



Prison Pitfalls

You find yourselves shipwrecked on a mysterious island in the Moonsea. Will you escape the island to hunt Yami, or will you die in the belly of its master?

A 2-Hour Adventure for 1-4 Level Characters



Adam V. Gordier
Author

Adventure Code: CCC-PRIORY-02

Optimized For: APL 3

Version: 1.0

Development and Editing: Adam V. Gordier, Anthony Gardner

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Bill Benham, Lysa Chen, Claire Hoffman, Greg Marks, Alan Patrick, Travis Woodall

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2017 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Introduction

Welcome to *Prison Pitfalls*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *PRIORY™* storyline season.

This adventure begins on All-Saints Island. The adventurer must find a way off the island before they get in trouble. Once off the island, they must get back to Phlan, where Yami is already wreaking havoc.

This adventure is designed for **three to seven 1-4 level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of 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. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

Adventure Background

The city of Phlan has prevailed through many horrific challenges. One of the worst has reemerged.

Two decades ago, a budding magus named Yami joined the Lord's Alliance. Yami was beyond intelligent. He showed a natural talent over the elements. Locals revered him. They called him Phlan's savior for his acts of valor.

Then he snapped.

The broken land was nature's, he said. It must heal. The blasted remains of civilization needed to fertilize the ground for nature to take root and thrive again.

A band of adventurers, the Elegant Few, rose and challenged Yami. The group stopped the onslaught but both Yami and the Few disappeared. Years passed, and people rebuilt their lives.

Then, Algernon Martel received a letter twenty years later. It bore a strange mark. Clues pointed to the Dark Priory. They were an unknown doomsayer cult. They terrorized Faerûn from the shadows.

The letter was Yami's surrender. Algernon's wizard went to get Yami with instructions to wait for more help. That help left to the Bell of the Depths a week ago. No one has yet returned.

Adventure Overview

This adventure is a prison break. The party lands on an island of giant beasts and evil Yuan-ti. The Yuan-Ti recognize the Initiate. They feel it's best to kill him/her before the Dark Priory finds out. Imprisonment is short-lived. The players need to decide between death at the hands of the Yuan-Ti, or escape with the help of another mysterious inmate.

The adventure has 3 parts:

Part 1. The Beach. The remaining Stagwick crewmembers kill aggressive wildlife. A Yuan-ti patrol beats and arrests them for their actions. A mysterious stranger arrives as they black out. The Yuan-ti arrest him, too.

Part 2. The Trial. The adventurers and their new companion face trial for their crimes on the beach. They fail to defend themselves in court and will die the next morning.

Part 3. The Breakout. The stranger helps the characters stage a prison break to avoid execution. They must avoid detection and fight their way to make it to freedom.

Adventure Hooks

The players' dinghy washes up on an uncharted island. They need to restock and get back to Phlan.

Continuing the adventure. You accepted the task to find and return Yami, but Yami eluded you. A storm wrecked your ship, Merfolk killed your captain, and you have washed up on this unknown island. Your task is now to get back to Phlan to help Algernon Martel and his people.

Late Notice. You received an invitation to meet with Algernon Martel, Master-at-Arms of Phlan. Captain Gustov Blackwater was sent with several adventurers to deliver a high-value prisoner to justice. They have not yet returned. Algernon can only risk one last try to find them. He commissions you and secures a vessel. An unnatural storm wrecks your ship en route and your lifeboat washes up on an unknown island. Your task is clear: get off this island and get back to Phlan to regroup.

This is part two 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 consecutively, they are given the opportunity for a long rest.

Part 1. The Beach

Estimated Duration: 20 minutes

The adventurers wash up on an unknown island. White sand beach stretches on in both directions. Waves crash as if possessed. Storm clouds throw lightning into the sea many leagues away, despite the blistering sun. The jungle near the beach sounds full of life. The tip of a faraway pyramid rises above the top of the trees.

General Features

The general features of All Saints Island are as follows:

Terrain. You see white-sand beach, a jungle, and the tip top of a giant pyramid in the distance.

Light. It is dawn. The heat is already oppressive, and no shade is available on the beach.

Smells and Sounds. The air carries a stench of salt and dead fish.

Landing into Trouble

The island feels strange. The surviving crew are jittery and superstitious. They whisper of strange islands, drifting in and out of the Moonsea through unseen rifts.

You look for shade from the blistering sun. Bleached crabs scurry across the sand. They halt in your shadow for refuge.

Vines snap and trees sway as a giant boar thrashes onto the beach. It stops, sees you, squeals and charges.

Before you can act, the surviving Stagwick crew grab their weapons and kill the boar.

"Poachers! Drop your weapons!"

5 Yuan-Ti soldiers rush from the jungle with hate in their eyes and attack.

Tactics. Five **Yuan-Ti Broodguards** will engage in non-lethal melee combat only with the party, but the remaining NPCs will not survive. Add an additional five Yuan-Ti Broodguard at the top of every round.

Surrendering. If the party surrenders, they are tied to the log, then knocked unconscious for a portion of the travel.

Development

Your vision blurs. Your blood dots the bright white sand.

A Yuan-ti assailant cries out. There's a boat. You try to lift your head. You can't see. The sound of a human voice yelling from out to sea reaches your ears.

"Wait till he comes ashore. He may also be a member of the Dark Priory. We'll get him for trespassing."

You black out to the sound of hissing laughter.

DM Notes

The exhaustion from the march along the beach will take a toll on the party. The guards will mend the injuries of the adventurers and get them to full health before arriving at their destination. The march causes the party to gain **1 level of exhaustion**, despite their long rest.

Proceed to **Part 2**.

Part 2. The Trial

Estimated Duration: 20 minutes

Check if anyone in the party has the Story Award *Initiate*. If no-one does, select a random party member to become the *Initiate* and read the below.

You march along the blistering beach in chains. Then, a companion collapses into a heap, wailing. The Yuan-ti let you help the party member. They rise moments later, still in pain. One of their eyes is now a pure, milky white. No pupil. No iris. They report their vision unchanged.

Otherwise, make special note that the *Initiate* Story Award holder has the following effects:

- Only one of the group may have this Story Award active during this adventure.
- All NPCs must keep eye contact with this individual.
- Deception is harder when speaking with this party member.
- Hostile NPCs will know this individual only as the "Initiate."

General Features

The general features of the pyramid are as follows:

Terrain. The pyramid is old. Hieroglyphs along the walls show the purpose of this place: to enforce the law of the island by feeding offenders to foul monsters of the deep.

Light. Torches sputter and smoke around the courtroom. Hallways are very dim.

Smells and Sounds. The Yuan-Ti sputter and hiss as you approach the destination. The smells of death, decay and feces burn your eyes and nose.

Trial

You march chained to a heavy log with the man from the beach for days with little food or rest along the edge of the jungle.

Then, you turn into a huge bay. Yuan-ti huts sprawl across the sand. A huge bare patch of sand littered with bones opens at the base of a great pyramid.

They drag you inside to a large, circular chamber lined with filled seats. You step out onto a dais at sword point.

Hundreds hiss and boo as seven important-looking Yuan-ti peer at you from an ornate table.

"Suntao, Lord of All-Saints Island, sees your crimes. We, the Glorious Seven of Suntao's Might and Majesty, preside in holy judgment. Read the charges."

Roll initiative.

Order in the Court. The judges will not tolerate speaking out of turn. A guard will strike an adventurer with the pommel of their scimitar for 1 non-lethal bludgeoning damage.

The Trial. The trial lasts 4 rounds. Each phase of the trial lasts one round. Review the *Trial by Might and Majesty* detail box for a description of each phase.

Trial by Might and Majesty

The trial by Suntao's Might and Majesty has four distinct phases. The Charges, The Pleas, The Testimony and the Cross Examination. Once all phases are complete, the judges deliver the verdict.

The Charges. One count of poaching, one count of grave robbery (a guard has planted a necklace of a in the pocket of an adventurer) and all have trespassed. Add murder if any adventurer killed a Yuan-Ti. The punishment for these crimes is death.

The Pleas. Go around the group and ask how they plead, Guilty or Not Guilty. If they plead guilty, the judges will laugh, thanking them for their honesty. The mysterious NPC arrested with them will plead guilty. Those who plead guilty will not take part in Cross Examination.

The Testimony. The guards will testify regarding the beach. They will tell the following lies. Feel free to embellish.

- The adventurers came here to destroy All-Saints Island.
- The adventurers claimed to have killed their deity, Suntao.
- When they found the adventurers, they were desecrating the holy creatures of the land.
- They found the necklace of a missing guard on an adventurer's person.
- The Initiate is here to kill Sun-Tao and his worshippers.

The Cross Examination Go around the group. Each adventurer gets the opportunity to ask the guards one question. Persuasion Check (DC 10) convinces a judge that the target guard was lying.

Calculating the Verdict. The party fails regardless of their defense, but not all the judges agree. Players begin with 6 of the 7 convicting. Change the number of convicting judges based on the following:

- 6 judges convict if the party interrupted more times than they succeeded in exposing the lies of the guards. (No Reward Given)
- 5 judges convict if the party interrupted the same number of times as they succeeded in exposing the lies of the guards. (Minor Reward given)
- 4 judges convict if the number of lies exposed outnumbered their interruptions. (Major Reward given)

Proceed to **Verdict** once you have this calculated and apply the number.

Verdict

The Glorious Seven speak for a few moments before deciding your fate. Not all seem pleased.

"Let us be clear: the Dark Priory has no claim on our island.

The verdict stands: (number) of us find you guilty. Suntao will swallow you at dawn tomorrow."

"This is wrong," a judge says, striking the table. "The Initiate is among them! The Dark Priory have already destroyed our youth. If the Dark Priory finds out-"

The blade of a scimitar slams through the chest of the protesting judge from behind and he falls forward, silenced.

"Warden, take them to their cell. Let their hope wither into the night."

A large Yuan-Ti towers above the other Yuan-Ti guards as he guides you to your cells.

XP Award

If the adventurers gained the Minor Reward, award each character 100 XP. If they gained the Major Reward, award each character 150 XP.

Proceed to **Part 3**.

Part 3. The Breakout

Estimated Duration: 50 minutes

The party arrives at their cell. They have no gear. Humanoids of all shapes and sizes surround them, locked away in worse conditions. A white, lingering mist reaches down to the wretched prisoners. It burns the nostrils, eyes and ears.

Prison Life

The guards lock you into a tiny prison cell with the stranger from the beach. The stranger emits a faint, machine-like hum as the guard locks the door.

"If you are who you look to be, don't get too comfortable," the stranger says. "Keep watch. I need a moment to think."

The stranger sits on the floor, closes his eyes, and begins to meditate.

The adventurers are left in the cells pending their execution in the morning. They are stripped of all armor, weapons, and spellcasting devices. If they want to escape, they must come up with a plan and get to know their surroundings.

The Prison Floor. Gashes, flowing lines, and other markings cover the prison. They stretch from floor to wall to ceiling. Successful Arcana Checks (DC 13) show divination magic. They prevent teleportation.

The Other Cells. Successful Perception Checks can discern the below information from the chaotic chatter on the floor:

DC 15:

- Suntao is a great, legendary Dragon Turtle. This prison is his temple and buffet.
- The prison holds offerings to Suntao.
- The island drifts between several realms, with the Yuan-ti collecting food for Suntao out of religious devotion.

DC 10:

- Graana, a mob boss Lizardfolk, roams the prison floor with little regard to the Yuan-Ti Guards.
- The Yuan-ti guards let prisoners fight Graana to release themselves from their sentence.
- Some of the rougher looking inmates speak about the Dark Priory. They mention another Initiate, Yami. He is the only prisoner to ever escape All Saints Island.

DC 8:

- Suntao is coming!
- Suntao will feast on your bones!

The Guards. Successful Persuasion Checks can convince the Yuan-Ti guards on the floor to talk:

DC 14:

- The court supports the horrors of the island. Suntao eats all prisoners.
- While the Warden may make the rules, Graana, a Lizardfolk prisoner, runs the prison floor.

DC 12:

- Graana pays a good price to take his share of the "offerings."
- Yami came here after being exiled from his home 15 years ago. He was taken from the island by Suntao to serve the Dark Priory.
- There is a basement to the prison, where the 'tainted' meat goes if not suitable for Suntao's arrival.

The cellmate. If the adventurers have gathered 3 or less bits of information above, the stranger will ignore them. Otherwise, the stranger will stand when pressed. Proceed to **Strange Companion**.

Strange Companion

You turn to your strange cell mate. Muscles ripple beneath his tattered tunic and he exudes a spirit of freedom despite the bars.

He clears his throat.

"My sister, Annabelle, has sent me to find her husband, Gustov Blackwater. I figure you've heard of him.

"Alistar Aimes is the name. I owe my sister too much to not have something to show for this trip. You're leaving."

Roleplaying Alistar Aimes

Alistar is a charismatic racketeer for hire. He speaks to all with ease and confidence. A faint humming and clicking comes from the man when standing close enough.

Quote: "Never found a job I could not finish."

Alistar gives the party the following information:

- Annabelle is the heir of Gustov's Moonsea mercantile business.
- Alistar is paying off a childhood debt to his sister by finding Gustov or his crew and returning them to Phlan.
- Alistar can prove he's Gustov's brother-in-law.

Proceed to **The Plan**.

The Plan

Alistar points at a lumbering Lizardfolk in the center of the prison. "See that brute right there? He's big, stupid and armed. He'll do just fine."

Alistar holds up his right forearm and depresses a vein. Gears click as a small compartment opens where blood and sinew should be. He pulls out a small envelope, then closes the compartment with another click. He hands it to you.

"Take this and give it to Annabelle in Phlan. I will pick a fight with Big Ugly and use his head to light this place up. You just have to stay behind me."

"Ready?"

Treasure

Alistar gives the adventurers an envelope. It has a note to Annabelle and a ring. You can find the note in **Player Handout 2**. The words "Low Tide" run along the inside of the ring. If the adventurers return this parchment and the ring to Annabelle at the end of *PRIORY-03* along with Gustov's Letter from *PRIORY-01*, they will gain the Story Reward *Annabelle's Gratitude*.

Once ready, proceed to **Prison Break**.

Prison Break

Alistar whistles. A guard and the Lizardfolk approach as Alistar chuckles.

"Well, you're not Yuan-ti, but you'd sure make a nice pair of boots."

"Graana, lizard. You, snack," the brute says, readying a maul as the guard opens your cell door.

Alistar steps into Graana's swing and catches the head of the maul with his left hand. He grabs the throat of the towering beast. Gears crunch from under his skin as he lifts him into the mist.

"Burn."

An audible click sounds from Alistar's right arm and Graana's head melts inside a cone of fire.

The guards rush down the stairs to warn the others.

Alistar breaks the other cells open and leads a riot down the only stairs on the floor. Snake skins and blood litter the top of the stairs as Alistar points you down a secondary hallway.

Development

With Graana dead and the guards gone, the party can escape!

If the adventurers choose to follow the rioters throughout the pyramid, or you are pressed for time, proceed to **Encounter 4. Freedom**.

If the adventurers decide to go the direction Alistar points, and the adventurers received a reward for the verdict in **Part 2**, proceed to **Encounter 1. Judgment**.

If the adventurers decide to go the direction Alistar points and they did not receive a reward for the verdict in **Part 2**, they can proceed down a staircase to **Encounter 2. Judges' Chambers** behind the Court of Serpents or ride the chute to **Encounter 3. Pit of Serpents**.

Treasure

On the burnt lizardfolk, you find 1 *Potion of Healing*, 1 *Potion of Resistance (Poison)*.

On an investigation check (DC 10) the adventurers raid the guard station and find their gear in a burnt locker, as well as the planted necklace from the trial (75 GP.).

Living in All-Saints Prison

The Yuan-Ti all live in the prison. If the adventurers are inclined and time is not an issue, allow them the opportunity to investigate their surroundings. Use the below as suggestions to describe what they find. No investigation checks are necessary.

The Prison Floor. "The prison floor smells like burnt flesh. The fumes irritate your nostrils. A small guard station is in the near the stairs, maybe that's where they put your gear."

The Guard's Quarters. "The rooms on this floor are kept in tip top shape, probably at the Warden's request. The warden's quarters have papers scattered on the floor, all written in an undecipherable language, except they are signed by "The Prior."

The Judge's Chambers. "The smells of incense intoxicate your senses as you make it to this floor. You would have no idea there was even a prison or barracks on the upper levels from the sight of the chambers, or the court room."

Encounter 1. Judgment

DM Note. Only run this encounter if the adventurers received a Minor or Major reward from the Verdict in Part 2.

You step down a hallway and a hiss sounds from behind.

A Yuan-ti judge stands forth, palms out.

"Please. I did not mean to scare you," he says, staring at the Initiate.

"I believe The Court of Serpents has made a great mistake. Suntao will not approve of this transgression. The gods know you are the Initiate. Please, let me help you."

If the adventurers accept the Judge's help, proceed below to the Minor Reward or Major Reward section below, depending on how they fared in the Verdict in **Part 2**.

Proceed down a staircase to **Encounter 2. Judges' Chambers**, ride the chute to **Encounter 3. Pit of Serpents** or catch up with the riot in **Encounter 4. Freedom**.

Minor Reward

"Thank you. Oh, thank you, Initiate," the judge says with a bow. "Down the hallway, you will find a staircase to my chambers outside of the court.

"Oh! There is the chute. If you take it, beware the pit keepers. I'll unlock the exit for you.

"Try to rest, but hurry. I cannot distract them for long."

Major Reward

"Thank you. Oh, thank you, Initiate," the judge says with a bow. "Down the hallway, you will find a staircase to my chambers outside of the court.

"If you take it, I will tell the guards you jumped down the chute. Use my quarters to rest.

"Unless you would like to take the chute. I sent the charred remains down," the judge hisses as shouts ring from a chamber far away.

"Hurry. I cannot distract them for long."

Development

The adventures may choose either **Encounter 2. Judges' Chambers** or the **Encounter 3. Pit of Serpents**, or to catch up with the riot in **Encounter 4. Freedom**. Proceed accordingly.

Encounter 2. Judges' Chambers

Encounter Difficulty: Easy

Major Reward

Voices rise from the chambers at the bottom of the staircase. The guards are yelling, believing you have left the pyramid through the pit.

Your approach goes unnoticed. You enter the Court of Serpents. It is empty.

As part of the reward, the party will see a hidden chamber door open. This chamber is ideal for a short rest.

Otherwise

You hear shouts from the chambers at the bottom of the staircase. The guards are barking orders to check the. Your approach goes unnoticed as you enter the Court of Serpents.

You spot several Yuan-Ti guards from the beach. They scan entrances to the room. You have mere moments before they see you.

Two **Yuan-Ti Broodguard** scan the court. The adventurers may try a group stealth check (DC 15). On a success, they can avoid detection and combat. If the adventurers attack, they will have the element of surprise. Otherwise, on a failure, the guards will detect the party's presence and attack.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace all **Broodguard** with **Pureblood**.
- **Weak:** Remove one **Yuan-Ti Broodguard**
- **Strong:** Add one **Yuan-Ti Pureblood**
- **Very Strong:** Add two **Yuan-Ti Pureblood**

Treasure

The adventurers find a *+1 Scimitar* sticking out of the outspoken judge, still on the judgment table. The party also finds a small satchel containing 25 GP.

Development

If the party investigates, they will find a hidden barracks. These rooms offer enough safety for a short rest.

Proceed to **Encounter 4**.

Encounter 3. Pit of Serpents

Encounter Difficulty: Medium

Major Reward

You ride the chute. It is slick and fast. You brace yourself to land in terrible things.

Instead you land in a well-lit, musty room with a single door. You recognize the smell. Snakes. Dozens of them. Several of the larger snakes are swallowing charred humanoid lumps.

Otherwise

You ride the chute. It is slick and fast. You brace yourself to land in terrible things.

Instead you land in a well-lit, musty room with a single door. You recognize the smell.
Snakes.

Three **Giant Poisonous Snakes** and one **Swarm of Poisonous Snakes** writhe and turn to meet the party.

If the Adventurers received the Major reward, lower the amount of **Giant Poisonous Snakes** by two.

Exit. The party finds a single locked door. If the party finished **Encounter 1. Judgment**, this door is unlocked. Otherwise, Thieves tools (DC 12) or brute force (AC 15, Hit Points 30) will open it. The hallway allows a short rest.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **Giant Poisonous Snakes**
- **Weak:** Remove one **Giant Poisonous Snake**
- **Strong:** Add one **Giant Poisonous Snake**
- **Very Strong:** Add two **Giant Poisonous Snakes**

Treasure

The adventurers find gems in a regurgitated bone pile (25 GP total).

Outside, the adventurers find several organized piles of trash and a *+1 Scimitar*. It matches the one used to kill the Yuan-ti Judge during the trial.

Proceed to **Encounter 4. Freedom** when the party is ready to leave.

Encounter 4. Freedom

Encounter Difficulty: Deadly

If time is an issue, read the dialog box below, then proceed to **Conclusion**.

A patrol spots you as you leave the hallway outside the pit. The rioters dash ahead as the Yuan-Ti guards chase you out of the pyramid.

You slide to a halt in the sandy bay. The rising sun blazes at the horizon. Your eyes struggle to adjust.

A huge Yuan-ti stands before you atop the corpses of many rioters. is the Warden.

He throws something at your feet. It's an arm, severed at the shoulder, burnt black from mid-forearm down. Fibers and cables of curious workmanship splay out from the top.

Guards flood out of the prison as the Warden attacks.

The Warden (a **Yuan-ti Malison**) and two honor-guard (**Yuan-ti Pureblood**) attack.

If the adventurers skipped **Encounter 2. Judges' Chambers** and **Encounter 3. Pit of Serpents**, add three **Yuan-Ti Broodguard**.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **Yuan-ti Pureblood**
- **Weak:** Remove one **Yuan-ti Pureblood**
- **Strong:** Add one **Yuan-ti Pureblood**
- **Very Strong:** Add two **Yuan-ti Pureblood**

Development

Once the warden dies, continue adding more waves of three **Yuan-ti Pureblood** until the party feels overwhelmed or nears defeat. Then, proceed to **Conclusion**.

Experience

For every round the adventurers survive before the Conclusion, they gain 25 experience each (max 150).

Conclusion

The water of the bay boils as you face defeat. The guards immediately drop to the ground bowing toward the bay.

"Step forward, Initiate," a voice booms.

A gargantuan dragon turtle rises from the boiling water, sunlight glinting from his mighty, scarred golden crest. The Yuan-ti hiss in response.

"I will carry the Initiate and his friends through Time and Depth and will return for my tribute," Suntao calls.

He shifts and bucks and turns back to the sea as you climb up. No water encloses over you.

You surface without memory of the travel and Suntao leaves you at the end of the longest dock of Phlan. A bubble of darkness encases the city. You hear battle and townspeople screaming.

Rewards

Make sure players 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.

Combat Awards

Name of Foe	XP Per Foe
Yuan-Ti Broodguard	450
Yuan-Ti Pureblood	200
Swarm of Poisonous Snakes	450
Giant Poisonous Snake	50
Yuan-Ti Malison	700

Non-Combat Awards

Task or Accomplishment	XP Per Character
For Receiving the Minor Reward	100
For Receiving the Major Reward	150
For Surviving a Freedom Wave	25 (max 150)

The **minimum** total award for each character participating in this adventure is 450 **experience points**.

The **maximum** total award for each character participating in this adventure is 600 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Snake Necklace	75
Snake Head Coins	50
Noble Sword Hilt	50
Judge Satchel	50
"Gems of Holding"	10

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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

+1 Scimitar

Weapon (Scimitar), uncommon

The hilt is a gilded serpent. Its jaws form the pommel. Its shimmering red tongue forms the blade that ends in a cruel fork. While holding this weapon, you hiss your S's when speaking in Common. This item can be found in **Player Handout 3**.

Potion of Healing

Potion, common

This item can be found in the *Player's Handbook*.

Potion of Resistance (Poison)

Potion, uncommon

This item can be found in the *Player's Handbook*.

Story Awards

During the course of this adventure, a single character may earn the following story award:

Initiate. You are "the Initiate." You cannot be lied to by Yami or Dark Priory members. More information can be found in **Player Handout 2**.

Player Reward

Each character receives renown and downtime in accordance with the guidance prescribed in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Suntao (*sun-TAOW*). Suntao is a dragon turtle of epic proportion. Only the residents of All-Saints Island have ever met the worshipped creature. Although Suntao is treated as a god from the residents of the island, the scar across his face indicates mortality.

Alistar Aimes (*AL-i-star Aims*). Alistar is the brother-in-law of Gustov Blackwater from CCC-Priory-01 and the brother of Annabelle Blackwater. He is a sly racketeer with a prosthetic arm and magical prowess. He speaks with confidence, even when he doesn't have a plan.

Appendix. Monster/NPC Statistics

Yuan-Ti Broodguard

Medium Humanoid, chaotic neutral

Armor Class 14

Hit Points 45 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	4 (-3)

Saving Throws STR +4, DEX +4, WIS +2

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic

Challenge 2 (450 XP)

Damage Immunities. Poison

Condition Immunities. Poisoned

Mental Resistance. The broodguard has advantage on saving throws against being charmed, and magic can't paralyze it

Reckless. At the start of its turn, the broodguard can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The broodguard makes three attacks: one with its bite, and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

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

Giant Poisonous Snake

Medium Beast, unaligned

Armor Class 14

Hit Points 11 (2d8+2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (-1)	18 (+4)	13 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages --

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Swarm of Poisonous Snakes

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Skills --

Senses blindsight 10 ft., passive Perception 10

Languages --

Challenge 2 (450 XP)

Damage Resistances. Bludgeoning, piercing, slashing

Condition Immunities. Charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Yuan-Ti Pureblood

Medium Humanoid, chaotic neutral

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 1 (200 XP)

Damage Immunities. Poison

Condition Immunities. Poisoned

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.

Yuan-Ti Malison

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

Armor Class 12

Hit Points 66 (12d8+12)

Speed 30 ft.

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

Skills Deception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 3 (700 XP)

Damage Immunities. Poison

Condition Immunities. Poisoned

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. 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.

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 (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 (type 2)

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 (type 3)

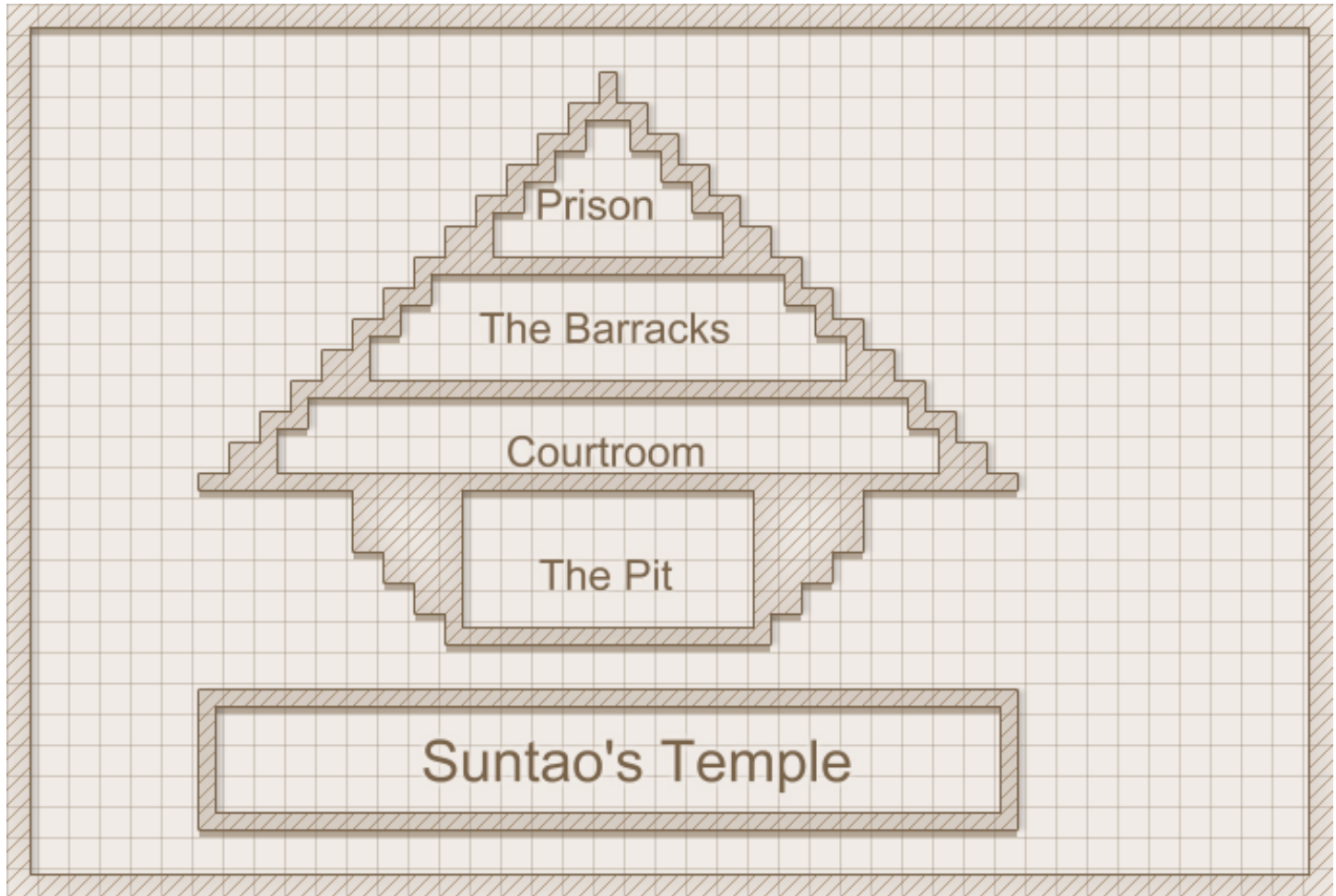
Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

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

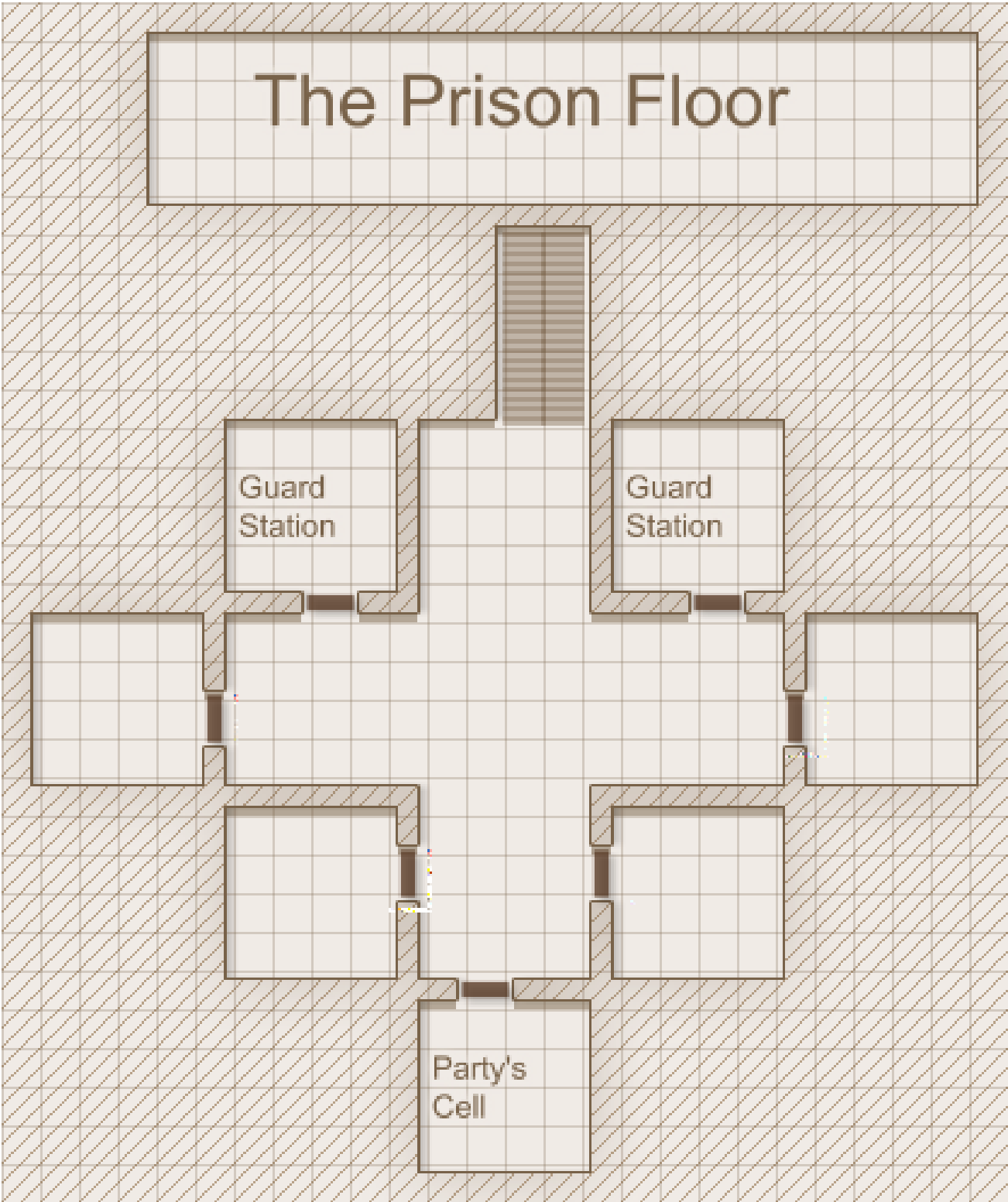
Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

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.

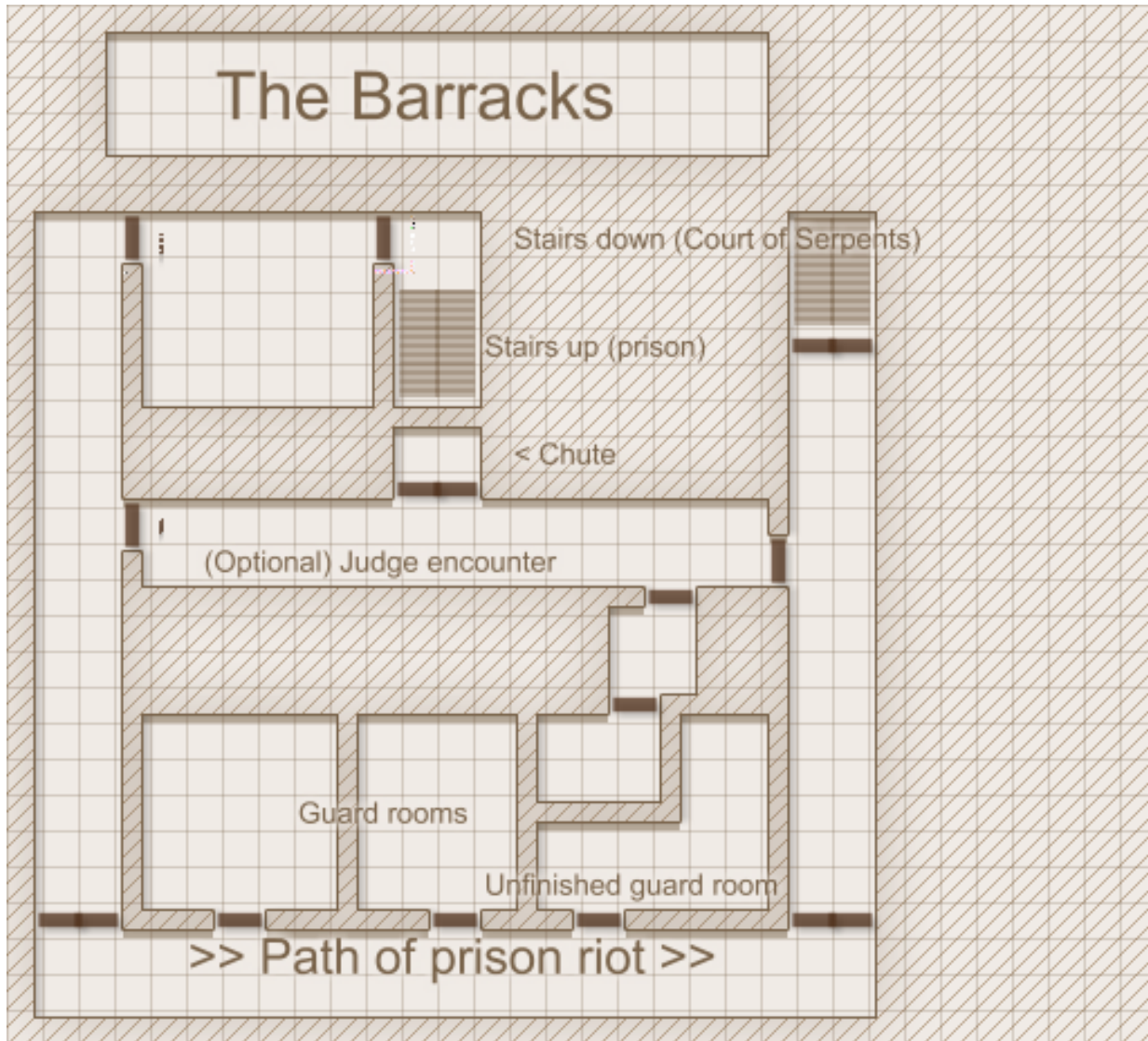
DM Handout 1. All-Saints Prison Overview



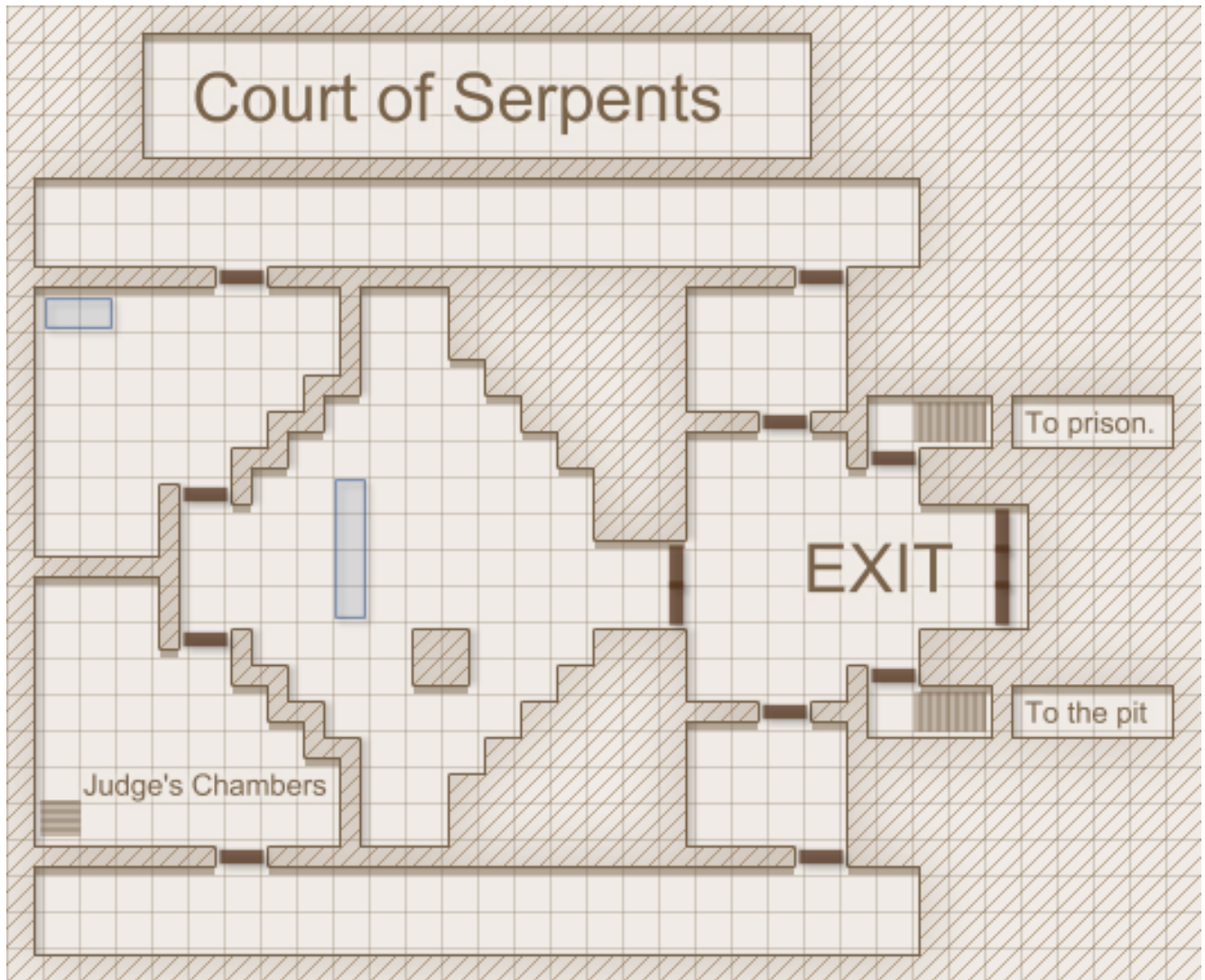
DM Handout 2. All-Saints
Prison Floor



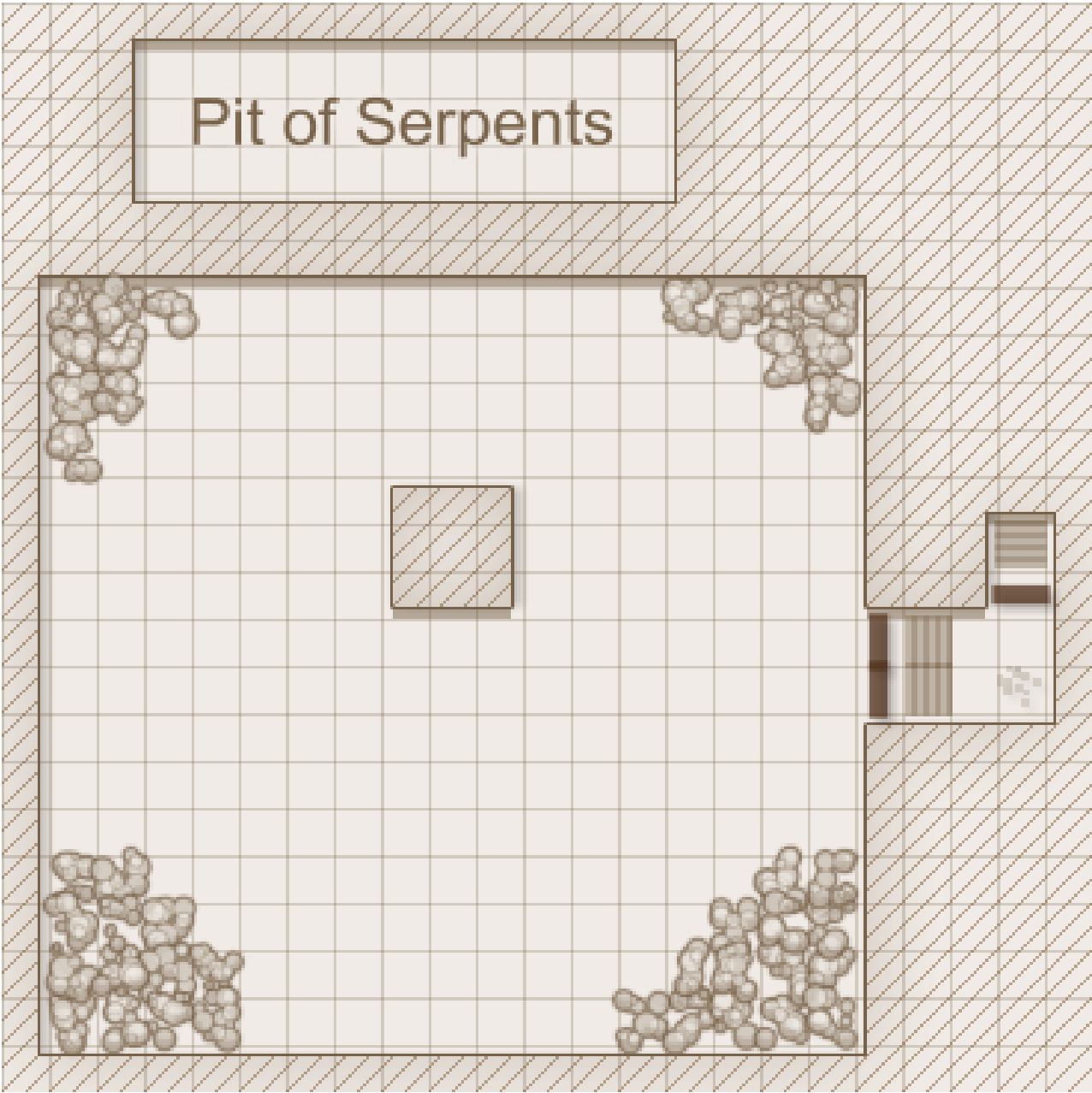
DM Handout 3. All-Saints Prison Barracks



DM Handout 4. All-Saints
Prison Court (square = 5ft)



DM Handout 5. All-Saints
Prison Pit (square = 5ft)



Player Handout 1. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

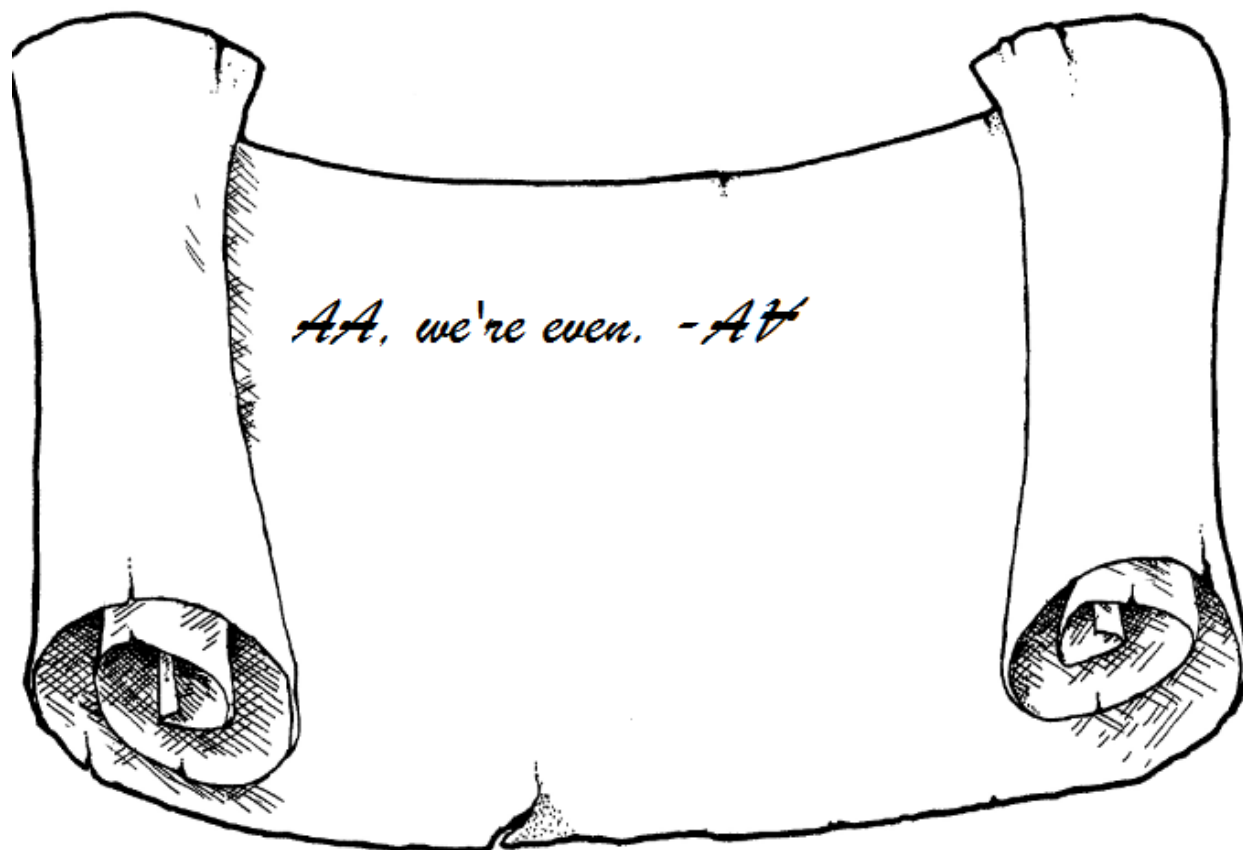
Initiate

One of your eyes is now milky white but does not impact your vision. Hostile creatures and NPCs familiar with the Dark Priory call you the “Initiate.” You cannot be lied to by Yami or Dark Priory members.

While this award is active, you have advantage on Persuasion rolls against hostile NPCs in the CCC-PRIORY story arc. Those same NPCs have disadvantage on Deception checks against you.

Removal of this story award is possible in CCC-PRIORY-03.

Player Handout 2. Alistar's Note



Player Handout 3. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

+1 Scimitar

Weapon, uncommon

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

The hilt is a gilded serpent. Its jaws form the pommel. Its shimmering red tongue forms the blade that ends in a cruel fork. While holding this weapon, you hiss your S's when speaking in Common.

This item can be found in the *Dungeon Master's Guide*.