to leave with or without his belongings. Regardless, he'll leave as fast as possible.

6. Defended Position

Stacked sandbags and crates are strategically placed throughout hallway to make hasty covered defensive positions. You spot several combatants in the hall, taking advantage of the barricades and pointing weapons in your direction with ill intent.

Note: This encounter can be run more than once.

Either 4 **Kraken Veterans** or 4 **Yuan-Ti Malisons** are defending this hallway, all benefiting from partial cover in their positions. They'll attempt to get the party to attack one position and the rest of the combatants will emerge from their positions to attack the rest of the party.

7. Corpses Everywhere

The charnel stench of death chokes this hallway, and the source is obvious. Every few feet the mangled or burned corpse of a combatant of one side or another litters the floor. The bodies and parts of bodies are heaped in some locations making passage somewhat difficult.

The hallway is filled with the mangled corpses of both factions that it is slick with blood and hard to maneuver through. Moving the corpses aside to clear a path takes another 5 rounds beyond any other activity the players are taking (looting bodies, etc.). This extra time spent may end up spawning another Hallway Encounter.

The bodies yield nothing more than the equipment typically found on any of the Kraken Cultist monster types or Yuan-Ti monster types listed in the Appendix.

8. Tripwire Explosives

A wild battle must have taken place in this hall. Bits of sandbags are strewn about their contents spilled onto the floor covering it in a shallow layer of sand. A few corpses remain as evidence of the short and violent battle that took place here very recently, as the blood seems to still be seeping into the spilled sand.

Characters that immediately advance into the hallway to loot bodies or search the area without first making a DC15 Perception check (or characters that don't beat that number of Passive Perception) will encounter the first trip wire. It's attached to a concussion explosive hidden under a stack of sandbags, and it will deliver 3d6 damage (DC15 Dexterity save for half damage) directed onto the person who tripped the wire. There are 3 other such explosives set down the length of the hall.

Once the first explosive has been found or set off, anyone attempting to perceive the other 2 explosives will get advantage on their Perception checks.

9. Yuan-Ti Patrol

Slithering around the corner is a squad of the disturbing half-man half snake men. They let out an eerie hissing sound as they charge your position.

Note: This encounter can be run many times.

The squad consists of 3 **Yuan-Ti Malisons** and 4 **Yuan-Ti Purebloods**.

10. Kraken Patrol

Rounding the corner and brandishing weapons is a squad of black-clad cultists. With a blood curdling ululation, they rush forward!

Note: This encounter can be run many times.

The squad consists of 3 **Kraken Veterans**, 1 **Kraken Scout**, and 3 **Kraken Thugs**.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative. Tables are organized as “Original Monster” and “New Monster”.

Very Weak Party

Yuan-Ti Malison	Yuan-Ti Pureblood
Yuan-Ti Pureblood	Human Thug
Kraken Veteran	Kraken Bandit
Kraken Scout	Kraken Bandit
Kraken Thug	Kraken Guard
Kraken Mage	Kraken Warlock

Weak Party

6 Yuan-Ti Malison	3 Yuan-Ti Malison
6 Yuan-Ti Pureblood	3 Yuan-Ti Pureblood
6 Kraken Veteran	3 Kraken Veteran
6 Kraken Scout	3 Kraken Scout
6 Kraken Thug	3 Kraken Thug
6 Kraken Mage	3 Kraken Mage

(Note: Where it's not possible to divide by half, the amount stays the same)

Strong Party

6 Yuan-Ti Malison	1 Yuan-Ti Pit Master, 3 Yuan-Ti Malison
6 Yuan-Ti Pureblood	3 Yuan-Ti Malison
6 Kraken Veteran	1 Kraken Gladiator, 3 Kraken Veteran
6 Kraken Scout	1 Kraken Archer, 1 Kraken Scout
6 Kraken Thug	1 Kraken Veteran, 3 Kraken Thugs
6 Kraken Mage	1 Kraken War Priest, 3 Kraken Mage

Very Strong Party

6 Yuan-Ti Malison	6 Yuan-Ti Pit Master
6 Yuan-Ti Pureblood	6 Yuan-Ti Malison
6 Kraken Veteran	6 Kraken Gladiators
6 Kraken Scout	6 Kraken Archers
6 Kraken Thug	6 Kraken Veterans
6 Kraken Mage	6 Kraken War Priests

Treasure and Looting the Bodies

There are an awful lot of corpses flying around, here, so rather than document each NPC's detailed treasure, consider the items that are listed on the monster stat blocks to be standard gear. Beyond that, you'll find some of these items. Note: Never repeat the items listed, and the items are typically intended for other parties, so the NPC in question will not have used the item in battle.

- Every Yuan-Ti Malison or greater has a 30% chance of carrying one of the following: *Staff of the Python*, *Potion of Poison*, *Cloak of the Manta Ray*
- Every Yuan-Ti Pureblood has a 20% chance of carrying a *Potion of Healing* or *Cap of Water Breathing*
- Every Kraken Veteran or better has a 30% chance of carry 5x +1 ammunition of your choice, or a *Goggles of Night*.
- Kraken Mages that appear in solo encounters have a 30% change of wearing a *Necklace of Fireballs* (4 charges remaining)

Part 2: Decisions

The characters can exit from Part 1 in a few different ways:

Through the main entrance

At long last you have reached the exit from this hellish place. In a stroke of luck, no cultists are here guarding the way out. They must have been called in to reinforce their brethren or ambushed by the slithering denizens of The Complex.

The grand entry looks much the same as it did hours ago, upon your arrival; the red carpet is now mused and stained in the flickering torchlight. The street, however, is deserted, and the sounds of fighting from inside the building have dimmed.

Through the puzzle room

The room lifts you up and out of The Complex, and the doorways open to out to the Mulmaster night. You find yourself on the side of the complex, on the lowest step of the huge ziggurat construction. The Zhent slum surrounding the building seems eerily quiet, the sounds of fighting left far behind in the depths of the stone building.

Nazar reveals himself

Nazar waves his hands and you feel a lurch in your stomach as your equilibrium is disturbed by a sudden change in your surroundings. Suddenly you are at the entrance to the Complex where you entered many hours ago, with thoughts of fun and festivities. Instead you faced death and dangers barely imaginable at the hands of the slithering occupants of The Complex. The tattered red carpet is still lining the walkway to the massive entryway and the fiercely burning torches cast dancing illumination over the surrounding street.

Nazar grimaces, and looks around.

After you've established how the party existed The Complex, Nazar begins to speak:

"My compatriots," Nazar says smiling, the tone of his voice is much less servile than it was only moments ago, "I appreciate the effort you put into escaping my Complex. I assure you, had I been given the time necessary to complete the structure, you would have been tested much more thoroughly."

"Suffice to say, proper introductions must be made. You will know me as The Baron."

And with that, his form seems to shimmer momentarily and then stretch obscenely skyward. Instead of a mild-mannered man in workman's clothes, you glimpse in his place an 18' tall serpent creature with large humanoid arms and six snake heads. His form settles to its familiar human nature, before he continues speaking with a smug, confident air:

"Now, I'm sure you have questions. Allow me to cure your curiosity before I make you a proposal for your consideration. I brought you and your fellow guests here as a test. It was my intention to establish a base here in Mulmaster to garner power. And I devised The Complex to create a situational debt for my political rivals. The alternative, of course, is that those that failed the test would conveniently be removed as obstacles to my goals.

"My enemy in this was hubris. Had I not garnered the attention of the Kraken Cultists, I may have been able to time the completion of the construction with the introduction of my first guests to The Complex.

"If you are wondering, the answer is yes. All things considered, I'm pleased with your performance, and I am willing to add you to my service if you are amenable. If that does not interest you, in repayment for my extraction from the building, I'll allow you to leave here without further molestation.

However, if you wish to test your mettle further, and believe that you have not had enough of your blood shed in my home, I am happy to rend your flesh from its bones. Tell me now, what do you say?"

"I await your decision."

Option 1: Enter the Service

If the characters opt to enter the service of The Baron, they are awarded a Story Reward “In Service to the Snake” and are granted some boons while in the city of Mulmaster. Additionally, they are granted the financial rewards from Option 2.

Option 2: Leave peacefully

Everyone bows and leaves. The Baron still feels a debt to the players, however, and grants them the financial rewards detailed in the Appendix: Rewards section.

Option 3: Fight!

If a character reaches for their weapons, or someone makes an overture toward violence, The Baron is not a fool, and has been waiting for this. He’ll use a Bonus action to Shape Change to his form as a **Yuan-Ti Anathema**, and then everyone can roll initiative.

For a Strong or Very Strong Party, every 3 rounds, The Baron can summon reinforcements from inside the building:

- Round 3: 3 Yuan-Ti Malisons
- Round 6: 4 Yuan-Ti Malisons, 2 Yuan-Ti Purebloods
- Round 9: 5 Yuan-Ti Malisons
- Round 12: 6 Yuan-Ti Malisons, 4 Yuan-Ti Purebloods

Reinforcements will take one round to launch ranged attacks, and then half of the reinforcements will close to melee range.

For a Weak or Very Weak Party, reverse the nature of the reinforcements. Instead of seeking to help The Baron, they’re there to help the party!

- Round 3: 3 Veterans, 2 Scouts
- Round 6: 4 Knights, 1 Mage
- Round 9: 4 Gladiators, 2 Scouts
- Round 12: 4 Knights, 4 Gladiators

Note from the play test: If one of the characters kicks the lifeless form off the side of the building, or any character falls off the side of the building during combat, it’s perfectly acceptable for an observer on the ground to loudly comment: “Gee, I hope that wasn’t one of the hostages...”

Rewards

Make sure note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP Per Foe
Yuan-Ti Malison	700
Yuan-Ti Pureblood	200
Kraken Veteran	700
Kraken Thug	100
Kraken Mage	2300
Kraken Scout	100

The **minimum** total award for each character participating in this adventure is **3,300 experience** points.

The **maximum** total award for each character participating in this adventure is **3,800 experience** points.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
General Combatant Treasure	2000
Baron Service Reward	2200

Additional Magic item rewards, and the chances of finding them, are detailed at the end of Part 1

Renown

All faction members **earn one renown point** for participating in this adventure.

Downtime

Each character receives 5 downtime days after this adventure.

DM Rewards

You receive 450 XP, 225 gp and 5 downtime days for running this session.

Appendix: Monster/NPC Statistics

Yuan-Ti Malison

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class: 12

Hit Points: 66

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills: Deception +5, Stealth +4

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60ft., passive Perception 11

Languages: Abyssal, Common, Draconic

Challenge: 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: animal friendship (snakes only)

3/day: suggestion

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

Actions For Type 1

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Actions For Type 2

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Actions For Type 3

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Yuan-Ti Pureblood

Medium humanoid (yuan-ti), neutral evil

Armor Class: 11

Hit Points: 40

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Skills: Deception +6, Perception +3, Stealth +3

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60ft., passive Perception 13
Languages: Abyssal, Common, Draconic
Challenge: 1 (200 XP)

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

At will: animal friendship (snakes only)
3/day each: poison spray, suggestion

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The yuan-ti makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

Kraken Veteran (Veteran)

Medium humanoid (any race), chaotic evil

Armor Class: 17
Hit Points: 58
Speed: 30ft.

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

Skills: Athletics +5, Perception +2

Senses: passive Perception 12

Languages: any one language (usually Common)

Challenge: 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Kraken Thug (Thug)

Medium humanoid (any race), chaotic evil

Armor Class: 11
Hit Points: 32
Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills: Intimidation +2

Senses: passive Perception 10

Languages: any one language (usually Common)

Challenge: 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Kraken Mage (Mage)

Medium humanoid (any race), chaotic evil

Armor Class: 12 (15 with *mage armor*)

Hit Points: 40

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throw: Int +6, Wis +4

Skills: Arcana +6, History +6

Senses: passive Perception 11

Languages: any four languages

Challenge: 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20f60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Kraken Scout (Scout)

Medium humanoid (any race), chaotic evil

Armor Class: 13 (leather armor)

Hit Points: 16

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills: Nature +4, Perception +5, Stealth +6, Survival +5

Senses: passive Perception 15

Languages: any one language (usually Common)

Challenge: 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150f600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

The Baron (Yuan-Ti Anathema)

Huge monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class: 16 (natural armor)

Hit Points: 189

Speed: 40ft., climb 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+1)	20 (+5)

Skills: Perception +7, Stealth +5

Damage Resistances: acid, fire lightning

Damage Immunities: poison

Condition Immunities: poisoned

Senses: blindsight 30ft., darkvision 60ft., passive Perception 17

Languages: Abyssal, Common, Draconic

Challenge: 12 (8,400 XP)

Actions

Innate Spellcasting (Anathema Form Only): The anathema's innate spellcasting ability is Charisma (spell save DC17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *darkness*, *entangle*, *fear*, *haste*, *suggestion*, *polymorph*

1/day: *divine word*

Magic Resistance: The anathema has advantage on saving throws against spells and other magical effects.

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful of the effect ends for it, the target is immune to this aura for the next 24 hours.

Shapechanger. The anathema can use its action to polymorph into a **Huge giant constrictor snake**, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. *Note that The Baron began life as a Human, and therefore his Human form is his "true" form. The Baron can only polymorph into the Anathema form, or his Human form. Stats for Attack Actions in Human form are not given as The Baron will never attack in Human form.*

Six Heads. The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knock unconscious.

Actions

Multiattack (anathema form only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack

Claw (anathema form only). *Melee Weapon Attack:* +10 to hit, reach. 10ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach. 15ft., one Large or smaller creature. *Hit:* 16 (3d6+6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC16). Until this grapple ends, the target is restrained and takes 16 (3d6+6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Flurry of Bites. *Melee Weapon Attack:* +10 to hit, reach 10ft., one creature. *Hit:* 27 (6d6+6) piercing damage plus 14 (4d6) poison damage.