

Zzuxsartha Ssestl

Yuan-ti woman, 14 years old.

Genetically crafted investigator; trained in the use of various yuan-ti potions. Has led a somewhat sheltered life.

You are slightly built and look almost human except for your snake eyes and forked tongue. You are wearing a light summer dress. You have a prominent Ssestl family tattoo on your shoulder.

Traits

- Above-average **strength** (d10)
- Above-average **agility** (d10)
- Average **health** (d12)
- Below-average **knowledge of the world** (d20)
- Above-average **perception** (d10)

Skills

- Has a heightened sense of **smell and taste** (d8)
- Knows how to **stay hidden** (d10)
- Received a decent **magical education** (d10)
- Prepared to **defend herself** in a fight (d12)
- Venomous **bite** (d12)
- Selectively recalls her **history lessons** (d20)
- Poorly briefed on **local social mores** (d30)

Important equipment

- **Healing salve** (3 doses)—it can rapidly repair serious injuries, replacing wounded tissue with resilient snake flesh.
- **Obedience serum** (1 dose)—it is made with your own blood, and thus tailored specifically to you. If a suspect proves resistant to your questioning, this should assist you in the interrogation.
- Small **knife**

You have spent all your fourteen summers inside your father Zzyzhezztlyss Ssestl's house, being trained in the use of the skills for which you were bred. Your father is famed for his crafting of specialists in service to the kingdom, and you alone were selected to mature from your season's entire clutch of eggs because of your superior genetic qualities. You can recognise every person in your household by their smell and the taste of their hair and skin. You can sneak up on anyone without being seen. You can fight off all your siblings when they try to catch you unawares. You can tell apart many magical concoctions brewed by your people and you know how to use them. All these abilities were chosen to be of assistance to you in your duties as an investigator of serious crimes.

You were very excited to hear that a serious crime had been committed for you to investigate. It happened in far, far Snakesford, where there are humans and goblins and drow as well as your people, and your father was reluctant to let you go there by yourself at such a young age—but the visitors who requested your services were very important people who were friends of the king, and so of course he had to say yes.

In Snakesford the humans are building a train station. When the train station is finished, the great railway network of your people will be connected to the underground subway system of the drow, and your two nations will be able to visit each other for the purposes of mutually beneficial trade instead of travelling in convoys which are unfortunately prone to being delayed by poor weather or attacked by bandits.

This is a very important project, and it is especially important to the people who came to visit your father because they have paid quite a lot of money to lay train tracks all the way to Snakesford. There is going to be an enormous party in a month's time when the station is supposed to open, and the king himself is going to be there. If the station doesn't open after all, everyone involved is going to be very embarrassed. They will be even more embarrassed if something happens to the king while he is at the party.

Your people are concerned that one of these embarrassing things may be about to happen because one important human who was working on the project has been killed and another important human has gone missing. It is possible that someone is trying to sabotage the project, or use it as a cover for a plot to attack the king. Your father has told you that you must ensure that everything about the project goes exactly as it has been planned—and that you should dispose of anyone whom you discover to be wishing harm to your people.

When your father says "dispose of" he means "kill". You've never killed anyone before, and you hope that you won't have to—it would rather spoil this wonderful excursion. Snakesford is so vibrant and colourful, and it is full of so many different people—more people than you have ever smelled before in your life! You have been having a fantastic time taking in all these new sights and smells and tastes.

You were brought to a place where human investigators congregate. It is full of humans and goblins who smell like gunpowder and tea. You were introduced to some people who are to be your comrades in this investigation—there is a human and a goblin, and also a drider who has been sent here by the drow who live underground. You were very excited to meet them, but they seemed to react to you a little strangely—you hope that you didn't inadvertently do anything impolite while you were talking to them. You haven't ever had to be polite to humans, goblins or drow before.

Now you are all waiting for an important human to talk to you and tell you about the murder. You can't wait until you have the opportunity to taste the crime scene for yourself. You may be young, but you're certain that you will make your father proud of his handiwork.

Your fellow investigators

Detective Alma Ostler: A human lady who smells like smoke. She sets plants on fire and breathes them in through a wooden tube. She must have been investigating crime for a long time, because she also smells like she knows what she's doing. You tried to make friends, but she hasn't said very much to you.

Pharolin Orvresslar: A real drider! He looks like a drow man from the waist up and a giant spider from the waist down. He smells like blood and stone. He wears armour like the drow in your history books, not a waistcoat like the drow in the city. He was very nice to you; you think that you are going to be good friends.

Special Constable Ugruk Grathnarsson: A goblin! He smells like machine oil and metal. He doesn't chase after criminals like the others; he is a specialist in machines. He helps the humans investigate sabotage, which you think will

be quite useful. He is also almost as young as you are, so you're sure that you will have a lot in common.

Yuan-ti name pronunciation guide

Zzuxsartha Ssestl *zoosh-sar-tha ses-t'l*

Zzyzhezztlyss Ssestl *zizh-ezz-tliss ses-t'l*

Zzizzizth *zizz-izth*