

THE INFERNAL HEIST



CAMPAIGN OVERVIEW

Title: *The Infernal Heist*

Theme/Genre: Fantasy, Heist, and Intrigue

Tone: Suspenseful with moments of high-stakes tension and flashes of humor

Target Level: Level 5

Expected Duration: 2 hours

Player Focus Preferences:

- Combat: Medium
- Roleplay: High
- Exploration: Medium

BACKSTORY AND SETTING

The Infernal Heist takes players into the heart of **Avern's Gate**, a city pulsating with intrigue, magic, and infernal influences. Known as the "City of Veils," Avern's Gate is as dangerous as it is alluring, with its sprawling streets and towering architecture shrouded in shadows and secrets. At its core looms the **Scarlet Spire**, a crimson monolith that bridges the gap between the mortal realm and the infernal planes. Here lies the legendary **Soul Prism**, a gem rumored to weave fate itself and bind souls to eternal contracts.

THE CITY'S SUFFOCATING GRIP

Syrakthys Veilbinder, an archfiend cloaked in mortal guise, has clenched Avern's Gate within a tightening vice of infernal influence. His manipulations threaten the city's vibrant soul, and whispers of rebellion have grown louder. Amidst this turmoil, a desperate plan has been hatched to break into the Scarlet Spire and claim the Soul Prism, symbol of Syrakthys' dominion.

THE PLAYERS' ROLE

As daring adventurers, players must navigate betrayal and dark magic in a heist that could liberate or forever doom Avern's Gate.

LOCATION BACKGROUND

- **Avern's Gate:**
 - A haven for misfits and mercenaries, the city's streets twist through vibrant commerce and shadowy deal-making. Its skyline is punctuated by gothic spires and gargoyle-laden edifices that silently watch over all.
- **The Scarlet Spire:**
 - A formidable tower of crimson and onyx, the Spire is known for its sinister elegance and treacherous interiors. Mystical wards and demonic sentinels protect the Soul Prism, creating a labyrinthine gauntlet for any would-be intruders.

IMPORTANT NPCs

1. Syrakthys Veilbinder (Villain):

- A silver-tongued devil in noble guise, Syrakthys' true form is rarely seen. Cunning and cruel, his ultimate goal is to transform Avern's Gate into a hellish fiefdom.
- **Personality:** Charming, Manipulative

2. Cassien Dustridge (Questgiver):

- Once kingpin of thieves, Cassien is now a ghost of his former glory, consumed by revenge against Syrakthys. Despite his shattered empire, he remains fiercely determined.
- **Personality:** Vengeful, Charismatic

3. Gilly the Gremlin (Support NPC):

- This pint-sized genius revels in chaos, crafting strange and wondrous devices from infernal junk. Her gadgets are as ingenious as they are unpredictable.
- **Personality:** Hyperactive, Inventive

PLOT HOOK

The adventure begins at **The Veiled Harpy**, a sanctuary for the city's dispossessed, hidden within the roots of a massive petrified tree. Here, in the dim glow of lanterns and the hum of whispers, Cassien Dustridge outlines a daring proposition. With Syrakthys away on infernal business, the Soul Prism lies relatively unprotected at the Spire's peak.

Cassien leans in, eyes gleaming:
"This is our moment. The Prism binds this city in chains. Free it, and we'll have the edge to loosen Syrakthys' grip. But beware—his left hand is Zarathan, and his right, the spite of hell."

Players must weigh their courage against the risks, setting a course toward destiny—or doom.

KEY LOCATIONS

LOCATION 1: THE VEILED HARPY (STARTING AREA)

Atmosphere: The air is thick with smoke, laughter mingling with secrets in a hideaway where few dare to tread. Shadows cloak the patrons, rogues and mercenaries alike, each lost in clandestine dealings.

NPCs:

- **Cassien Dustridge:** Speaks with a fervor that borders on mania, guiding players into the heist.
- **Gilly the Gremlin:** Offers her eclectic inventions—smoke bombs, enchanted grappling hooks, and more.

Potential Encounter: A rival thief overhears the plan. Players must either negotiate for silence or silence him creatively.

LOCATION 2: THE SPIRE'S PUZZLE FLOOR (INTERMEDIATE AREA)

Atmosphere: Eerie silence permeates the vast chamber, broken only by the occasional infernal whisper. Polished tiles form a devil's sigil, thrumming with latent energy as arcane light chases away the shadows.

Challenge: A fiendish puzzle bars the way. The floor's tiles morph, requiring the party to align them in a specific pattern or solve the riddle: *"What is earned, yet never owned?"*

- **Puzzle Mechanics:** Collaboration is crucial. Players balance Arcana checks to rearrange tiles with Athletics checks to stabilize the shifting floor. Failure may trigger **magma traps** or summon **Infernal Drones** (Imp Stat Block) for punitive attacks.

LOCATION 3: THE VAULT OF FATES (CLIMACTIC AREA)

Atmosphere: This sanctum atop the Spire seethes with unholy power. The Soul Prism floats, ensnared within

malevolent runes. The air crackles as if alive with malevolent anticipation.

Boss Encounter: Zarathan, the Warden

- **Tactics:** As Syrakthys' brutish enforcer, Zarathan wields a fiery whip that lashes into the players, pushing them toward deadly traps. He controls fiery braziers stationed at four corners, each bolstering the Prism's defenses and summoning additional fire-searing hounds.
- **Environmental Hazards:** Players must disrupt the braziers' magic to weaken Zarathan's hold. Coordination is key as they face the dire stakes of the encounter.

ENCOUNTERS AND CHALLENGES

COMBAT

- **Spire Guards:** Infernal sentinels patrol the tower's many halls, their vigilant presence a constant threat.
- **Zarathan, the Final Boss:** His combination of brute strength and magical acumen makes the final confrontation a test of endurance and ingenuity.

ROLEPLAY

- Persuade Gilly to fine-tune her gadgets without added cost.
- Attempt to defuse tensions with a rival thief in the Harpy.
- Engage Zarathan in debate, probing his doubts about Syrakthys.

PUZZLE

Solve the devilish tile arrangement on the second floor. Success wins the party safe passage, while missteps attract hell's minions.

CLIMAX AND RESOLUTION

Final Challenge: With swift teamwork and daring, players strive to dismantle the braziers' wards while combating Zarathan's relentless assault. Seizing the Prism will undo Syrakthys' tight grip over Avern's Gate.

- **Success:** Players alter the city's fate, gaining renown and potentially sowing future conflicts with Syrakthys.
- **Failure Consequence:** Captured, the players face bleak prospects, possibly ensnared in Syrakthys' infernal chess game.

ENDING OPTIONS

- **Triumphant Escape:** The Prism firmly in hand, players shape tales of newfound heroism or notoriety.
- **Desperate Bargain:** A necessary alliance with Zarathan or Syrakhthys could preserve their lives with a costly bond.

REWARDS

- **Loot:**
 - **Soul Prism:** Grants a single Wish—always tinted with infernal compromise.
 - **Gold:** 1,500 GP worth of treasure secreted in the Spire.
- **Story Rewards:** Increased influence with Avern's Gate's underground, unlocking new narrative paths.
- **Experience Points:** Sufficient for progression or leveling up as desired.

SUPPORTING DETAILS

STAT BLOCKS

- **Zarathan:** Adapted from **Erinyes**, with abilities tailored for the high-stakes combat.
- **Spire Guards:** Stat blocks reflecting infernal soldiers.
- **Infernal Drone Swarm:** A collective threat mimicking **Imp** patterns.

MAPS AND HANDOUTS

- Detailed maps of Avern's Gate and the Scarlet Spire's floors.
- Coded documents, gadget schematics, and the Prism's likeness for player immersion.

ATMOSPHERE

Employ music scores imbued with tension and mystery, like the haunting melodies of *Dragon Age: Inquisition*'s "The In-Between," to enhance the game's ambience.

FLEXIBLE OUTCOMES

Adaptable scenarios ensure no two sessions unfold identically:

- **Player Creativity:** Possible alliances within the Spire's hierarchy may alter dynamics.
- **Unexpected Twists:** Rival thieves could throw unintended challenges or turn the tide unexpectedly.

POST-GAME WRAP-UP

DEBRIEF QUESTIONS

1. **Enjoyment:** What aspect of the heist resonated most with you?
2. **Balance:** How was the pacing in terms of combat, puzzle-solving, and roleplay?

CONTINUING THE ADVENTURE

Should the saga continue, players ponder the repercussions of wielding the enigmatic Soul Prism—whether as liberators, seekers of power, or something far more uncertain.