



AUGUST EXCLUSIVE CONTENT

FEMME FATALE

Encounters Level: 6th–8th Level

Encounter Type: Combat, Exploration

Encounter Overview: The party has made a name for themselves, having by now meddled in other people’s businesses. Someone is not pleased with the group’s actions and decided to hire a skilled assassin to take them down.

Encounters Location: Any settlement.

BACKGROUND

One person or organization which got their plans hindered by the characters hires a master of the arts of killing: Adressa, a **master assassin**.

Knowing that she needs to face a group of heroes, she plans to hit them from the rooftops with poisoned darts, employing hit and run tactics.

THE ENCOUNTER

While walking through a busy street near a market, Adressa makes her move. Roll her Stealth check and verify if she manages to surprise the party. Then have her make a weakening dart attack against any obvious melee character. In case of a miss, she repeats the Stealth check and attack in the next round, but read the following text aloud:

As you walk down the streets, you see a man in front of you scream “Ouch!” while putting his hand on his neck. He removes a small dart while the other two people who were with him start to look around.

She’ll repeat the process until she hits, but after the first miss, the party will probably be on the lookout and she’ll probably fail to surprise the characters. Still, when she first hits the party, read the following text aloud:

As you walk down the streets, one of you feel a sting on your neck as a sharp and thin object penetrates your skin. A tiny piece of paper covers the dart.

Any character with passive Perception 15 or above will notice a figure on a nearby rooftop. Alternatively, if the party leaves the dart there, they can estimate the shooter’s location from the angle of the dart upon a successful DC 15 Intelligence check.

The paper says: “Come face me or people will die”.

ADRESSA’S STRATEGY

While the group is still on the ground trying to decide what to do, Adressa will attempt to poison each of the character using different poisons:

- **Melee characters:** she uses weakening darts. She holds 4 of such darts.
- **Casters or ranged characters:** she uses her poisoned darts. She holds 4 of such darts.

Once all characters have been poisoned, she proceeds with her repeating crossbow attacks. If a character succeeds on reaching her melee range, she switches to dual wielding serrated daggers.

FEATURES

She starts the fight with a use of *fast paced* and she marks her targets before attacking them with *masterful killer*.

If the party manages to drop her to 30 hit points, she attempts to escape, defeated, and plan something different.

MOVEMENT

Adressa uses her movement move further away from the party, trying to end her turns crouched behind chimneys to get cover from ranged attacks.

THE CHASE

Dealing with Adressa from the ground is almost impossible as the party would lack line of sight. The characters will need to climb to the roofs to face her off.

The party tries to hide, she kills a person from the crowd below with her crossbow, which sparks chaos. People start to scream and run around.

Adressa shouts: "Come on, cowards! I thought you were heroes!" and keeps on shooting people until she sees that the party will engage her. If they don't, she continues and says: "So you're afraid of a lady such as myself?"

After three rounds, a group of four **guards** arrive and should the party ignore the whole situation, she dispatches them easily and gives up, planning to strike the party on a different opportunity. Before leaving, she says: "You're not who I thought you were. So much blood in your hands."

If they engage her, the chase then starts. Find below the guidelines on how to run it:

- **Rooftops:** their height is marked on the map. The DC to climb to the rooftop without any help $10 + (\text{height} / 5)$. A 15 feet high roof is a DC 13.
- **Objects:** barrels and crates, marked as "o" on the map, reduce the DC to climb by 5.
- **Boards:** some roofs are connect by boards, marked as "b" on the map. A successful DC 9 Dexterity (Acrobacy) check allows a character to cross safely using 2 feet of movement for each feet walked. A failure causes the character to fall and take appropriate bludgeoning damage according to the roof height. Crossing the board while dashing gives disadvantage to the Acrobacy check.

OUTCOMES

Some of the possible outcomes are listed below:

- The party manages to kill Adressa.
- The party defeats her but she escapes.
- The party ignores the whole situation, causing people to get killed.
- The party gets killed by Adressa.

REWARDS

If their either kill or defeat Adressa, in addition to the combat XP, award the party additional XP equal to a deadly encounter.

Killing her also earns the characters to loot her. In addition to her equipment, she also holds 250 gp from her down payment to end the characters' lives.



MASTER ASSASSINS

Assassins who excel at their jobs and seek to go the next level end up realizing that relying too much on wyvern poison is too expensive and not reliable. So they develop and learn new skills and tricks to become even more efficient at the art of killing.

Highly Mobile. Master assassins have learned how to become better at moving around to take advantage upon their prey while staying safer.

Alternative Poisons. Even though master assassins decided to give up on wyvern poison, they end up favoring cheaper poisons which also provide more utilitarian uses.

Natural Hunters. Master assassins learn tricks from hunters aiming to improve their efficiency when executing their jobs.



MASTER ASSASSIN

Medium humanoid (human), lawful evil

Armor Class 19 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	15 (+2)	14 (+2)	13 (+1)

Saving Throws Dex +9, Int +6

Skills Acrobatics +9, Athletics +9, Deception +5, Perception +6, Stealth +13

Damage Resistance poison

Senses passive Perception 16

Languages Thieves' Cant plus any two languages,

Challenge 10 (5,900 XP) **Proficiency** +4

Legendary Resistance (1/Day). If the assassin fails a saving throw, it can choose to succeed instead.

Assassinate. The assassin has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit the assassin scores against a creature that is surprised is a critical hit.

Evasion. If the assassin is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if they succeeds on the saving throw, and only half damage if they fail.

Masterful Killer. The assassin gains a +2 bonus to damage rolls with weapon attacks against creatures. In addition, the assassin can spend a bonus action to mark any creature they can see. The assassin's attacks against a marked creature deal an additional 1d6 damage of the weapon's type.

Sneak Attack (1/Turn). The assassin deals an extra 10 (3d6) damage when it 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 of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Fast Paced (1/Day). As a bonus action, the assassin can increase their speed by 10 feet for one hour.

Smart Tactician. The assassin adds their Intelligence modifier to their Armor Class (already included in the stat blocks).

ACTIONS

Multiattack. The assassin makes three serrated dagger attacks, or two repeating crossbow attacks. They can forgo making an attack in this manner to instead take the Hide action.

Weakening Dart. Ranged Weapon Attack: +9 to hit, range 30/60 ft., one creature. Hit: 6 (1d4 + 7) piercing damage. The creature must succeed on a DC 13 Constitution saving throw or become weakened for 1 minute. While weakened, the creature's speed is reduced by 10 feet, it has disadvantage on any Strength check and attacks.

Poisoned Dart. Ranged Weapon Attack: +9 to hit, range 30/60 ft., one creature. Hit: 6 (1d4 + 7) piercing damage. The creature must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.

Repeating Crossbow. Ranged Weapon Attack: +9 to hit, range 90/180 ft., one target. Hit: 8 (1d8 + 7) piercing damage.

Serrated Dagger. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 7) piercing damage. If the target is a creature, it starts bleeding from the wound. Until magical healing is provided, the creature takes 1d8 piercing damage at the start of its turns independently on how many times the character have been wounded. Alternatively, a successful DC 10 Medicine check can stop the bleeding.

LEGENDARY ACTIONS

The assassin can take 2 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin regains spent legendary actions at the start of their turn.

Attack. The assassin makes a serrated dagger or a repeating crossbow attack.

Reposition. The assassin can move up to half their speed without provoking attack of opportunity

Sneak. The assassin takes the Hide action.

LEGENDARY ASSASSINS

These individuals have made a name for themselves and the simple mention of it is capable of making even powerful people shiver. They have single-handedly defeated groups of great heroes, destabilized governments and organizations, removed opposition, among others. The cost to hire such a highly skilled and specialized professional is reserved only to the richest and meanest as there aren't many of them for hire. They're also very picky and careful with whom they do business with.

Killing Machines. Legendary assassins excel at killing people, but they're also resourceful and smart, masters at planning. They can manage to assassinate almost any target, with some exceptions like beings of extraordinary power. However, with some help, they

could possibly to kill a demon lord. To which point, that's another matter.

Living Ghosts. What's really appealing to people with enough resources to hire such individuals is discretion. Legendary assassins can do what they do best—killing people—and do so incognito or even better, frame someone else in the process.

Dangerous Business. Most of these professionals are known for getting rather upset with setbacks and lack of transparency or trust. They need to know where they're getting into or their target could easily change the person or organization who hired their services.

LEGENDARY ASSASSIN

Medium humanoid (human), lawful evil

Armor Class 20 (studded leather)

Hit Points 225 (30d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	17 (+3)	17 (+3)	16 (+3)	15 (+2)

Saving Throws Dex +11, Int +9

Skills Acrobatics +11, Athletics +14, Deception +8, Perception +9, Stealth +17

Damage Resistance poison

Senses passive Perception 19

Languages Thieves' Cant plus any two languages,

Challenge 18 (20,000 XP) **Proficiency** +6

Legendary Resistance (3/Day). If the assassin fails a saving throw, it can choose to succeed instead.

Stealth Kill. The assassin has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit the assassin scores against a creature that is surprised is a critical hit. If this damage exceeds half of the creature's maximum hit point, it dies.

Attentive Evasion. The assassin has advantage on Dexterity saving throws. If the assassin is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if they succeeds on the saving throw, and only half damage if they fail.

Murderous Nature. The assassin gains a +4 bonus to damage rolls with weapon attacks against creatures. In addition, the assassin can spend a bonus action to mark any creature they can see. The assassin's attacks against a marked creature deal an additional 2d6 damage of the weapon's type.

Sneak Attack (1/Turn). The assassin deals an extra 28 (8d6) damage when it 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 of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Fast Paced (3/Day). As a bonus action, the assassin can increase their speed by 10 feet for one hour.

Smart Tactician. The assassin adds their Intelligence modifier to their Armor Class (already included in the stat blocks).

ACTIONS

Multiattack. The assassin makes four serrated dagger attacks, or three repeating crossbow attacks. They can forgo making an attack in this manner to instead take the Hide action.

Weakening Dart. Ranged Weapon Attack: +11 to hit, range 30/60 ft., one creature. Hit: 11 (1d4 + 9) piercing damage. The creature must succeed on a DC 15 Constitution saving throw or become weakened for 1 minute. While weakened, the creature's speed is reduced by 10 feet, it has disadvantage on any Strength check and attacks.

Poisoned Dart. Ranged Weapon Attack: +11 to hit, range 30/60 ft., one creature. Hit: 11 (1d4 + 9) piercing damage. The creature must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute.

Repeating Crossbow. Ranged Weapon Attack: +11 to hit, range 90/180 ft., one target. Hit: 13 (1d8 + 9) piercing damage.

Serrated Dagger. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 12 (1d6 + 9) piercing damage. If the target is a creature, it starts bleeding from the wound. Until magical healing is provided, the creature takes 1d8 piercing damage at the start of its turns independently on how many times the character have been wounded. Alternatively, a successful DC 10 Medicine check can stop the bleeding.

LEGENDARY ACTIONS

The assassin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin regains spent legendary actions at the start of their turn.

Attack. The assassin makes a serrated dagger or a repeating crossbow attack.

Reposition. The assassin can move up to their speed without provoking attack of opportunity

Hide in Plain Sight (Costs 2 Actions; Recharges 6). The assassin becomes invisible until they makes an attack and can take the Hide action with advantage.