

HOPS & PURSUIT

Lady of the Hour, Kathryn Tezro

Lady **Kathryn Tezro** is a charismatic noble late for a meeting of nobles to vote on the annulment of an exile on one **Avarti Tril**. The **Tezros** profited from taking **Tril**, and **Kathryn** is influential: she will throw herself into the no votes. Her servant **Gartrand** (as Commoner) has had a bit too much to drink after **Lebella's** agents spiked his drink.

Queen of the Highway, Lebella Tril

Disgraced daughter of a fallen house, **Lebella Tril** (as **Bandit Captain**) leads a gang of six **Bandits** and her Lieutenant **Griz** (as **Veteran**). They are positioned in the trees.

The Party

The party is hired to defend **Lady Tezro** due to reports of banditry:

- They may position themselves in the carriage's seats, on the roof, or riding behind.
- **Gartrand** is **Kathryn's** dedicated driver and she'll accept no substitute; anyone with Land Vehicle Proficiency will note his posture is good but his reactions are lacking.
- an Insight or Investigate DC 12 reveals that **Gartrand** has definitely had a bit to drink

Phase 1 : the Road Ahead

Lebella Tril's gang lies in wait around the streets and rocks.

- the highwaymen are hidden with a Stealth of 15: those atop or behind the carriage detect them with Passive Perception, those riding within must choose to make a Perception check or miss the ambush

Phase 2 : Arrival

The fight is met in earnest.

- Initiative is rolled, phase advances at Initiative Count 0.
- Ambush round if undetected by PCs

Phase 3 : Sundered Harness

Enemy fire severs the left horse's harness.

Phase 4 : Wipeout

The carriage tips over as **Gartrand** fails to keep control of the remaining horse.

- all characters inside and atop the carriage make a DC 13 Strength save or be knocked prone and take 1d6 bludgeoning damage; at Disadvantage for those standing atop the carriage. Those on the edge of the carriage fall to the dirt below taking an extra 1d6 bludgeoning.
- The horses attempt to escape but are the best way to transport **Lady Kathryn**

Phase 5+

Lebella Tril seeks to take **Kathryn Tezro** hostage, but so long as she misses the vote, her objective has been achieved.

Lair Actions : Tril's Traps

Tril has set up a series of concealed traps she can magically activate.

- *Spike Trap*: a 5ft ditch with metal stakes deal 2d6 piercing is revealed; any creature over that space makes a DC 12 Dexterity save or falls in
- *Killer Bees*: a nest of angry bees falls from a hidden box; any creature that ends or enters for the first time on their turn within 5ft of it, suffers 1 piercing damage.
- *Bomb*: all creatures within a 10ft area make a DC 13 Dexterity save, 2d8 bludgeoning damage and knocked prone half on success.