

The Night of the Rise



5E

Original
Adventure



Jeff C. Stevens



The Night of the Rise

An adventure for four to five characters of any level.

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Introduction

The Night of the Rise is a unique adventure that offers the party an alternative to the "hack & slash" approach. The opportunity for role play is high and it is sure to tap into skills and abilities most of your characters never knew they possessed. Not only does it offer a new experience for your players, but hopefully it has them smiling several times during the night.

A town official approaches the adventuring party and asks for their help. A group of bandits, led by the notorious Giles Ne'Ville, has set up a camp two-days from here and is charging a toll to travel that section of the road. This is greatly affecting the town's supplies and commerce.

The official asks the adventurers to go to the bandit camp and make them leave – using whatever means is necessary. A reward of 100 gold pieces each will be paid, and the party may keep all that they plunder. While charging into the camp is an option, a new opportunity presents itself as the adventurers travel to the bandit camp.

The Night of the Rise is an engaging adventure written for a party of four or more characters of 1st – 6th level. Suggestions for a higher-level party are included, but may not be necessary.

Running the Adventure

Feel free to change whatever you want in this module. This module is only a guide to be used with your personal DMing style.

It is suggested that you read this module at least once before running it so that you understand the encounters and hazards it includes. This will also allow you to make any adjustments that you feel are necessary for your adventuring party. That being said, be prepared to be unprepared as players will be players and everything may not go as intended.

Text in textboxes is to be read to the players. You may summarize the text or make changes if you wish.

Text in grey boxes is for your information and should not be read to the players.

The stat blocks for the creatures in this module can be found in the 5th Edition Monster Manual.

A [Battle Stat Tracker](#) is included at the end of this module. I include this to make preparation time easier for the DM.

For all maps: 1 square = 5 feet

Adventure Design

The adventure is designed with five parts:

Part 1: The Hook – the adventurers are approached by a town official and asked to 'take care of' a bandit problem that has developed.

Part 2: The Journey – having accepted the request, the adventurers travel to the location of the bandit camp to confront the bandit captain. Along the way, they meet a group of entertainers dressed as bandits, with one resembling the bandit captain.

Part 3: The Bandit Camp – the adventurers must infiltrate the bandit camp and confront the real bandit captain. Depending on how they handled the entertainers, they may gain easy access to the camp.

Part 4: The Performance – if they wish to get close to the bandit captain, the adventurers must perform a play (included) and create an opening act.

Part 5: The Private Meeting – depending on their performance, the adventurers may be granted a private meeting with the bandit captain.

Part 1. The Hook

A town official approaches the adventuring party and asks for their help. A group of bandits, led by the notorious **Giles Ne’Ville**, has set up a camp two-days from here and is charging a toll to pass that section of the road. This is greatly affecting the towns supplies and trade.

The town official asks the adventurers to go to the bandit camp and make them leave – using whatever means is necessary. A reward of 100 gold pieces each will be paid, and the party may keep all that they plunder.

Landall Hemsire is the assistant to the town’s mayor. The mayor, John Bels, tends to leave all the mayoral duties to Landall which allows John more time to imbibe at the local tavern and mingle with the citizens.

Landall is an older dwarf with a long, white beard. He is dressed in fine clothing and he has a very happy demeanor. Landall enjoys what he does and hopes to become mayor at the next

Read or summarize:

A plump, well-dressed dwarf walks up to you, his belly bounces as he moves. “Hello there, fine adventurers,” he says as he proffers his hand. “I’m Landall Hemsire, assistant Mayor. Welcome to our town.”

“Are you in town for pleasure? Or, looking for work, perhaps? If so, I have something that needs – let us say – tending to.”

“The bandit captain, Giles Ne’Ville, has taken it upon himself to establish a tollbooth two-days east of here. This is impacting not only our tourism, but our town supplies and commerce. My task for you would be to deal with this Giles Ne’Ville.”

Continued...

His face scrunches and his eyes squint as he speaks the bandits name. “I don’t care how you do it. He and his bandits have caused enough havoc in this region. I’m sure if you cut off the head of the snake...well...the tail will die.”

“I’ll offer you 100 gold pieces each if you dispatch him. Again, do whatever you need to do. Bring me his bandolier of daggers as proof the task is complete. It’s quite famous and easily recognizable with its gold studs and buckle.”

Landall looks up at the sky, scratches his head, and says, “I’ll even throw in a night’s stay at the inn and a credit of 10 gold pieces each.”

If asked, Landall could share the below information with the party. Or, a player may attempt a **DC 10 Intelligence (History)** check to see if they recall anything about Giles Ne’Ville. On a success, the character recalls:

Giles Ne’Ville’s career started as a rogue in a small band of adventurers. Giles eventually became greedy and power hungry. His skills as a rogue had grown, and he found himself not caring any longer to help others; only himself.

On a dark night, many years ago, while still in the company of his original sword-for-hire party, Giles’ fame escalated when he single-handedly infiltrated a bandit camp and killed their leader, usurping control of the bandits.

Part 2. The Journey

The journey will take two days.

DAY 1

Roughly three hours into the journey to the bandit camp the adventurers will come upon a young woman being harassed by two burly men. All three ride old horses.

The young woman, **Allira**, pulls a small cart full of fresh apples that she hopes to trade in town. She lives with her parents in their nearby homestead which is about an hour to the north.

Read or summarize:

The journey has been uneventful, and the weather is quite enjoyable. But, you begin to hear the baying of a horse just over the next hill. As you move closer to the top of the hill you begin to hear a woman's voice yelling incoherently. Then, the voices of two men can be heard. You crest the hill and see a woman on horseback pulling a small cart full of apples. A burly man on horseback blocks the woman's path and holds her horse at bay. Another man has dismounted and is taking apples from the woman's cart and stuffing his saddlebags.

The men are bandit scouts (**Scout, MM, p 349**) from the bandit camp of Giles Ne'ville. They were performing their scouting duties when they saw this young woman and decided to torment her.

The scouts will fight if confronted, but will try to flee if one falls in combat. If captured, they will curse the party and tell them that they work for the bandit Giles Ne'ville. They will be head strong, exaggerate the numbers of the bandit camp, and curse the players. Very little useful information will be extracted from them.

"There are hundreds of us!"
"Giles has never been defeated in combat."
"You'll never infiltrate that camp."

Continued next column...

"You'd better hope you aren't caught. They'll gut you like the pigs that you are."

Treasure: Aside from their normal gear, each of the bandits carries a coin purse that holds 3 GP, 5 SP, and 25 CP.

DAY 1 - Overnight

The adventurers will need to camp along the road that evening. As they sit around their campfire, they will notice the light of another campfire behind them and along the road that they just traveled.

The night grows silent for a moment and they hear several men talking before the sounds of night return.

These men were traveling about an hour behind the adventuring party. They have just pulled off the road for the night.

DM's Option: You may want to make this a Wisdom (Perception) check. The two highest rolls will hear the following text clearly.

Read or summarize:

The night is very pleasant. A cool breeze rustles the tree limbs as you sit next to the campfire recounting the encounter with the bandits and deciding who will stand watch for the evening.

The breeze dies down, and the sounds of the night hush for a moment. You see an orange glow further down the road - a campfire, perhaps. Voices can now be heard coming from that direction. The voices are soft, but you are able to make out the following:

Horatio (Rogue/deep, scratchy voice): "I say we kill 'em while they're sleepin'."

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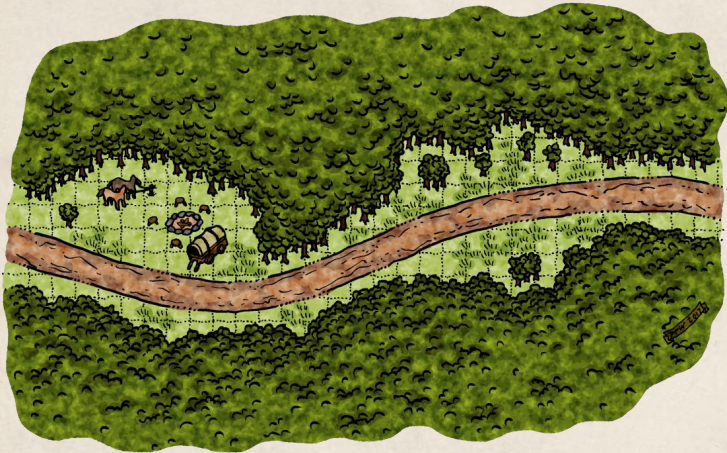
Milan (Mage/timidly): "But...I need to rest to recover my spells."

Horatio (scratchy voice): "We don't need your spells. I'll slice 'em up real easy like."

Betum (Cleric/pleading): "Giles. Don't be hasty. We need to prepare!"

Alexander (Fighter/brave voice): "Yes – Giles. We must wait until dawn!"

And then the breeze picks up again and the sounds of night return.



If the party approaches the **campsite**, they will also hear the below. This may be saved for when the party is investigating the campsite or as they approach.

Horatio (scratchy): "My blades will find their mark this evening. Of this I am certain."

If they approach the campsite, they will find a covered wagon glowing with the light of the campfire on the other side. The men on the other side of the wagon cannot see the adventuring party's campfire. A successful **DC 12 Dexterity (Stealth)** check is required if the adventurers attempt to sneak around the campsite to get a better view.

- A covered wagon blocks the view to the campfire and the men. The wagon's position keeps this group of men from noticing the adventurer's campfire.
- Two drafts horses are tied to a tree on the other side of the wagon/campsite.
- Four men sit around a campfire:
 - A short, stocky man with a bit of whisker scruff and a scar that runs down his left cheek. He wears leather armor and a gold-studded bandolier of daggers. He is shuffling a dagger between the fingers of his right hand.
 - A slender man with short, trimmed black hair. He wears spectacles and brown robes. A fancy quarterstaff lies on the ground next to him.
 - An athletic-looking man wearing chain mail armor and carrying a throwing hammer at his side.
 - A burly man with a well-trimmed brown beard. He is wearing full plate armor and carries a longsword at his side.



Who Are They?

The four men are not bandits. **They are Entertainers.** They work for Smyth's Entertainment Co. and they have been contracted to perform at the birthday celebration of Giles Ne'Ville. Their performance is a re-creation of an iconic encounter that escalated Giles's fame as an evil bandit. Their armor and weapons are costume and they are rehearsing their lines before they turn in for the night. A **DC 18 Wisdom (Perception)** check will reveal that weapons and armor that the men carry do not appear to be of the highest quality. The poor campfire light makes it difficult to discern that the weapons are costume. If viewed in full light (light spell), change to a DC 10.

These performers are not concerned if they see another campfire, nor are they concerned about keeping their voices down. They know the contract they hold will grant them safe passage if they encounter any bandits.

If Attacked:

If attacked, each man has the stats of a **Commoner (MM, p 345)**. The men will be surprised and beg for their lives when they have the chance. However, a party focused on combat may kill the performers before they have the chance to surrender.

If any survive, they will explain that they are entertainers and are rehearsing their lines for a performance that they have scheduled for tomorrow afternoon. They are to perform at the birthday celebration for Giles Ne'Ville. They will also show the party [the contract](#) they carry that will allow them access to the bandit camp.

- If all the entertainers are killed, searching the bodies easily reveals the armor and weapons are costume.
- Each man carries several pieces of paper. The title page reads "*the Night of the Rise*".

Horatio Bols (the Rogue) is a middle-aged man made up to look like the bandit captain Giles Ne'Ville. In character as Giles, Horatio uses a deep, scratchy voice. When out of character, Horatio speaks very eloquently and with a smooth tone. Horatio has been a performer most of his life.

Milan Blaine (the Mage) is a young man and is the spitting image of your typical mage. Milan started acting three years ago, after failing in a career as a basket weaver. He speaks timidly in character and out of character.

Betum Hammerfell (the Cleric) is an older dwarf and has a deep voice. Betum had a brief career as an adventurer, but left that profession many years ago, when his party fell prey to a pack of dire wolves. Having barely escaped with his own life, Betum took up acting. He found that it brought about the same excitement as adventuring.

Alexander Lansfellow (the Fighter) is a middle-aged man who speaks very bravely while in character. Alexander is new to the profession and, until recently, was a beet farmer. Several giants trampled his crops and Alexander needed a way to make money. This is actually his first gig. The actor that usually performs this role bailed at the last minute. Alexander is not accustomed to traveling these roads and is very weary of what may happen on the road and at the bandit camp.

Inspection of the wagon reveals:

- the canvas of the wagon facing the campfire reads 'Smyth Entertainment Co.'
- four entertainer's packs
- a multi-colored jester's cap
- various pots of makeup
- a disguise kit
- several different costumes including four bandit costumes.

- a small, wooden chest that holds 10 GP, 10 SP and a [CONTRACT](#).

If Confronted:

If the men are confronted, they will immediately explain that they are entertainers rehearsing their lines. This may lead to some **DC 8 Intelligence (Insight)** checks by the players to validate the claims. *Read or summarize:*

“What are you doing here?” asks the man in plate mail armor. “Leave us be!”

“Yes,” says the man in robes. “Leave us be. We are entertainers and we don’t have anything of value.”

Starting with the first round, roll a d20 every three rounds of questioning and consult the below table for the actions of the performers. You may need to make adjustments if the performers are bound.

1-5	The FIGHTER faints and falls to the ground.
6-10	The performer playing GILES becomes scared and runs into the woods.
11-15	The MAGE loses control of his bladder.
16-20	The CLERIC begins to rant at the party. He tells them that they have no business coming into their camp. They must leave at once. He will quickly back down if intimidated.

The entertainers will also produce the contract that they carry. The contract will allow them access to the bandit camp.

It is important for the adventurers to find the contract and the script. Place these as necessary if they are not easily found.

The Contract:

A handout of the [CONTRACT](#) is located at the end of this adventure.

Contract to Perform

Smyth Entertainment Co. contracts with Brill Haverkoss, to perform at the birthday celebration of Giles Ne’Ville. By signing this contract, both parties agree that a 10% deposit is required (already collected) and the remaining 100 gold pieces is to be collected by the performing party on the day of the event. It is agreed that payment will be made to the party prior to their performance.

The agreed upon performance will be the re-enactment of the famous encounter known as “the Night of the Rise”.

Signed:

Mr. Will Smyth Brill Haverkoss

NOTE: If the performers give a grand performance, there is the chance that they will have a private meeting with Giles. He does enjoy the theater.

The Outcome:

The adventurers may decide to portray the performers, or they may wish to use the bandit costumes to infiltrate the bandit camp. The remainder of the adventure assumes the most direct route to Giles would appear to be masquerading as the performers, acting out the script, and then meeting with Giles privately. If the party decides to pose as bandits and infiltrate the camp, use **DC 10 Charisma (Performance, Deception)** checks when necessary.

The Script:

A handout of [the script](#) is located at the end of this adventure.

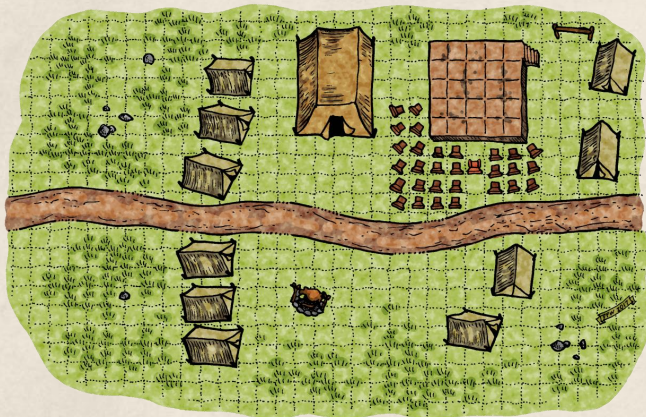
A copy of **the script** for “the Night of the Rise” will be found on the body of each entertainer. A player may attempt a **DC 12 Intelligence (History)** check to recall information about the events of *the Night of the Rise*.

For ease of integration with your party, the script is broken into four voices (1, 2, 3, 4). For a party of more than four players, the other characters may act as the narrator, backup performers, stage hands, makeup artists, or whatever else they come up with.

The script is not that long and only highlights the events of *the Night of the Rise*. If the party practices the script, you may assume they can memorize their lines in the time they are given. Players may help one another learn their lines and Bards may also give assistance with the preparation of the lines. If either of these are done, the player will have Advantage on his/her performance roll during the actual performance. In addition, certain spells and abilities (*Bless*, *Bardic Inspiration*, *Enhance Ability*) may also aid the players during their performance.

Part 3. The Bandit Camp

The party will reach the bandit camp mid-afternoon. A full-size [map](#) of the camp is located at the end of this adventure.



Just as the town official said, the bandits have set up camp on either side of the road. Two **Bandits (CR 1/8, MM, p 343)** stand at the edge of the camp, just before the road meets the camp.

The bandit camp is comprised of **30 bandits (CR 1/8, MM, p 343)**, **Brill Haverkoss (Spy, CR 1, MM p 349)**, and **Giles Ne'Ville (Bandit Capt., CR 2, MM p 344)**.

Five tents are setup on either side of the road, creating a wall-like barrier. An additional, larger tent sits in between the other tents on the left side of the road. In addition, just off from the large tent, roughly thirty chairs are set up around a makeshift, 25 ft. by 25 ft. wooden, open-air stage.

Roughly 20 bandits can be seen behind the tents on the right side of the road. They appear to be having a very good time. They stand around a large boar roasting over a low fire and frothy liquid spills from their mugs as they move about.

Read or summarize:

The town official was correct. The bandits have set up a toll. Five tents sit on either side of the road and create a wall-like barrier. An additional, much larger tent sits behind the other tents on the left.

On the right side of the camp, a large group of men stand around a large boar that is roasting over a low fire. The men appear to be having a very good time! Their laughter is vibrant and their mugs slosh about as they toast one another.

Two bandits stand guard along the road, ready to receive you and take the toll.

Entering the Camp as Bandits:

If the party tries to infiltrate the camp **disguised as bandits**, someone in the party will need to present a case to the guards and pass a **DC 10 Charisma (Deception, Persuasion, Performance)** check for the party to gain entry to the camp. While they are in the camp, and since they are not known by the actual bandits, they must pass three more **DC**

10 Charisma (Deception, Persuasion, Performance) as they interact with the other bandits and make their way to Giles. **Two consecutive failures** tip off the bandits. They attack in waves of 10 at a time. Brill Haverkoss and Giles Ne'Ville will attack in the last wave.

While mingling, the other bandits may pose the below questions.

- Hey...who are you?
- Are you one of them new fellas?
- Where did you come from?
- Have you seen Billy?
- Do you like the ale?

Entering the Camp as Performers:

If the party is **using the wagon**, they merely need to state that they have come to perform for Giles Ne'Ville. The guards are aware of the celebration and are anxiously awaiting the arrival of the entertainers.



If the party does not use the wagon, they may **produce the signed contract** to gain entry. The guards will question why they are traveling on foot as it seems that a traveling entertainment company would have a wagon.

If they enter the camp as **entertainers**, they will be directed to park their wagon or set up near the stage. **Brill Haverkoss (Spy, CR 1 MM p 349)**, will greet them near the stage. He is a gruff man in his late 40's and wears black leather armor. He has black hair that is pulled back in a long ponytail and he carries a hand

crossbow and a short sword. His appearance suggests that he has been a bandit for most of his life.

Brill will tell the adventurers the show should start in about 30 minutes. He then turns to leave, hesitates for a moment, leans up to _____ (*insert name of the character playing the fighter here*) ear, and whispers "It's all under control. You know what to do."
Read or summarize:

A lanky man dressed in brown leather armor waits for you near the stage. A hand-crossbow hangs from his hip and he wears a longsword. His long, black hair flits in the breeze as he turns and looks at you. "Oy! I'm Brill Haverkoss and yer the entertainment," he says. "The boys are gettin' restless, so you'd best put on a good show tonight. Giles and the boys are over there," he says as he gestures toward a group of men on the other side of the road. "You have thirty minutes ta get ready. I'll be bringing the boys over soon."

Brill begins to leave, hesitates, and then turns around and approaches _____ (*insert name of the character playing the fighter here*). He leans in close and whispers, "It's all under control. Ya know what to do." And then he quickly leaves.

Brill has been waiting for the performing troupe. He wants his plan to assassinate Giles

Giles is currently mingling with the other bandits. The party will hear laughter as the other bandits help Giles celebrate his birthday. The bandits are gathered on the other side of the camp. They stand around a large boar that roasts on a spit. They cheer and laugh while they drink their ale and mead.

Brill Haverkoss is not a fan of Giles Ne'ville. Brill was second in command before his leader was struck down by Giles. Brill had been plotting to usurp the old leader, but Giles beat him to the punch.

Brill approached the FIGHTER one night in a dark tavern. He offered the performer a diamond worth 100 GP to assassinate Giles in his tent, during the private meeting. The tavern was dark, and Brill does not realize that this is not the same performer.

The original performing fighter backed out of the troupe at the last minute. The current FIGHTER is a replacement and knows nothing of the deal with Brill.

Part 4. The Performance

Brill will come and gather the party after 30 minutes have passed. He will escort them to the stage and ask which one of the performers will be the opening act. All performances have an opening act! He will quickly be called away before the party has a chance to answer him.

Read or summarize:

You see the bandits begin to take their seats along the stage. Brill walks up to you with a smile on his face and says, "We are just about ready! I hope you are, too!"

"Good...now...which one of ye is the opening act?"

If the players state they do not have an opening act, Brill will suggest that they create one quickly.

"No opening act? Ya must be kiddin'! We paid for an opening act and a main act." Brill leans forward, places a hand on the hilt of his sword, and says through gritted teeth, "I suggest ye come up with one quickly..." And then he walks off.

The opening act could range from acrobatics, subtle magic, comedy, re-enactment, you name it. It could also include more than one of the adventures. Whatever your players come up with – run with it.

Brill will return shortly, but allow the players a little time to discuss their options for an opening act. Have the opening act roll a **DC 10 Charisma (Performance)** check and **grant advantage** to the roll if the act is worthy.

Brill will be standing with the other performers while the opening act is commencing. At this time, and if he is asked, Brill would be able to explain his earlier statement of '*ya know what to do*'.

He will then give the FIGHTER a slap on the rump, nod, and say something to the effect of "you've got this".

If he is asked, he will look at the FIGHTER and say:

Brill leans in close, scowls, grits his teeth and says, "We had a deal. When ya and I spoke in the tavern ya agreed to do this for the diamond. Don't ya go backin' out on me. If you do...yer all dead."

Opening Act Roll:

1-5	'Boos' and rotten vegetables are thrown at the opening act. A dagger is also thrown at one of the performers. Make a +3 ranged attack roll against one of the opening act performers. A hit deals 1d4+1 piercing damage.
6-9	Groans and sighs are heard. "It'd be more entertaining to kill 'em," is heard mumbled in the crowd.
10-15	Loud applause. A few of the crowd members stand.
16+	A standing ovation complete with hoots, hollers, and whistling.

When the opening act is finished, Brill will look at the performers and say one of the below depending on the result of the **Opening Act Roll**:

1-9	"I hope your main act is a lot better than that! If not, there might be some trouble."
10+	"Nice job! Keep it up!"

The Main Act:

Brill will walk onto the stage first and announce the main act.

“Brothers, prepare yerselves for the main act. In honor of Giles Ne’Ville, The Smyth Entertainment Co. is here to perform ‘The Night of the Rise’. Many of us have heard the story, but only a few witnessed the original occurrence. I hope ya enjoy the show.”

Brill will lead the audience in clapping as the performers enter the stage. From here it is all up to the performers and their performance.

After **The Script** has been read and/or acted out by the players, have each of them roll a **DC 10 Charisma (Performance)** check. Grant Advantage to each player you feel deserves it for the performance they gave.

The crowd reacts based on the overall successes of the four rolls. Feel free to add your own outcomes to the rolls.

0 successes	Boos erupt from the crowd and several rotten fruits and vegetables are thrown at the performers.
1 success	Soft claps to show their gratitude for the performance.
2 successes	Loud applause. A few of the crowd members stand.
3 successes	A standing ovation complete with hoots, hollers, and whistling.
4 successes	A standing ovation complete with hoots, hollers, and whistling. The crowd begins to shout ‘Encore, encore!’

No matter what the outcome of the performance, Brill will make sure the party is granted a private meeting with Giles. Brill still thinks the FIGHTER is the performer he dealt with in the tavern and he wants his plan carried out.

If your players read and play out the script fantastically, you may automatically grant them a standing ovation. Giles is truly a lover of the performing arts. If impressed, he will stand and clap slowly and wear a stunned and stupefied

look on his face. He is truly in awe of the performance.

Brill is waiting for the party as they exit the stage. The party will see Giles leave the crowd and enter his private tent.

Brill will escort the party to Giles’s tent, and say the below as they walk:

Read or summarize:

“I’ve arranged for yer private meetin’. Giles is a big fan of the performing arts and he would still like to meet with you.”

Brill takes a moment to look over his shoulder. He then turns back to you and says quietly, “I’m gonna ‘entertain’ the rest of the camp while you do this. You have 30 minutes. Get it done!”

If they suspect something, and if they don’t already know Brill’s plan, the party will have a few minutes to question Brill. At this point, Brill will look directly at the FIGHTER and say:

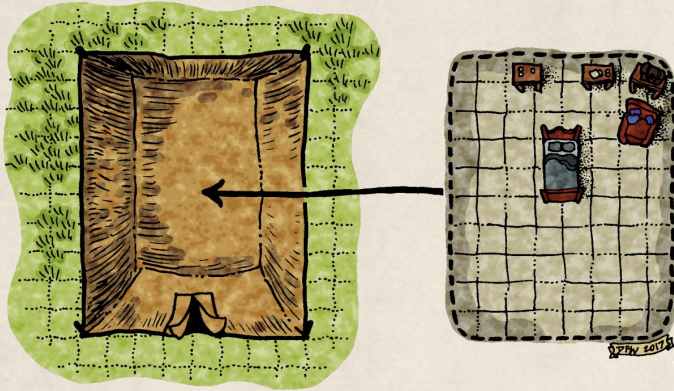
“You’re here to kill him, right? We made a deal.”

This could lead to more questions and clarification. Brill doesn’t care if it’s not the same performer as long as they do the job. He will pull the diamond out of his pocket and give it to the FIGHTER. “Here...do the job! If ya don’t I’ll unleash the camp on ya.”



Part 5. The Private Meeting

When the party enters the **large tent**, they will see Giles Ne'Ville sitting in a large, wooden chair that is covered in plush cushions. A bed sits in the middle of the room and two small tables stand behind the bed. A small chest rests on another table that stands just behind the chair. A map of the tent is found at the end of this adventure.



Giles will stand and greet the performers when they enter. Although he is a very rough and dire looking bandit captain, he truly does enjoy the performing arts and will be quite excited to meet performers.

If the performers gave a good performance, read or summarize:

You enter the large tent and there, sitting on a large, wooden chair lined with plush, silk pillows, sits Giles Ne'Ville. He's nearly identical to the entertainer that you found earlier. Complete with the gold studded bandolier of daggers.

Giles stands from his chair. He walks up to you and proffers his hand. "Fantastic," he says with a joyous tone. "Truly fantastic! I'm very pleased with your reenactment of the events. Spot on!"

If the performers gave a poor performance, read or summarize:

You enter the large tent and there, sitting on a large, wooden chair lined with plush, silk pillows, sits Giles Ne'Ville. He's nearly identical to the entertainer that you found earlier. Complete with the gold studded bandolier of daggers.

Giles stands from his chair. He walks up to you and proffers his hand. "Not one of your better performances, I gather. I hope there is a good reason for this? I would suggest that you study the works of some of your more accomplished brethren. Mayhap a few performances at summer fairs to hone your skills are in order? Nonetheless, we appreciate your performance today, even if it was lacking. Good day."

The Giles returns to his cushioned chair. He looks at you and says, "I'm sorry, is there anything else?"

The party will have 30 minutes to deal with Giles before Brill returns. The party will be allowed the first round of attacks before initiative is rolled. If Giles is not dealt with quickly and quietly, he will yell out for help as he screams "Assassins!"

The other bandits are enjoying themselves and may not hear Giles yell. Roll a d20. On a result of 15 or higher, five of the bandits hear him yell. They will come to his aid in one round, barging into the tent with their weapons drawn. The other members of the camp will join the fight after two rounds. Brill will fight with the bandits. He does not want his plan revealed to Giles or to the camp.

If Brill returns and sees that Giles has been dealt with, he will assist in making sure the performers exit the camp without incident.

If, by chance, the party tells Giles of Brill's plan and/or their quest to dispatch him and the bandits, Giles will become intrigued. If they haven't tipped their hat of being sell-swords, Giles may scoff at the thought that these performers are able to defeat him and the rest

of the camp. If he does realize that they are not performers, he may make a deal. His chest holds a good amount of treasure that could be used during negotiations.

Giles may also ask the party to deal with Brill if he returns to the tent. This could be done quietly, and he will play whatever role is necessary to deceive Brill.

He could also suggest that the copy of his bandolier of daggers could be used to prove that the party completed their original quest.

Treasure: Giles wears 5 gold rings with a value of 25 gold pieces each. He also wears his gold studded bandolier that holds 10 daggers (250 GP value with the daggers), and +1 leather armor. In addition, the dagger that he carries on his hip is a +1 dagger and he carries a pouch that holds 15 GP, 15 SP, three small emeralds worth 10 GP each, a small brass key, and a set of thieves' tools.

A small wooden chest is also found in the tent. It is locked and trapped. The key found in Giles's pouch will open the chest, but it does not deactivate the trap. Several buttons hiding along the sides of the chest must be pressed to deactivate the trap.

A successful **DC 12 Intelligence (Investigation)** check will reveal the trap. Disarming the trap requires **ONE successful DC 13 Dexterity check using thieves' tools**. Another **DC 13 Dexterity check using thieves' tools** is required to open the chest if the adventurers did not find the key.

If the disarm attempt fails, or if the chest is opened before the trap is disarmed, the trap is triggered. Any creature within 5 ft. of the chest must make a **DC 13 Dexterity** save. A failed save results in 3d6 lightning damage, or half as much on a successful save.

The chest holds 200 GP, 150 SP, 10 rubies, 10 diamonds, and 10 emeralds (each worth 50 GP)

If Brill is attacked and defeated, he carries a pouch that holds 25 GP and two small diamonds worth 25 GP each.

Conclusion:

Once the party has exited the camp, the return trip to the town will be uneventful. The town official will pay them the agreed upon sum of 100 GP each if they return with the bandolier of daggers.

If the adventurers return with the **real bandolier**, the Landall will be very impressed. He will keep the bandolier as a trophy and hang it on the wall of his home.

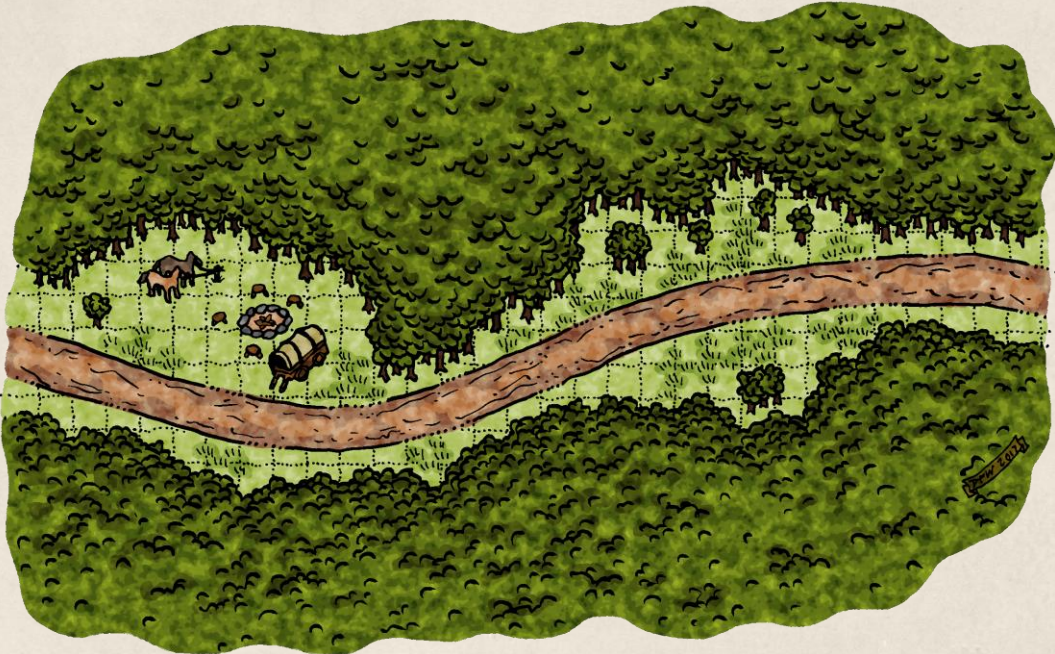
If they return with the **fake bandolier**, Landall will look at it and say "Curious, I would have thought it would have been of finer craftsmanship. It looks more like a costume prop, really"

Experience:

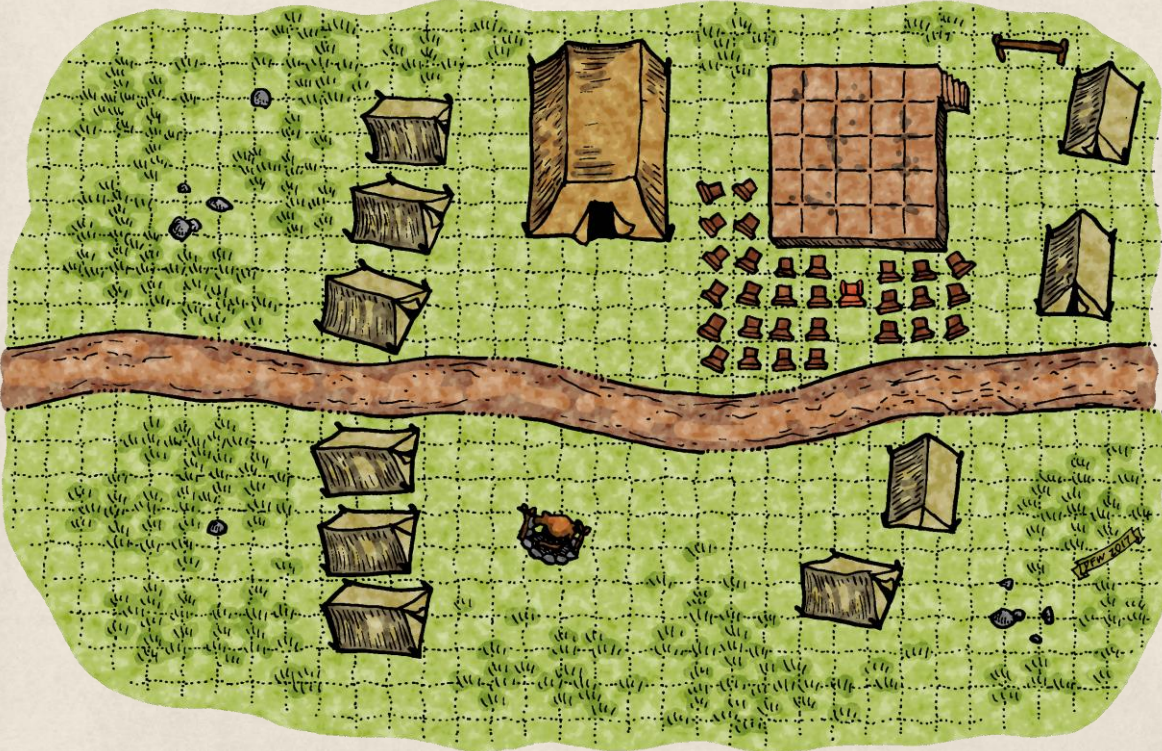
For completing the mission, the party is awarded with 500 XP. If they performed at the bandit camp, I suggest an additional 1,500 XP be awarded. Adjust this amount as you wish.

The End

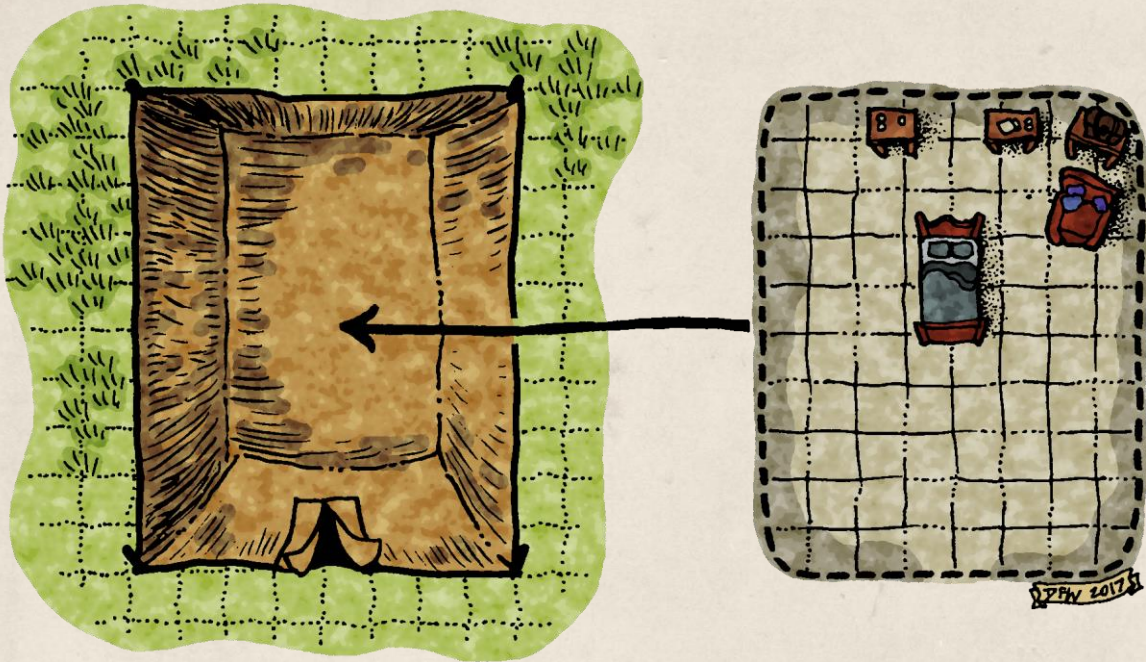
Overnight Map:



Bandit Camp:



The Tent:



Contract to Perform

Smyth Entertainment Co. contracts with Brill Haverkoss, to perform at the birthday celebration of Giles Ne'Ville. By signing this contract, both parties agree that a 10% deposit is required (already collected) and the remaining 100 gold pieces is to be collected by the performing party on the day of the event. It is agreed that payment will be made to the party prior to their performance.

The agreed upon performance will be the re-enactment of the famous encounter known as "the Night of the Rise".

Signed:

Mr. Will Smyth

Brill Haverkoss

NOTE: If the performers give a grand performance, there is the chance that they will have a private meeting with Giles.

He does rather enjoy the theater.

- Brill Haverkoss

The Night of the Rise

A play written for four or more players performers

Voice 1 - Fighter: (Bravely and with confidence) "Tomorrow we fight and end the darkness that those bandits have brought upon this land."

Voice 2 - Mage: (With an agreeing tone) "True. And we will restore justice to the villages of this area."

Voice 3 - Cleric: (Bravely) "I will pray to my god tonight for a divine intervention that will help us against this mighty band of bandits."

Voice 4 - Giles: (With grit and disdain) "I say we kill 'em while they are sleeping."

Voice 2 - Mage: (Meekly) "But...I need to rest to recover my spells..."

Voice 4 - Giles: (Overzealous) "We don't need your spells. I'll slice 'em up real easy like."

Voice 3 - Cleric: (Pleading) "Giles. Don't be hasty. We need to prepare!"

Voice 1 - Fighter: (Bravely and with confidence) "Yes - Giles. We must wait until dawn!"

(Mage removes robes and becomes Narrator. Or, someone else may narrate if they are available)

Narrator: "And so, while the rest of the party slept, the uncanny and very cunning Giles Ne'Ville left his allies and, under the cover of darkness and the sounds of night, slipped into the bandit camp."

(Wardrobe changes - to bandits - for all but Giles)

(Cast members to make sounds of night animals as they leave the stage)

(Giles is seen sneaking around behind the narrator)

Narrator: "Giles made his way through the darkness. He avoided hazard after hazard and skillfully slipped into the camp."

(Cast members - now bandits - come back to stage)

Narrator: "Using his magnificent disguise abilities, he was able to pass himself off as a member of the bandits. He spoke to them, and drank with them, until he was able to get close enough to their leader."

Voice 4 – Giles (to the audience) "My blades will find their mark this evening. Of that I am certain."

(Giles is then seen mingling with others, drinking from a goblet, and making his way around the stage)

(Fighter assumes the role of the Leader)

Narrator: "Giles slipped up next to the leader, shook his hand and laughed with him. He then pulled him in close, whispered something in his ear, and slashed then man's throat with his dagger."

(Giles and Leader play out this scene behind or next to the narrator)

Narrator: "The other bandits watched as their leader's body slowly dropped to the floor. They looked at the body, and then at Giles. Giles raised his arms and said,"

(Giles – grand speech – said with confidence – act out)

Voice 4 – Giles "That man was weak, you should have a strong and intelligent leader. One that will treat you with respect and shower you in riches. That man is me! The great Giles Ne'Ville! Follow me and I will show you the glory that should be yours!"

(Bandit cast members cheer and shout acceptance)

(Giles bows signaling the end of the play)

(At this point – you hope the crowd applauds. If they don't, you had better run).

-2-

Battle Stat Tracker

	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	HP
Bandit	343	+1	1/8	25	12	30 ft.	1	Scimitar	+3	5 ft.	4 (1d6+1) S	11
								Light Crossbow	+3	80/320	5 (1d8+1) P	

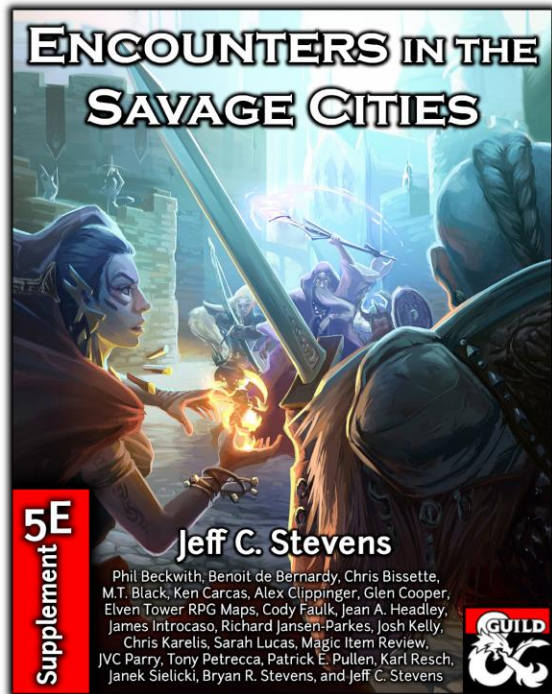
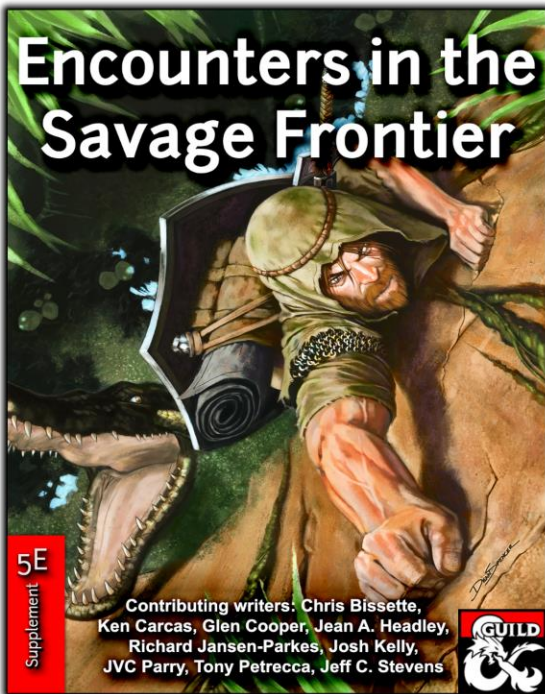
	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	HP
Scout	349	+2	½	100	13	30 ft.	2	Short Sword	+4	5 ft.	5 (1d6+2) P	16
Keen hearing and Sight: The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.								Longbow	+4	150/600	6 (1d8+2) P	

<i>Performers</i>	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	HP
Commoner	345	+0	0	10	10	30 ft.	1	Acting Prop	+2	5 ft.	1d4 B	4

<i>BRILL</i>	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	HP
Spy	349	+2	1	200	12	30 ft.	2	Short Sword	+4	5 ft.	5 (1d6+2) P	27
Cunning Action: On each of his turns, Brill can use a bonus action to take the Dash, Disengage, or Hide action.								Hand Crossbow	+4	30/120	5 (1d6+2) P	
Sneak Attack: Once per turn, Brill deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally that isn't incapacitated, and Brill doesn't have disadvantage on the attack roll.												

<i>GILES</i>	MM Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	HP
Bandit Capt.	344	+3	2	450	16	30 ft.	3 (2)	Dagger (Melee)	+6	5 ft.	7 (1d6+4) S	65
Multiattack: Giles makes three melee attacks with his daggers. Or two ranged attacks with his daggers.								Dagger (Ranged)	+5	20/60 ft.	5 (1d4+3) P	
Parry: Giles adds 2 to his AC against one melee attack that would hit him. To do so, Giles must see the attacker and be wielding a melee weapon.												

For adventurers of level 7 or higher, you may consider changing the Bandits to Thugs, increase Brill to 60 HP and Giles to 90 HP.



Looking for more adventure?

