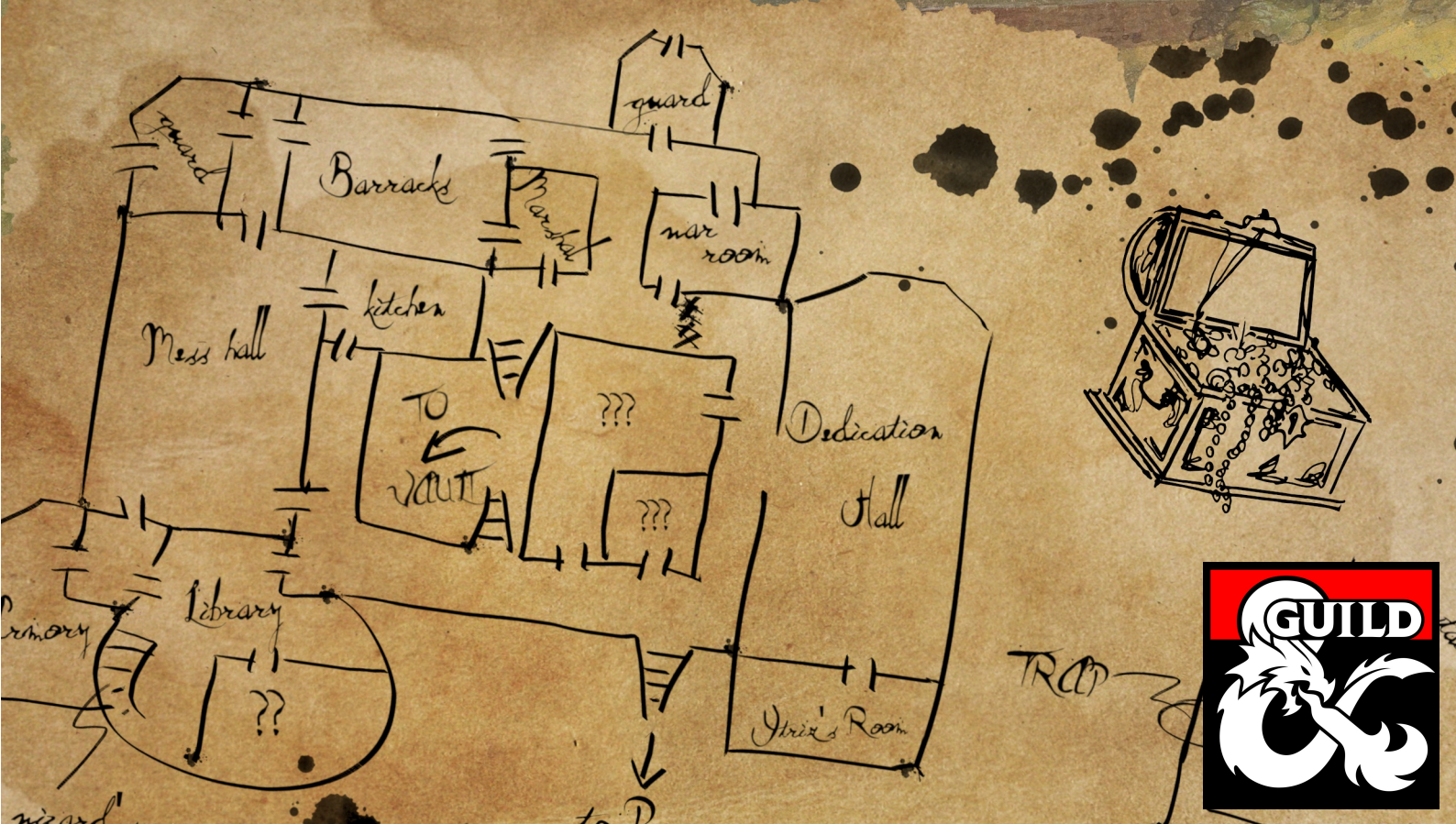


THE HEIST AT NIMRESSA



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A 6–8 hour adventure for 3rd or 4th level characters

On the border of the despotic baroness Ytrix's domain is a treasure ready for the taking. All that stands in your way is a fort, its walls, a wizard, and a legion of unconditionally loyal soldiers. Your goal is to get inside, steal the treasure, and get out—alive.

BY JEREMY TUOHY

WITH SPECIAL THANKS TO BLAINE, ZACH, JOHN, AMANDA,
CHARLIE, DANIELLE, SARA, BILL, GINNY, DEBANJAN, PHIL,
OLIVIA, CAITLIN, JOSH, LEE ANN, AND NICK



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INTRODUCTION

The Heist at Nimressa is a light-hearted adventure that presents the players with a straightforward, but fun, challenge: There's a vault of treasure at the center of a fort, but the fort is filled to the brim with defenses too mighty to simply fight past. How will you get in, get the loot, and get out—alive? This simple premise makes it easy to drop into a pre-existing campaign world.

ADVENTURE OVERVIEW

While travelling the open road, the party will encounter Dirinor and Fennic, two good-hearted thieves trying to part a corrupt priest from his money to give it to the poor. After deciding to travel with the party, Dirinor and Fennic invite them to a heist: there's a big treasure held in a fort not too far from here.

The party will choose how to approach the fort, case the joint, make their plan, and execute their heist. The fort is filled with a handful of surprises, however, that will keep everyone on their toes. When they're done, and if they're successful, they'll leave with a small fortune and even a few magic items.

USING THIS DOCUMENT

The adventure is divided into three parts, arranged sequentially in the order that the players will encounter their content. Because of the open-ended nature of the final part (the heist), you may need to jump back and forth between different sections to reference stats or information alluded to elsewhere. In-document links have been provided in the pdf for this adventure to help you jump around.

Non-player characters are presented in a format that gives you the information you need to quickly and consistently play them at the table. Each NPC description begins with a quote that exemplifies their personality and manner of speech. This makes it easy to "pick up" an NPC's persona during play. The quote is followed by a character background of important context to keep in mind as they interact with the player characters and the rest of the adventure. The two NPC companions include tips at the end of their descriptions which you can use when roleplaying the characters to really bring them to life.

It is recommended that you have the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual* on hand to reference as you play this adventure, though you can get away with using the *D&D Basic Rules* with only a few minor changes.

WINNING HEARTS, CHANGING MINDS

This adventure uses custom rules for social encounters. Social encounters are often unique and multifaceted, but these rules give a consistent framework for your players to interact with and allow socially-oriented characters to shine during the heist. These rules should be flexible—feel free to tweak them as you see fit and as feels right at the table.

A social encounter is a scene in which an NPC's behavior is getting in the way of something the player characters want to achieve. The PCs objective in the encounter is to change the NPC's behavior so that they can continue. Using these rules, there are two explicit ways to do this: Either change the **goal** that an NPC is pursuing in any particular encounter or change the **tactic** an NPC is using to reach that goal.

For example, the players want to talk an NPC friend out of a dangerous duel they intend to have. He's dueling because he's got a **goal** of defending his honor and his **tactic** is to have this duel. If anyone can convince him that something else is more important than his honor or that there's another way to defend it without dueling, he'll no longer have reason to duel and it is no longer a problem.

Players characters can learn of an NPC's particular goal or

Where is "Nimressa"?

This adventure is designed to be placed wherever you happen to be in your current home campaign. The barony of Nimressa, Ytrix, and other elements of the adventure can all be altered to fit your world as it exists right now, so long as you have room for a bunch of hills and a small forest to act as the western border of "Nimressa."

In the Forgotten Realms setting, you could substitute one of the city-states of the Silver Marches for Nimressa, or squeeze it somewhere that has not yet been fully developed at your table.

tactic organically while interacting with them or by making a Wisdom (Insight) check with a DC based on how obvious the NPC is behaving.

Player characters change NPC goals and tactics through Charisma skill checks. The DCs of those checks are determined by how important the goal or tactic is to the character.

These skill checks can come up naturally during roleplay, or can be explicitly called out by a player. Either way, it is important to know the particular approach a character is using to convince the NPC. Have your player be specific: are they appealing to the NPC's sense of duty? Engendering pity? Seducing them? That way, should they fail, they (or another character) can try again with a different approach.

Some approaches simply won't work against particular characters, and others might be made at advantage or disadvantage. Use your judgment when calling checks in social encounters, like you would for any other skill checks.

EXAMPLE OF SOCIAL PLAY

One of your players, Anna, has her character approach the relaxing soldier in area 9 of Ytrix's fort (see part three). She wants him gone so she can pick the lock in that room. She asks the soldier, "could you fetch a crowbar from storage for me?"

The relaxing soldier's goal is listed as "to have some peace and quiet for a change" and his tactic is to stay in the library and read. Peace and quiet is important to the soldier right now, but other priorities could come up, so 14 is the DC to change his goal. Likewise, he's enjoying the library but there are plenty of other places to relax and so 11 is the DC to change his tactic.

Anna's character has asked him to find a crowbar, which is an attempt to change the soldier's goal (unless she can somehow convince him that he'd be more relaxed by getting up and searching the storeroom). You ask Anna how she attempts to convince the soldier to do this, and she has her character say "the door to the armory is wedged shut and I left the marshal's sword in there. If I don't get it soon I'm in trouble!" That sounds to you like an appeal to the relaxing soldier's sense of duty and an attempt to replace the goal of "peace and quiet" with "help a fellow soldier out" (it also sounds to you like a lie, but this example assumes Anna has already passed herself off as a fellow soldier and is considered trustworthy for the moment).

You call for a Charisma (Persuasion) check against the DC of 14. Unfortunately, Anna botches the roll and gets a total of 9. The soldier remains unpersuaded. As the DM, you have him say something like "if it's so important, why don't you grab it? I'm using what little free time I have to relax."

Anna tries again with a different approach. Her character responds, "Well I'm not leaving you alone until you help me out here." She's now trying to change his tactic: convince him he'll reach his goal easier by helping her out rather than staying and having to put up with her being annoying indefinitely. A juvenile—but valid—strategy. You call for a Charisma (Persuasion) check against the DC to change his tactic (11), and she passes! The soldier gets up and, grumbling, makes his way to the storeroom for a crowbar, leaving the room empty for Anna's character to pick the lock. Success.

PART ONE: DIRINOR AND FENNIC

Part one introduces the players to Dirinor and Fennic. These two NPCs kick off the adventure and are companions to the party during the heist. This scene's goal is to introduce the two as friends and to get them traveling with the player characters. That night, they'll invite the adventuring party to the heist.

THE MERRY MEN

The PCs find Dirinor and Fennic committing some robin hood styled thievery. Read the following to the players.

Further on the road, you see a stopped carriage. It is expensive looking, with gold trimmings and metal fastenings. To the side of the road, a huge blonde man with a lute strapped to his back binds a handful of unconscious guards to a tree. On the ground next to him is a long quarterstaff. He seems to be talking to someone standing in front of the carriage, but the carriage blocks your view.

The man tying up the guards is Fennic. In front of the carriage is Dirinor, who has his sword to the throat of a priest of Torm (or another good-aligned god of your setting). If the player characters call out or are spotted, he and Fennic try to explain themselves:

The man holding the sword at the priest's throat says "Oh! Hello there. I assure you that we have a perfectly good explanation for all this." But then he pauses. "Fennic," he says to the other man.

"Yes?"

"What's our explanation for all this?"

Fennic finishes tying up the guards and responds, "Well, the first thing you have to understand is that in a manorial system, the common man is forced to give any wealth he produces to his lord—"

"They're trying to steal from me!" interrupts the priest.

"But for good reasons!" says the first man.

Dirinor claims that one week ago this priest, Borren, passed through a nearby town and collected fat tithes on Torm's behalf. But Borren gave none of this money to the needy of the town or even to a charity run by the local temple of Torm itself. He lives in luxury on these false tithes ("just look at the richness of his carriage!") and the money he took should be returned to the people who need it.

A character who makes a DC 8 Intelligence (Religion) check knows that Torm's church does not collect tithes and can assume that this man is abusing his station to enrich himself.

From here this scene can play out in many ways, depending on what the player characters do. Most likely they'll have to either convince Dirinor and Fennic to let the priest go, or convince the priest to give up his money to Dirinor and Fennic. The "tithes" Borren has collected are 313 silver pieces kept in a lockbox in his carriage.

No matter how the scene is resolved, the merry men are impressed with how the party handled the situation. The two of them will ask the party to join them on the road for a few days, since they're traveling the same way (especially if Dirinor and Fennic wish to return the tithes, which are from a village about a week south of here). That night, they'll invite them to the heist.

GOALS AND TACTICS

The player characters will most likely have to either convince Dirinor and Fennic to let the priest go, or convince the priest to give up his money to Dirinor and Fennic. The goals and tactics of all involved and the DCs to change them are as follows.

Dirinor and Fennic both have a **goal** of relieving the priest of his money (DC 16 to change). Their current **tactic** is to threaten him with force (DC 13 to change).

Borren the priest's **goal** is to come out of this unharmed (DC 20 to change) and his **tactic** is to plead with the player characters to set him free (DC 12 to change).

INVITATION TO HEIST

That night, Dirinor and Fennic have a quiet discussion to themselves. After the conversation (or if anyone approaches them beforehand) they tell the others that they have a proposition for them: Let's work together to steal a treasure holed up in a keep just a few days' travel from here.

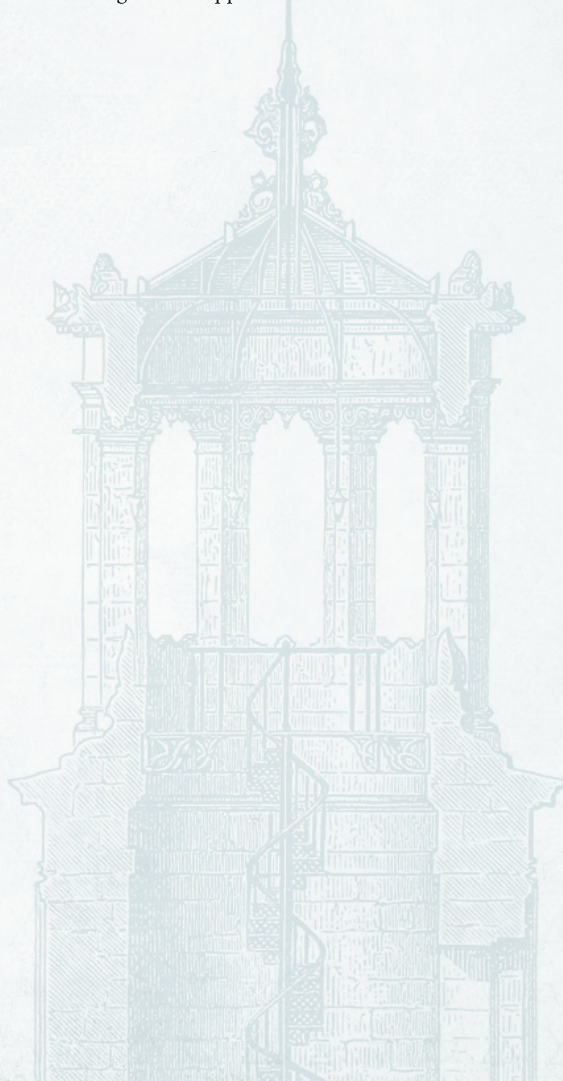
It turns out the party is very close to the westernmost edge of the barony of Nimressa, ruled by the despotic baroness Ytrix. There is a keep there that has inside it a great treasure.

Dirinor explains that they know this treasure is there because the two of them have attempted to steal it before, three years ago, but failed. They climbed over the wall, snuck through the courtyard and the main entrance, but were caught descending the stairs to the vault—just bad luck, really. Fennic was actually taken prisoner after that attempt.

"But this time around, and with your help, we're sure to get it right. We've got a map of the fort and we know how to get there. All we need is a plan.

We'll split the treasure evenly amongst all of us. Fennic and I will give our share to those in need, but you feel free to use yours as you wish. So: What do you say?"

If the player characters are hesitant to agree, have Fennic play up baroness Ytrix's despotism and wickedness (detailed further in part three), or the size of the treasure (Dirinor and Fennic have some knowledge of the details of the treasure and have a general idea of how big it is), or even just how amazing it would be to pull off such a stunt. Once the characters agree, the next order of business is deciding how to approach the fort.



FENNIC MILLERSON



"I know a hundred songs about heroes slaying great beasts or finding great treasures or bedding great royalty, but none about heroes who fed the hungry, gave to the needy, or sheltered the homeless. Maybe we'll be the first."

BACKGROUND

Fennic is a human Bard with blonde hair and a big smile. He was taken prisoner by Baroness Ytrix the Invincible after a botched heist attempt with Dirinor three years ago. He doesn't like to talk about it, but while imprisoned he was forced to help "proctor" the cruel and brutal Trials of the Magi. He fought for his life against over a dozen would-be wizards of Nimressa. Dirinor broke him out of the prison a few months ago, but he doesn't seem quite ready to walk away from the entire experience.

ROLEPLAY TIPS

Fennic has a warm, golden heart and deeply wants to take care of any who have need. He loves jokes and puns and quips often with both.

DIRINOR SCARLOCK



"We are thieves of extraordinary caliber. We steal from the rich—coin, wine, the occasional heart—and give it all to the poor. Save the hearts; we keep those for ourselves."

BACKGROUND

Dirinor is a handsome-faced elf fighter and honest thief. After the botched heist where Fennic was imprisoned, Dirinor left to do some soul-searching and to train himself to become strong enough to break Fennic out. A few months ago, he was able to do just that. Since then, the two of them have returned to their old habits: robbing the rich and giving to the needy.

ROLEPLAY TIPS

Dirinor is a confident, happy man who is always looking for a good game or challenge to keep himself entertained. He's also a bit of a flirt. In speech, he loves double entendre. Dirinor revels in this kind of wordplay the way Fennic does in puns.

Merry Dialogue

Dirinor and Fennic are lovable jokesters who enjoy witty banter between themselves. Here are a few slices of dialogue you can sprinkle into scenes and encounters while using them to give them a bit more life and endear them further to the players.

"Well that's what we do," says Fennic. "We right wrongs. And, being a bard, I am an exceptional *right-er*."

"I think I have a song to inspire courage," Fennic says.

Dirinor responds, "but it's your singing that I'm afraid of!"

"Thieves have little love for gods," Fennic says.

"Not so!" says Dirinor. "I love a god."

"In truth? And which god is that?"

"Alas, I do not know his name. I know him only by the maidens who pray to him in my bed—and their prayers never get much further than 'oh god, oh god!' But I swear to you, I love him dearly."

"Dirinor, you talk of theft!" Fennic says, feigning shock. "Have you forsaken your oath?"

"My oath?" says Dirinor.

"You swore in front of a king."

"I don't recall swearing to a king"

"You did swear, and I was there next to you. You said, 'screw off, you pompous ass; And then we were thrown out of town!'"

"Gods' blood," says Dirinor. "You fight better than my aunt!"

"I've fought his aunt; that's a big compliment." Says Fennic.

PART TWO: GETTING THERE

Before beginning the heist, the player characters must decide from which angle they will approach the fort. The fort is about a three day's journey from their current place on the road, depending on their route there. Their chances of running into Ytrix's forces are higher if they stay near the road, but the chances of running into monsters and orcs are higher in the forest and mountains, respectively.

RANDOM ENCOUNTERS

After every four hours of travel, consult the appropriate encounter table depending on the terrain the characters are traveling through and roll a d20 to determine if the characters run into a random encounter (and which one). If you roll an encounter you've already used, use the next one in the list (or just choose one, you're the DM, after all).

CAMP WITH THE MERRY MEN

Each time the party settles down for the evening, there is the opportunity to slow down and get to know Dirinor and Fennic. While setting up camp, the merry men ask members of the party about their lives and share some information of their own. This allows the players and their characters to get to know their NPC companions better and care about them. Below are specific scenes that could come up as the characters settle in for the night.

DIRINOR'S CONCERN

At one point, Dirinor steals a moment with a PC he can trust to share a concern: Fennic seems suddenly all too eager to return to the scene of their failed heist. In Dirinor's view, Fennic should be *terrified* to go back.

Dirinor explains that he broke Fennic out from Ytrix's grasp only a few months ago. While he was her prisoner, Fennic was conscripted to help "conduct" the Trials of the Magi, a brutal and dangerous test that Ytrix forces all magic users in her kingdom to pass in order to legally use their magic. During his time at the trials, Fennic was forced to hurt and, once, even kill young apprentice magic users.

Fennic's attitude worries Dirinor, and he wants someone else watching the bard—for his sake.

"I know I wouldn't want to be within a hundred miles of that place if it did that to me." Dirinor says. "Perhaps it's nothing, but I advise you keep an eye on good Fennic during the heist. It would be a shame if memories from the last job undo this one."

THE GOLDEN SPOONS OF BARAN DUN

Fennic plays a song about an old adventure he had with Dirinor. The song is called "The Golden Spoons of Baran Dun."

The lyrics of the song describe an adventure in which Dirinor and Fennic raid an old dwarven tomb. The size of the tomb they raided and the amount of treasure stored within gets larger with each verse, but at the end of the song the adventurers are forced to flee the cave before it collapses. The only treasure they managed to escape with were two golden spoons, which Dirinor then pulls out and plays to accompany Fennic during the final verse.

The story which inspired the song is *sort of* true. There was a tomb of Baran Dun which collapsed on Dirinor and Fennic mid-raid, but it wasn't filled with much treasure in the first place. The spoons, truthfully, are some of the only loot they grabbed before it collapsed.

MAGE HAND

This scene sets up a clue to Fennic's realization at the end of part three.

One evening after setting up camp and eating dinner, Dirinor challenges the player characters to a game. He holds up a gold coin and tosses it into the heart of the campfire.

"Now," Dirinor says, "you each get one chance to retrieve the coin from the fire *without* putting the flames out."

Let the players be creative in how they want to retrieve the coin, but only allow each of them one attempt. Any character that tries to simply reach their arm in the flames takes 1d8 fire damage and must succeed on a DC 16 Constitution saving throw or drop the coin before they're able to pull it out.

If no one succeeds on their attempt, Dirinor laughs and casts *mage hand* to retrieve the coin. Like most high elves, he was raised knowing the basics of magic. He then gives the gold coin to whichever character made the most entertaining attempt to get the coin.

If a player character does retrieve the coin, Dirinor congratulates them and lets them keep it, but still casts *mage hand* to show off how he would have done it. If a character uses *mage hand* themselves, Dirinor is excited at their shared genius, and possibly offers a *mage hand* high five.

PREPARING THE HEIST

From the moment the PCs accept the invitation, they'll likely start making plans on how to steal the treasure. But while traveling, their characters can continue to speak with Dirinor and Fennic to learn more about Ytrix's defenses and hammer out exactly how they plan to infiltrate and steal the gold. The merry men are "open to any and all suggestions" on how to perform the heist this time around and they'll follow the lead of the player characters. This allows the players at your table to come up with the heist plan themselves. All the same, Dirinor and Fennic might suggest that the group "case the place" and scout out for any defenses of the fort that they don't currently know about—if anyone's willing to take the risk.

Dirinor and Fennic have a map of the fortress (See Appendix B: Player Handouts), and they know all the history laid out in the introductory paragraphs of part three. In addition, they know the following information about the fort:

Veterans. All of the approximately two dozen men and women occupying the fort are elite soldiers. The party might be able to take one or two in a fight, but any heist plan should avoid open combat.

The Vault. The treasure is in a vault which is magically sealed shut and will not open unless a password is spoken. The password to the vault is known by the marshal of the fort.

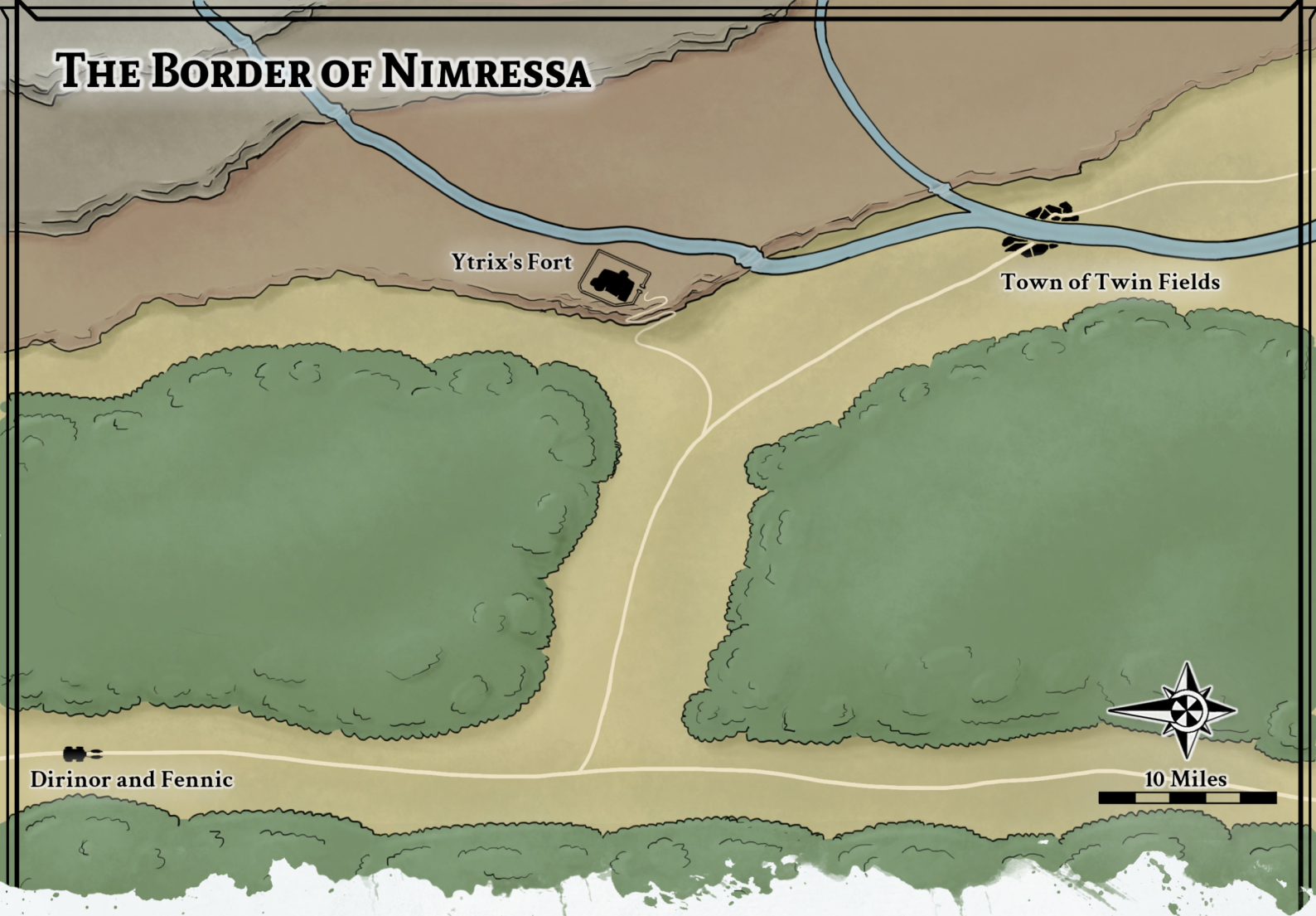
Patrols. Visitors are not allowed near the fortress, and the outer walls are constantly patrolled, with the exception of a 15 minute period of time at dawn and dusk when about half the soldiers of the fort withdraw for their mandatory "dedication" ceremonies.

Security Wizard. When an alarm is raised, the wizard who lives in the tower can cast *scrying* to find any intruders. He'll then cast *sending* to direct guards to anyone so discovered.

Fidelity to Ytrix. The baroness is as ruthless as she is loved. The guards of the fort have a fanatical devotion to her, which could possibly be exploited.

Drainage Access. There is a large drainage tunnel that leads into the fort's prison. The entrance to the tunnel is hidden somewhere along the river just east of the fort, though neither Dirinor or Fennic know the entrance's exact location.

THE BORDER OF NIMRESSA



RUMORS AT TWIN FIELDS

The Town of Twin Fields is a sleepy, agrarian settlement with little to do or see within it, but the players may wish to visit in order to gather intelligence on the fort. You can play out a party's intelligence gathering, use ability checks to determine whether they learn these rumors and how many, or just allow the characters to collect a rumor for every hour or so they spend searching for information. A list of rumors about the fort that percolate through town is presented here:

- Ytrix is unlikely to visit the fort for some time.
- A band of outlaws lives in the forests near the fort.
- The marshal of the fort is in huge gambling debt.
- A few years ago two manticores were put in the fort.
- A rotating group of farmers supplies the fort with food and water every few days.

ENCOUNTERS ON THE ROAD

d20	Encounter
1-15	No encounter.
16-17	Ytrix's troops. Eight veterans on the lookout for rogue magic users.
17-18	A traveling merchant, Jinda. Characters can buy supplies for the heist from her if they need. She's got anything from the adventuring gear table from the <i>Player's Handbook</i> , so long as it'll fit on a cart.
19-20	Two messengers from Ytrix. They're on their way to the fort to deliver a missive from Ytrix to the marshal: "Our timetable has been delayed, but I expect your plan all the same."

ENCOUNTERS IN THE HILLS

d20	Encounter
1-15	No encounter.
16-17	An orcish dragon-hunting party. Four Orcs and two Orc Eyes of Gruumsh search for Malkiimkrin. Dragon scales and dragon motif war paints are incorporated into their armor.
17-18	Three Ogres looking for a snack find the party.
19-20	A small hunting and foraging party from Ytrix's fort comprised of three veterans .

ENCOUNTERS IN THE FOREST

d20	Encounter
1-15	No encounter.
16-17	Six Dire Wolves flank the party and attempt to make a meal of them.
17-18	The party comes across a community of outlaws living in the forest. Unregistered magic users, clerics of anything other than Ytrix, and those sympathetic to them live in hidden treehouses. The community can be a place of rest but they do not have any supplies to share with the party.
19-20	A Druid rides a Treant through the forest. They are going to assess the damage to a northeastern section of the forest burned down by Malkiimkrin.

PART THREE: BARONESS YTRIX'S FORT

This is the place Dirinor and Fennic failed to heist three years ago. It's Ytrix's western-most fort and is close to the edge of her barony, which is named Nimressa.

Four years ago, the orcs of the nearby hills and baroness Ytrix made a deal. The orcs would borrow a huge amount of weapons and armor from the baroness so that they could finally destroy Malkiimkrin, a red dragon that terrorizes them in the hills. In exchange, Ytrix would receive more than her money back once the dragon was dead and his hoard looted. As collateral, the orcs gave Ytrix a collection of magical heirlooms—old trophies of victory that have great cultural value to the orcs (and great monetary value to all). Ytrix keeps this collateral under heavy protection in this fort.

Four years have passed and tales of Malkiimkrin's destruction continue to pour in. The orcs have obviously not slain the dragon yet. The treasures of their clan remain in the fort.

ON THEIR OWN

What follows is simply a description of the layout, occupants, and state of affairs of Ytrix's fort at the time of the heist. Your players must make their own plan to get the treasure in the vault using the information they have and can gather.

If a PC wants to case the place, allow them to simply go ahead and make their way up to/through the fort however they like, avoiding obstacles and making stealth checks as necessary. Anything they find noteworthy can be taken back to the group to help them plan their heist better.

If you don't have the time or would rather not "split the party" with such a task, have the scouting character make a DC 13 Dexterity (Stealth) check. If they succeed, they learn a piece of information on the state of affairs in the fort. Roll on the table below to determine what they learn. The scouting character can repeat this stealth check as many times as they like, but each time the DC for the check increases by 1. If they fail a check, the soldiers of the fort grow wary. A **veteran** is posted to patrol the outer walls and a second **veteran** is posted in area 5. If the scouting character fails two checks, they are captured and placed in a cell across from Priela in area 16. Their belongings are confiscated and locked in an empty cell in area 16 as well.

SCOUTING TABLE

d6	Information Learned
1	The marshal is keeping a druid prisoner in the fort.
2	The fort wizard, Finaezer, also knows the vault password.
3	There's a set of iron bars set into the ground above where the vault should be.
4	The fort has an armory filled with weapons and gear.
5	A magic bowl at the top of the tower is what allows Finaezer to cast <i>scry</i> .
6	The fort cistern is kept dark and might be a good place to hide out once inside the fort, if necessary.

APPROACHING THE FORT

There are three main ways to enter the fort: by passing through the main gate, scaling the walls of the fort, or using the drainage entrance on the bank of the nearby river. The PCs encounter different challenges depending on how they choose to enter.

MAIN GATE

Two guards, Kelsey and Wilkes, are posted at the main gate. They have been commanded by the marshal to turn away any visitor that does not have business with him, Finaezer, or someone otherwise important in the fort.

Kelsey's **goal** in any scene at the gate is to climb the military ladder (DC 17 to change) and her current **tactic** is to obey the marshal's orders to the letter (DC 13 to change).

Wilkes' **goal** is to make enough money for his family (DC 20 to change) and his current **tactic** is to do this job the best he can (DC 13 to change).

OUTER WALLS

Normally there are no guards posted atop the walls of the fort. The watch is kept instead by the wizard Finaezer and an accompanying guard atop the tower (area 11). Characters attempting to scale the wall will have to avoid their notice.

In addition, the outside of the walls are patrolled by two groups of three **veterans**. Their patrols are timed such that one of the groups passes by any given point every ten minutes. During the fifteen minute "dedication" times at dawn and at dusk, however, only one of these patrols is active.

DRAINAGE TUNNEL

Finding the drainage grate in the hills is tricky and requires a DC 15 Wisdom (Perception) check by anyone in the party. On a failure, the party is still able to find the grate, but the search itself took too long and they are simultaneously discovered by a returning foraging party of the fort (unless they already ran into them in part 2). The foraging party is made up of three **veterans**.

When the PCs find the grate, read the following:

The bank here is steep. In the wall of the bank is a large hole, covered with a grate of iron bars. A weak stream of water pours out from the drain. It smells foul.

The grate is not securely fastened, and can be pried off with a crowbar with some effort. Traveling through the drainage tunnel behind the gate leads to area 16.

INSIDE THE FORT

Once inside the fort, the PCs must acquire the password to the vault from the marshal or from Finaezer, get past the guards and magical seal in area 17, defeat the manticores in area 18, collect the treasure from the vault, and make their escape.

Talking To Soldiers

If any or all of your players attempt a social sort of infiltration, they might need to occasionally convince a guard or soldier to do something for them. In addition, they're very likely to be lying to the guards about their own identity the entire time.

Ytrix's soldiers are suspicious of surprise visitors in this remote locale. Any player character attempting to don an invented identity must make a DC 13 Charisma (Deception) check in order to convince any soldier they come across of the impersonation (unless a player is using their Charlatan background feature). But if the characters can convince the marshal, Finaezer or a guard at one of the entrances of their false identity, the beguiled NPC will vouch for the player characters, and the other soldiers of the fort will accept the ruse at face value.

If an NPC needs convincing to do some task for a character, invent a goal and a tactic for the NPC and assign difficulty checks for changing them. Common goals for soldiers include earning money or prestige or to avoid embarrassment. Some soldiers in this fort might do their job in order to impress Ytrix personally. A soldier's tactic is typically to follow their current orders.

YTRIX'S FORT



1 square = 5 ft.



GENERAL FEATURES

Wandering Guards. The fort is an active place, and soldiers mill about from room to room doing their daily duties. Every time a character enters a hallway of the fort, roll a d6. On a 6, there is a **veteran** soldier also making their way through the hall at the same time.

Portcullises. There are two Portcullises in the halls of the fort. Each has a lever mechanism that, when pulled, drops the portcullis. Both the portcullises and the levers are marked on the map.

Lighting. The fort is lit by candles and torches, and any particular room can be assumed to be in bright light unless otherwise specified.

Doors. The doors in the keep are all made of sturdy, heavy wood banded with bronze.

FENNIC'S ULTERIOR MOTIVE

In part one, Dirinor confided in a player character his concerns about Fennic returning to the fort. Dirinor is right to be worried, because Fennic has another goal in coming back here, beyond the heist: to discover what lowered the portcullis that got him captured.

Fennic will be looking for an opportunity to examine the northern hallway portcullis of the fort at some point during the heist. If he ends up in areas 2, 3, 13, or 14, he will insist on

stepping out into the hall to check out the portcullis (**goal:** "investigate the truth" DC 20; **tactic:** "check out the portcullis myself" DC 13). He will also make suggestions to amend the plan to get near to the portcullis.

If he makes it to the portcullis, he examines the area for traps. If any allies are nearby he will ask for their help as well. There are no traps to be found, however. The portcullis is lowered and raised exclusively using a lever and winch located some six or so feet away from the gate.

Fennic remembers there were no guards near the lever when the portcullis fell. And if there were no guards to pull the lever and no traps to close the gate, how did he end up captured? It remains a mystery to him until later in the heist (see "Escape" at the end of part three).

1. GUARDROOM

This is the entrance the Baroness uses when she visits the fort. As such, the room is kept pristine and the best soldiers are posted here. Two **Veterans** stand at attention by the doorway to the hall.

This small chamber is lit by braziers near the door. Dark red banners hang on the walls with a sigil on them: three black snowflakes in a diagonal line across the banner. "Ytrix's sigil," whispers Dirinor.

Against each wall is a plinth with the bust of a thin-faced woman wearing a tall, tight collar. Two soldiers in pristine armor emblazoned with the sigil of Ytrix stand at attention at the back of the room.

2. WAR ROOM

This long room is empty of people but full of furniture. Bookcases line the west wall, and a large, comfy armchair rests near a fireplace on the outer wall. A table rests in the center of the room. Ivory and Jade figurines sit on a detailed map laid out on the table.

This room is used by the marshal to run war games. He's recently been instructed by the baroness to run scenarios to test invasion strategies on a nearby territory. Baroness Ytrix intends to lay claim to that territory soon.

The war table has a high-quality map of a nearby rival barony. Ivory and jade figurines of soldiers and war machines dot the table. A character that makes a DC 13 Intelligence check discerns that the scenario depicted on the table is an invasion plan against the nearby barony. The ivory and jade figurines are extremely high quality and worth 105gp all together, if stolen.

The books on the shelves cover history, military tactics, and rules of succession.

3. MARSHAL'S QUARTERS

This is where the marshal goes to rest, retire, or do administrative work. If he's not in the mess or the dedication hall, he's at his desk here. The marshal is a **veteran** with 90 health.

The room is quiet, save the crackle of a fireplace in the southwest corner of the room. A large writing desk sits on the western wall with ink, papers, wax, and a stamp with a Ytrix's sigil inside it. Also in this room is a large bed with a duvet, and another banner with the sigil.

The marshal has a lockbox underneath his bed. He holds the only key, but it can be opened with Thieves' Tools. Inside the lockbox is 14 gp, a scroll of fireball, and a letter which reads:

Tanz,
No more excuses, your debt is due. Come up with the money now. Isn't there a massive treasure in your fort? Might be painful to betray the baroness, but I promise it's much more painful to cross us.
-The Irving Boys

MARSHAL TANZ

"I demand and receive nothing less than perfection from myself and from my men."

Asher Tanz is the marshal of this fort, hand-picked by Ytrix herself. He's a strict and unrelenting officer and sees himself as the perfect model for his subordinates to emulate.

Unfortunately, he also has a gambling habit, and recently put himself in a deep debt with dangerous people. He has yet to use his position to corruptly enrich himself or get out of this mess, but the temptation to do just that grows stronger each day.

Marshal Tanz knows the password to the vault ("blood hawk"), and the players might try to convince him to give it up in the course of the heist. In any scene that they attempt to do so, the marshal's **goal** is to maintain integrity as an example to his men (DC 16 to change) and his **tactic** is to quash any attempt to break the rules (DC 13 to change). Players who learn about his debts from the lockbox or from area 4 can use that information to get advantage on checks to change his tactic or goal.

4. BARRACKS

The barracks is filled with cots and beds. Open chests at the foot of each bed reveal clothes, food and the occasional flask.

Here is where the soldiers most often sleep and rest and relax

Baroness Ytrix the Invincible

Baroness Ytrix has ruled for eighty years, and still looks as young as the day she inherited the throne. She inspires incredible loyalty in those who value strength and homeland and she deals out wicked punishment to foreign enemies. She earned the moniker "the Invincible" early in her reign, after a botched assassination attempt ended with the assassin being executed by Ytrix herself. Shortly thereafter she adopted a personal sigil: three black snowflakes on a field of deep red to symbolize the blood she's already spilled for the country.

Magic in Ytrix's domain is highly regulated. Clerics must worship her instead of their own gods and all magic users are registered and tracked. It is illegal for a magic user to cast spells unless they've first passed the Trials of the Magi—a test that leaves the few who pass it forever scarred.

She requires everyone in the barony to dedicate themselves to her regularly. Soldiers are required to do so twice daily (at dawn and dusk). The soldiers serving Ytrix have been plucked and picked from the most unfortunate situations and the most loyal families. They're predisposed to love her, and these dedications cement that loyalty. A quick way to gain these soldiers' trust is to discuss Ytrix in a positive fashion; especially if you tie some great quality of Ytrix's to a quality in yourself. PCs who are indifferent or even derisive toward Ytrix are met with hostility.

when not on duty. In the center of the room, six **Veterans** have pulled together a couple tables and play with a rather high-quality deck of Three Dragon Ante (worth 5 gold). Unless the PCs have already convinced marshal Tanz, Finaezer, or an entrance guard that they're okay to be in the fort, the soldiers here are suspicious of their presence.

When the player characters first reach this room, the soldiers are discussing the latest gossip of the keep: that marshal Tanz is apparently a huge gambler and in big time debt. One guard quips that the news totally ruins the "Mr. Perfect" image that the marshal has worked so hard to maintain.

The Barracks has two stories. The upper level is laid out similar to the first, but is currently empty. The upper level also has doors to the roofs of the other structures of the fort.

5. GUARDROOM

This bare room is empty save for a spittoon, a short stool, and the guard seated on top of it. Banners of Ytrix adorn the walls. This guardroom faces an old side entrance to the fort which is rarely used and thus is more lightly guarded.

One **Veteran** stands guard here. He has a small scrip of paper and a pencil and is writing down ideas for a novel he'd like to write some day.

6. MESS HALL

Rows of tables and benches fill this large, echoing hall. Giant hearths sit at each end of this room. It smells of spices and meat.

If it's mealtime, the room is full with laughing, chatting, and eating soldiers. The door to the kitchens is open. At other times the mess is nearly empty. Free time is spent in the barracks or in the nearby town—rarely in the mess.

At breakfast, lunch, and dinner, the mess is filled with about half the soldiers of the fort (About eleven **veterans**). There are two half hour shifts for each meal.

7. KITCHEN

Several ovens lie against the walls of this room. Salted meats hang in one portion of the room, and baskets and buckets of fruits and nuts sit on counter tops.

Because of the nearby town, the fort can usually afford to eat quite well. If it's meal time (or half an hour before meal time), the kitchen is filled with a pair of cooks preparing the meals. In Ytrix's army, even the cooks are **veterans**.

8. ARMORY

This room is normally kept locked, and only the marshal has the keys. Soldiers keep the day-to-day resources they need on themselves and in the barracks. Siege equipment, ammunition, and other special military supplies are kept here.

If they so desire, characters can steal any light or medium armor listed in the *Player's Handbook* in here, as well as any weapon useful for a military force (swords, polearms, and the like).

9. LIBRARY

This library belongs to Finaezer, the fort wizard. Finaezer is part of the same army as the rest of the guard, but wizard soldiers are allowed special accommodations in Yrix's army.

The library is left open for soldiers to visit and peruse the books within. The books are enchanted, however, to cast *shocking grasp* (1st level, +5 to hit) on anyone who tries to leave the library with one. As such, soldiers in their downtime must stay within the library to read the books.

In fact, when the player characters enter this room, an off-duty soldier sits in one of the chairs, engrossed in a small book. The reading soldier is a **veteran** but he is not wearing armor. His AC is 11 and he has no weapon.

If the PCs wish to move him, his current **goal** is to finally have some peace and quiet for a change (DC 14 to change) and his **tactic** is to stay in the library and read (DC 11 to change).

The door to area 10 has *arcane lock* cast on it with a password that only the wizard knows. The lock can be picked with a DC 25 Dexterity (Thieves' Tools) check or forced open with a DC 27 Strength (Athletics) check. The door has an AC of 25 and 18 HP.

10. WIZARD'S BEDROOM

This corner of the tower is a large bedroom for Finaezer. Several torches with *continual flame* cast on them light this room. Heavy cloth flaps hang from the heads of each torch, which can be used to darken them.

Finaezer has recently been working on his scroll scribing abilities. A table near the bed is covered in bottles of inks, parchment, and various spell components. A box on the floor near the table is filled with scroll cases. In the box are a *scroll of mage armor*, two *scrolls of arcane lock*, one *scroll of clairvoyance*, and three *scrolls of sending*.

The wizard also has a letter on his desk from the marshal:

Finaezer,
For security reasons I must ask you again to please destroy any remaining copies of the password to the vault that you possess. Simply commit the password to memory, as I have done. Thankyou.
-Asher Tanz

Finaezer has not yet committed the password to memory. He has it written on a scrap of parchment on his person in area 11.

11. DIVINATION PLATFORM & GUARD TOWER

As any character ascends the stairs to this area, read the following:

A closed staircase circles up to a wide platform at the top of the tower—exposed to the cold wind. Four cylindrical columns hold up the roof of the tower and a squat pedestal inscribed with magic sigils holds a shallow pool of water. One of Ytrix's soldiers and a wizard in formal military robes stand on this platform, looking out across the fort and surrounding countryside.

Here **Finaezer** keeps watch with a **veteran** guard. If he or the guard accompanying him spot anything suspicious, or if an alarm is sounded, Finaezer uses the pool of water in the middle of the tower to cast *scrying* to find intruders. In fact, the pedestal is enchanted such that anyone can use this pool of water to cast *scrying* targeting any creature or place within 100 feet of the keep.

FINAEZER THE WIZARD

"If you plan to torture me, you'll be quite disappointed. Like every wizard in Nimressa I endured the trials of the magi. I assure you: they did worse to me than anything you can conjure."

Finaezer is a young high elf who wears red military robes. His silvery-blue hair is cut short in a fanciful style.

All high elves are born with some magical ability. In Ytrix's domain, this means all high elves are registered and tracked from birth. Finaezer decided that since he was registered already, he might as well study for the test of wizardry, enlist in the army, and make something of himself. He has no great love for Ytrix herself, but knows that disobedience will mean his magic will be stripped from him.

In a typical social encounter, Finaezer has a **goal** of preserving his magic (DC 20 to change) and a **tactic** of doing his best to impress Ytrix (DC 14). Charisma (Intimidation) checks against Finaezer that threaten him with bodily harm are done with disadvantage. In conversation, Finaezer is a bit of a know-it-all who does nothing to hide his exasperation before explaining something.

The wizard knows the security features of the fort that the players may not yet know about (such as the manticores and Ytrix's whip). He also keeps a scrawled copy of the password to the vault in his pocket (he has yet to memorize it). It reads, "blood hawk."

12. OLD CISTERN

Before the town of Twin Fields showed up a few miles south, this fort had difficulty getting fresh water. This cistern once collected the rainwater that was necessary for the fort's operation. Now, it's a rarely-used redundancy.

At the moment, the cistern is mostly dry, dark, and unused. The only illumination is whatever daylight shines through the drains that collect rainwater from the roof. As such, this forgotten room makes a perfect place for characters to rest or hide in for a short while if they need.

13. STOREROOM

Not only is this large room where food and supplies are kept, but this is also where the meals for the manticores are prepared and tossed through the grate to feed them below.

The room is filled with stacks of crates, barrels, boxes, sacks, and jars full of foodstuffs and supplies, but in the northwest corner of the room is an open area with a single table. In the floor of this empty section is a large iron grate.

The grate is built into the floor and does not open. A DC 14 Wisdom (Perception) check notices faint bloodstains on and between the table and the grate. Any PC listening by the grate or investigating it can hear the sounds of claws scratching against stone and low growls as well as, occasionally, what sounds like a wing beat.

Beyond the foodstuffs and ordinary supplies that can be found in here, an opportunistic character can find a dragon's fang attached to a white gold chain with a DC 15 Intelligence (Investigation) check. It is not magical but is worth 210 gold pieces.

14. DEDICATION HALL

At sunrise and sunset, half of the soldiers at the fort (including Finaezer at sunrise and the marshal at sunset) retreat to the

dedication hall to re-pledge their fealty to a statue of Ytrix's likeness in the north end of this hall.

This massive chamber feels—and appears—like a church. Rows of cushioned kneelers lie on a marble, tiled floor. The room is filled with art depicting the baroness' sigil, and Ytrix herself in various situations. At the north end of the room, an extraordinarily lifelike statue of Ytrix the Invincible stands with her hands outstretched. The statue is cut from a dark red marble. A carpeted walkway circles above the room on a second level.

The paintings and sculptures and stained glass about the room depict various famous stories of Baroness Ytrix the Invincible. There are the obvious ones such as her coronation and the foiled assassination attempt, but also scenarios which are less obvious to outsiders of Nimressa. In one, Ytrix stands in front of a caravan on a narrow road. In another, she is pulling an orange snake from a smoking crack in the ground. In another she stands in a magic circle surrounded by clerics, and so on.

There is a second level walkway that goes round the room. The walkway has a door with access to the roofs of the other structures of the fort.

The door to the Baroness' bedroom is locked from this side. The marshal holds the key to that room, but it can also be unlocked with a DC 15 Dexterity check using thieves' tools.

15. BARONESS' BEDROOM

This is the bedroom the baroness uses when she sleeps here. A chest of drawers, an elegant bed with black curtains, and a wardrobe stand in the room—all of them cut from red oak. Geometric tapestries hang on the wall, as well the sigil of Ytrix and the sigil of Nimressa. A red chest sits at the foot of the bed. This room is lit by torches with *continual flame* cast on them, much as in Finaezer's bedroom.

The wardrobe in the southwest corner of the room is false—it opens to reveal a staircase to a secret passage to the prison. A character who makes a DC 20 Wisdom (Perception) check notices a slight draft coming from within the wardrobe.

While the Baroness is away (which she currently is), few of her own belongings remain in this room, but the chest at the foot of the bed holds her *Lion Tamer's Whip*. The *Lion Tamer's Whip* is a magic whip that can cast *Compulsion*, targeting only beasts and monstrosities with intelligence 7 or lower (save DC 15). After using this ability, you must finish a long rest to cast this spell again in this way. The manticores in Area 18 have been worn down by this item's magic numerous times, and automatically fail their saving throws against the spell.

16. PRISON

This is where whatever captives and interrogations Ytrix's forces need are held. In the center of this room is a stone chair with leather braces built into its arms and legs. There aren't currently any guards in this room, but there is a halfling woman named **Priela** in one of the cells. The keys to the cells hang on the wall.

The floor of the entire room is sloped gently toward a grate in the southeast corner. The grate simply rests over a hole in the ground and can be lifted (and moved) by any character with a Strength score of 10 or higher. The tunnel beyond the grate leads to the banks of the nearby river east of the fort.

In an emergency, the baroness could use the secret passage in her bedroom and the grate in this room to escape the fort. A DC 20 Wisdom (Perception) check in this room reveals the hidden door for the passage to the bedroom.

PRIELA THE DRUID

"I don't need your help. I'm almost done here anyway."

Priela is a halfling druid with dirty and messy red hair. It's not clear whether that's the fault of the prison or her own.



She is an illegal magic user from Nimressa who lives in the hidden village from the nearby forest. She's currently imprisoned for using magic illegally, but isn't in need of saving. She purposefully got herself captured so she could scout out the fort for weaknesses in case the hidden village decides to attack one day. While in her cell, she casts *animal friendship* and *beast bond* with mice and insects who wander too close to her cell and uses their eyes to scout the place.

Priela generally meets strangers, new ideas, and changes of circumstance with suspicion until she can tell how much of a threat they are and whether she can use them to her advantage.

Her time scouting has told her many things about the nature of the fort, which she can easily be convinced to share with the party. She knows that somewhere downstairs, the soldiers keep a pair of manticores, and that the baroness keeps a magic item that controls them in her chambers here. She has also seen, through the eyes of a mouse, the wizard Finaezer speak a password in front of two glowing doors downstairs. She doesn't remember the password he spoke, but the wizard himself would.

17. VAULT GUARDS

The vault chamber is covered with geometric carvings in the walls and floor which glow with a dim, pulsing blue light. Two **Veterans** stand guard at the doors here. They've been instructed to capture or slay anyone who attempts to enter who does not know the password.

But the guards are a redundancy. The vault door itself remains magically locked unless the password is spoken in the room.

18. THE MANTICORES

Here live Ytrix's last line of defense to protect her treasure—her two **manticores**.

This room is dark save for a dim torchlight that shines through a barred hole in the ceiling. Three heavy iron doors stand evenly spaced on the opposite wall.

Two monstrous, four-legged creatures prowl about in the darkness. They look like giant bat-winged lions with twisted human faces. The tips of their tails are covered in forearm-length spikes. Their fur is patched with spikes as well. One of them growls at you, and bares rows and rows of shark-like teeth.

"Oh goody," it purrs. "We've been so hungry."

The manticores are indeed starving, but if the intruders are quick, they can convince the beasts to not eat them. In this scene

the manticores' shared **goal** is to sate their hunger (DC 20 to change) and their current **tactic** is to eat the food that just walked in through the door (DC 15 to change).

The back wall of the room has three vault doors, two of which are fake and trapped to fool any adventurers who try to make a quick run past the manticores. The doors are made of heavy iron and are locked. The real vault is behind the center door. The other two rooms are empty save for the heavy crossbow traps detailed below.

CROSSBOW TRAP

Simple trap (level 1–4, dangerous threat)

Trigger. A creature that opens the false door triggers the trap.

Effect. The trap makes two attacks against the triggering creature. Each attack has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit. This attack can't gain advantage or disadvantage.

Countermeasures. A successful DC 20 Wisdom (Perception) check reveals the triggering mechanism built into the door of the vault where it meets the wall. A successful DC 10 Dexterity check using thieves' tools disables the trigger, but a check with a total of 5 or lower triggers the trap.

THE TREASURE

The Vault contains an *Arrow of Orc Slaying*, a *Quaal's Feather Token* (Bird), a *Pearl of Power* (in an ornate ring box), a *Potion of Stone Giant Strength*, a *Scroll of Wall of Fire*, and a wicked-looking dagger with a curved blade made of some material that looks like red obsidian. On the hilt of the dagger, in Orcish, is inscribed the name TOOTH OF SHARGAAS.

The *Tooth of Shargaas* is a magical dagger which requires attunement to use. After you hit a creature with a weapon attack with the dagger, you may choose to place an invisible mark on that target which lasts for one minute. While the mark is active, you may use a bonus action to teleport to any empty space within 5 feet of the marked creature. Only one creature may be marked at a time and the mark disappears if the target moves more than 100 feet away from you.

The Vault also contains jewelry and statuettes worth 2,000 gp altogether.

ESCAPE

It is possible that the characters get in and out of the fort without anyone noticing and dash away with their treasure unopposed—especially if their plan is solid and they deal with any complication swiftly and smartly. If so, allow them the satisfaction of a job well done and perfectly executed.

If an alarm is raised, however, the characters will need to run or fight their way out of the fort with whatever treasure they have or can get their hands on in time. Any guard in the fort can raise an alarm if they can reach Finaezer or the marshal and inform them of the intrusion. Once alarmed, Finaezer uses a combination of *sending* and *scrying* (using the enchanted pedestal in area 11) to direct guards to the intruding characters.

If the characters run, the guards give chase. But if the characters make it more than a mile outside the fort, the soldiers are forced to give up.

FENNIC'S REALIZATION

If Fennic has not investigated the northern portcullis by the time the characters begin to leave the fort, he attempts to do so now. He believes it is his last chance to learn how he got caught last time and rushes over to the spot (see "Fennic's Ulterior Motive," earlier).

At some point after Fennic has investigated the portcullis, he comes to a dramatic conclusion: No trap activated the portcullis, and there was no one at the lever who could have lowered it,

either. Dirinor, however, could have used his *mage hand* to pull the lever remotely. It is the only explanation.

You should have Fennic realize the truth at any dramatic moment when he's in company with Dirinor. It could be soon after he investigates the portcullis, during the manticore fight, during a harrowing escape from the fort, or even after the heist while everyone is getting ready to divvy up the treasure. A player character might even put together the truth before Fennic does and tell him!

When Fennic realizes the truth, he confronts Dirinor:

Fennic stares at Dirinor with a hard expression. "I always thought I had tripped something. A pressure plate, or a wire... but there's nothing there. No one else could have reached it."

Looking guilty, Dirinor says, "I wanted to close it on the guards. I was casting over my shoulder—I thought you had already made it past."

Fennic refuses to move until he's sufficiently said his piece ("do you understand what I had to go through?" and such), and Dirinor feels guilty enough to accept it.

As established above, this confrontation is likely to come at an inopportune time. The player characters might have to step in to the conversation get the merry men to focus at the task at hand. If so, Dirinor has a **goal** of showing Fennic the enormity of his pain (DC 17 to change) and a **tactic** of basically just shouting at him (DC 13 to change). Fennic's **goal** is to get Dirinor to forgive him (DC 15 to change) and his current **tactic** is to let Dirinor vent (DC 11 to change).

The player characters may convince Dirinor and Fennic to get back to task, but if the conversation went poorly enough they may not be able to talk them into being friends again. That will likely require empathy and roleplay from the characters beyond the simple mechanics of goals and tactics, if you're up for playing with those. Have fun diving into the drama of the scene, but be flexible.

CONCLUSION

When the characters are safely away from Ytrix's fort, it's time to divide the treasure amongst the participants. Dirinor and Fennic each take one magic item from the haul (though they let the others choose their magic items first) and the jewelry and statuettes are divided evenly amongst all the characters participating in the heist.

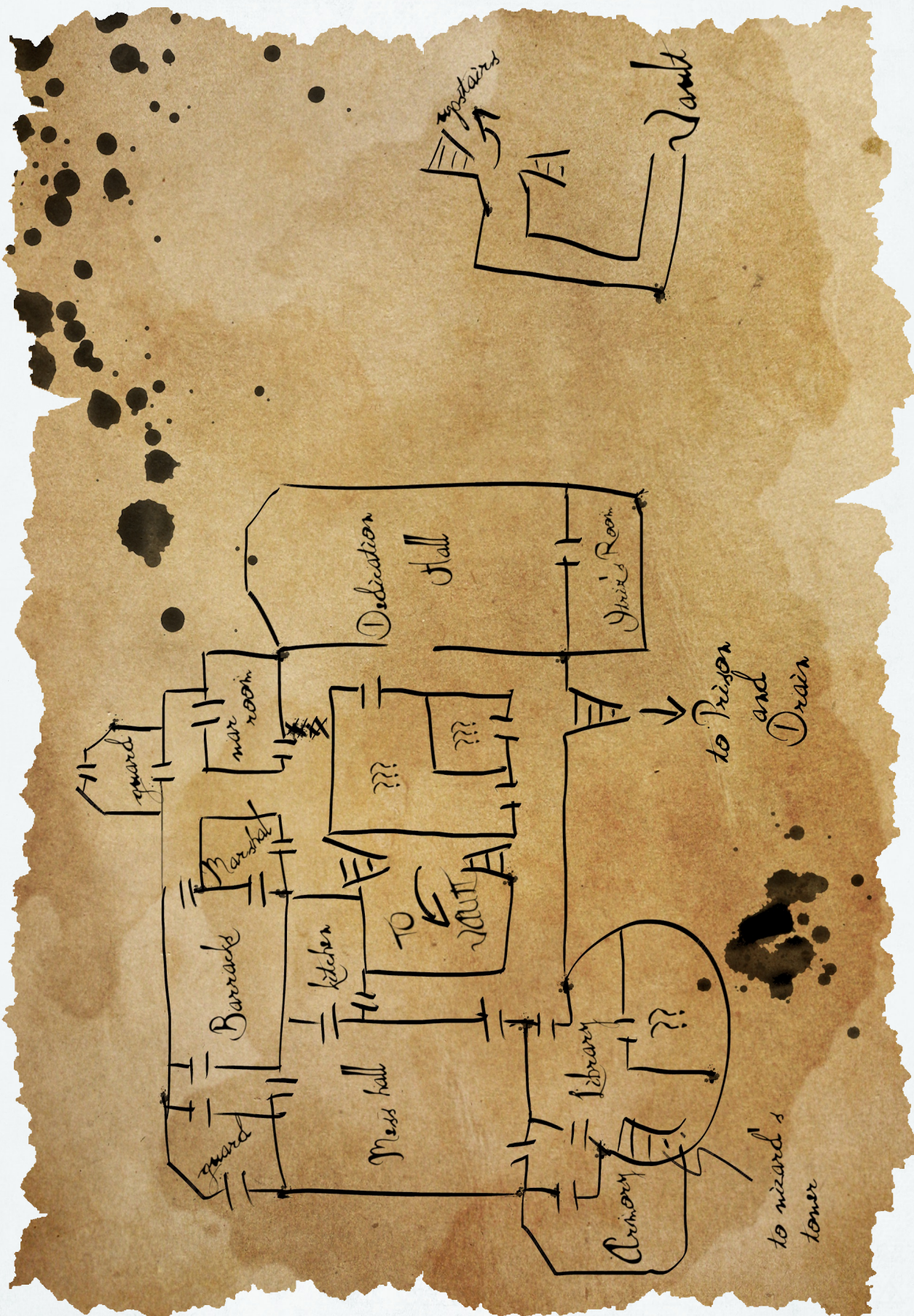
From here you can work back into your main campaign's story. Alternatively, your players might wish to investigate the various factions and events on the periphery of this adventure: Ytrix and Nimressa, the Trials of the Magi, or Malkiimkrin and the orcs set against him. All are fertile fodder for further adventures. As they part ways, Fennic or Dirinor (or both, if they remain friends) offer to be a resource to the characters in the future, should they ever need some good thievery again.

All the same, the heist is done; adventure calls elsewhere.



APPENDIX A: PLAYER HANDOUTS

DIRINOR'S MAP:



APPENDIX B: NPC STATS

Here are descriptions and stat blocks for any NPCs that may end up in combat, need to make skill checks, etc.

DIRINOR

Medium humanoid (human), chaotic good

Armor Class: 16 (breastplate)

Hit Points: 27 (5d8+5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	8 (-1)	15 (+2)

Saving Throws Strength +2, Constitution +3

Skills Athletics +2, Stealth +5

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. Dirinor makes two attacks, one with his shortsword and one with his dagger.

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

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

FENNIC

Medium humanoid (human), chaotic good

Armor Class: 15 (chain shirt)

Hit Points: 22 (4d8+4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	13 (+1)	11 (+0)	9 (-1)	14 (+2)

Saving Throws Dexterity +4, Charisma +4

Skills Athletics +5, Stealth +6

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Spellcasting. Fennic is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Fennic has the following bard spells prepared:

Cantrips (at will): *message*, *vicious mockery*

1st level (4 slots): *unseen servant*, *longstrider*, *healing word*

2nd level (2 slots): *knock*, *invisibility*

Song of Rest. Fennic can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Fennic can confer this benefit on himself as well.

Actions

Quarterstaff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage or 8 (1d10+3) bludgeoning damage when two handed.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) piercing damage.

FINAEZER

Medium humanoid (human), lawful evil

Armor Class: 12 (15 with mage armor)

Hit Points: 27 (9d8)

Speed: 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Spellcasting. Finaezer is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Finaezer 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*

2nd level (3 slots): *gust of wind*, *arcane lock*

3rd level (2 slots): *clairvoyance**, *sending**

*Divination spell of 1st level or higher

Portent (Recharges after Finaezer casts a divination spell of 1st level or higher). When Finaezer or a creature he can see makes an attack roll, a saving throw, or an ability check, Finaezer can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

PRIELA

Medium humanoid (halfling), neutral good

Armor Class: 10

Hit Points: 9 (2d8)

Speed: 30 ft.

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

Skills Medicine +4, Nature +2

Senses passive Perception 10

Languages Common, Halfling, Druidic

Challenge 1/4 (50 XP)

Spellcasting. Priela is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Priela has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *resistance*

1st level (3 slots): *animal friendship*, *beast bond*, *speak with animals*