

A woman with long, flowing red hair, wearing a golden crown with three spikes and a blindfold. She is dressed in a blue tunic and a red cape with a gold brooch. She holds a lit candle in a golden holder. The background is a stained glass window with warm, orange and yellow tones and swirling patterns.

TREASON IN TETHYR

A PLAYER PRIMER ADVENTURE

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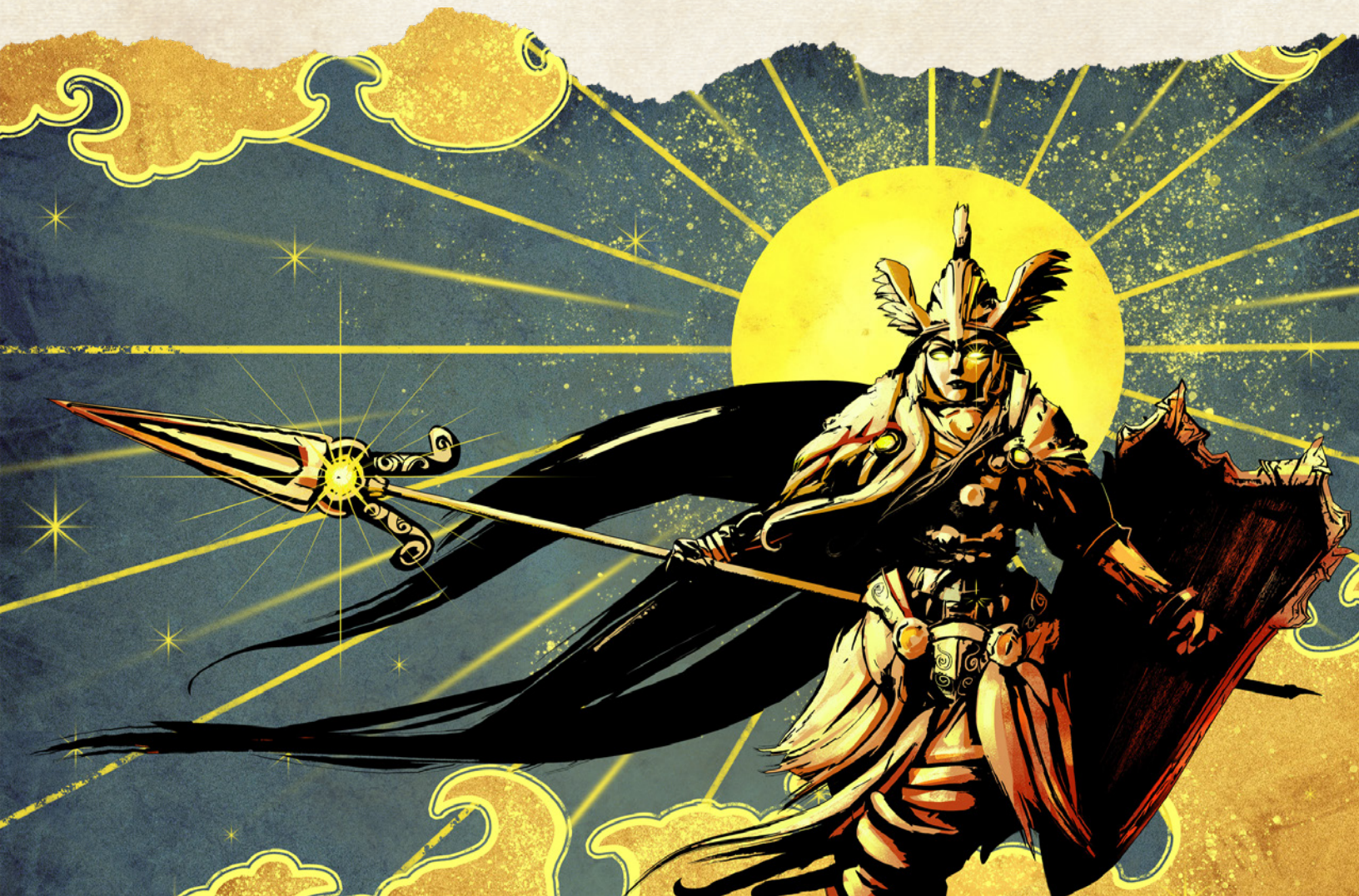
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TREASON IN TETHYR



WELCOME TO TREASON IN TETHYR, AN adventure designed for 5-6 adventurers of 1st or 2nd level. It can stand on its own or be part of an ongoing campaign. It can be easily adapted for Tier II adventurers; if you choose to do so, it is recommended for levels 7-8. It will take 4-6 hours, depending on your group's style of play.

The adventure is set in Darromar, capital city of Tethyr, in the southwest of Faerun, and pairs well with Player Primer: Tethyr. But it can be easily adjusted to many other settings, including your own personal campaign world.

Text in this style of box is meant to be read aloud to the players. Feel free to summarize, paraphrase, add or remove details—whatever makes this adventure most enjoyable for you and your players.

SIDEBARS

Throughout the adventure you will find sidebars like this one. You'll often find critical reference info that you will need in a particular area, such as how to adjust the difficulty of an encounter for Tier II play.

PREPARE THE CAMPAIGN

If this adventure is used to start a campaign, consider creating friendly and unfriendly NPCs collaboratively with your players. The "Allies and Rivals" rules from Player Primer: Tethyr can give you guidance.

PREPARE THE ENDING

This adventure has two possible endings:

- **"Heroes of the Realm"** sets the adventurers up as renowned heroes, likely to be approached by the wealthy and powerful for dangerous and important quests.
- **"On the Run"** sets them up as wanted criminals who need to flee the queen's justice and try to clear their name.

If you run this as a stand-alone adventure, it is recommended that you use the "Heroes of the Realm" ending.

If you run this adventure as part of an ongoing campaign, choose the ending that best fits the style of campaign you and your players most enjoy.

BEFORE PLAYING

PREPARE THE ADVENTURE

Read through the adventure. Take notes of anything you want to highlight or remind yourself of during play, such as NPC tactics, or rules for jumping and climbing.

Along with adventurer names, passive Perception scores, etc, ask your players for their adventurers' backgrounds—these will be used in Chapter 2.



CHAPTER 0: SETTING THE SCENE

INTRODUCE THE PLAYERS TO TETHYR AND Darromar, and the backdrop of royal intrigue against which this adventure is set.

ADVENTURE BACKGROUND

Unbeknownst to Queen Anais, Lady Estevele Mantegrie plots her downfall. She wishes to install the popular—and far more pliable—Princess Ysabel Linden on the throne, so Estevele herself can rule from behind the scenes. She has been secretly fomenting violence in Darromar’s streets and luring monsters up from the deep—all to weaken popular support for the queen, who has been unable to end the chaos. At the same time, she has turned several members of the Order of the Silver Chalice to her cause through a combination of bribery and preying on Princess Ysabel’s appeal.

Ysabel herself has grown tired of waiting for her turn to wear the crown, and she cooperates with Estevele’s schemes.

The plan is to stage a kidnapping, making it seem that the royal guard cannot be trusted. Estevele then will set up a team of adventurers as patsies. They will be tasked with a secret “rescue mission,” but are really being set up to be ambushed, killed, and blamed for the crime. Posthumously, they will be declared to have been working for the Greencloaks, a cabal of wealthy merchants with a traitorous history.

Estevele’s hope is that in one stroke she can have this rival cabal imprisoned, replace the royal guard with the Order of the Silver Chalice, and move public sympathies to the princess.

The party must investigate the abduction, survive the dangers of the dwarven ruins below the city, and rescue Princess Ysabel, unaware of the betrayal that awaits them.

USING BACKGROUNDS

Anyone from Darromar knows that the city is increasingly frustrated with the Queen, but is smitten with the popular Princess Ysabel. Anyone with the Herald of Faerun background or a Noble background (including the Knight, Magistrate, and Tax Collector adaptations) knows Princess Ysabel is far more dedicated to her charity work—and to her practice with swordplay—than to the complexities of politics.

ADJUSTING THE BACKGROUND FOR YOUR CAMPAIGN

This adventure can be set in any large city that sits atop dwarven ruins—these could be an entire underground city, or a large network of caves and tunnels.

Queen Anais can be any monarch, or even a powerful member of a ruling elite such as the masked lords of Waterdeep.

The Order of the Silver Chalice can be any faction dedicated to nobility and the public good, such as the Order of the Gauntlet or the Lords’ Alliance.

Estevele Mantegrie could be controlled by illithids, in thrall to some dark power, or have been replaced by a member of a clan of doppelgangers looking to control the city.

Read the following to the players:

The reign of Queen Anais has not been easy. Rivals and hidden plots abound. The bloodiest of these was The Children’s Massacre, in which almost all the queen’s nieces and nephews were killed, leaving Ysabel Linden—her sister’s daughter—as the only surviving heir to the throne. More recently was The Summer of Masks, when a cabal of merchants who call themselves Greencloaks organized a failed coup attempt, and masked and robed assassins stalked noble families. For months, the capital city of Darromar has roiled with violence that authorities have struggled to curtail, and monsters have been emerging from the dwarven ruins that lie beneath the city.

Now the beloved Princess Ysabel herself has been kidnapped on her way back to the palace after doing charity work in the slums. This past afternoon her royal train was ambushed and killed.

TRACKING TIME

The party has 12 hours to rescue Princess Ysabel. Periodically let them know how much time remains: “you’ve been wandering the ruins for 30 minutes—you have 8 hours left.” While they are unlikely to run out of time unless they attempt a long rest, occasional reminders about elapsed time will add to the players’ sense of urgency.

CHAPTER I: A SECRET SUMMONS



THE PARTY IS CALLED TO A SECRET meeting and tasked with their misleading mission.

You have been contacted in the dead of night by an emissary who tells you only “the crown needs you.” You are escorted to a tavern. It is not open, yet the emissary has the key to the back door. “Please wait here,” they say, then step outside.

If the adventurers do not know each other, this is a good time to have them introduce themselves, and to share their connection to Tethyr—why do they think they were summoned?

After a few minutes, the door opens and four knights in plate mail decorated with the image of a chalice enter, stepping briskly to flank you. They stand at the ready with hands on their sword hilts. Behind them enter two humans. You don’t recognize the first—a young man in chainmail with two longswords—but any citizen of Tethyr recognizes the other immediately: Lady Estevele Mantegrie, the most trusted advisor to Queen Anais.

“You are aware,” she begins, “of the horrible crime committed barely a few hours ago ...”

Estevele then shares the following information:

- Princess Ysabel’s retinue was ambushed, forced into an alley, and slaughtered.
- A ransom request arrived at the palace a few hours ago. It asks for a vast sum of gold and the release of several prisoners in exchange for Ysabel’s safe return.
- The kidnappers sent as proof one of Ysabel’s favorite rings tied up in a lock of her hair.
- The queen has been given until the coming sunset to comply. If she does not, the next delivery will be of Ysabel’s head.
- If the queen’s only heir is killed, the realm would be thrown into chaos and possibly civil war as noble families fight for position. But releasing these prisoners risks chaos as well. The nation needs a small team of skilled individuals who can effect a rescue.

LOCATION AND NPC SUMMARY

Darromar: the capital city of Tethyr, home to 100,000 people. It sits atop an ancient dwarven city, long abandoned.

Greencloaks: A cabal of merchants who tried to overthrow Queen Anais.

Lady Estevele Mantegrie (she/her): Human. Queen Anais’s oldest friend and most trusted advisor. Secretly scheming to end Anais’s rule and install Ysabel on the throne. “My Queen, I have always held your best interests at heart.”

Order of the Silver Chalice: A faction of knights dedicated to keeping power in the hands of those who would wield it for the common welfare. A handful of members have been corrupted and are working for Lady Estevele.

Queen Anais (she/her): Human. Genuinely cares for her citizens, but lacks Ysabel’s personal charm. “We must put an end to this lawlessness.”

Tormont Bradwyr (he/him): Human. Captain of the Silver Chalice secretly working for Lady Estevele. Deceptively enthusiastic. “For the honor of Tethyr!”

Ysabel Linden (she/her): Human. Niece and sole heir of Queen Anais. Beloved by the citizens of Darromar. Eager to be queen, but far more interested in charity work and swordplay than in the subtleties of politics. Would be happy to let Lady Estevele make her royal decisions while she enjoys the pomp and privileges of the throne. Playacts the helpless princess when it suits her. “It’s all so confusing!”

“We turn to you because right now we do not know whom to trust. Only the royal guard knew the route the princess was to take yesterday. I fear we have traitors in our midst. Until I root out this corruption, we must turn to the noble Order of the Silver Chalice for the services the guard would normally provide.”

He gestures to the young man in chainmail. “This is Tormont Bradwyr, one of their finest knights. He will aid you, as he knows this city well.”



ADJUSTING FOR YOUR CAMPAIGN

The captives can belong to any group that schemes to gain the throne.

The NPCs then share the following, either directly or through questioning if your players prefer more direct role-playing:

- Magics performed on the ring and hair confirm them to be Ysabel's.
- Divination magic cannot find Ysabel—she must be magically hidden.
- The prisoners whose release is demanded are all members of the Greencloaks. They are held as insurance; so long as they are captives, the queen can threaten those families with their execution if they engage in further treachery.
- The prisoners were interrogated thoroughly by royal mages, and Estevele is convinced that they have no knowledge of the kidnapping.
- Many members of the royal guard have been interrogated; so far no leads have been produced.

Since Estevele plans to pin the kidnapping on the party, she will invent reasons not to let them speak with anyone connected to the crown or the royal guards—she needs the party to have no reliable alibi.

Once the party has finished asking questions, wrap this chapter up:

Lady Estevele says, “discover the kidnapper’s whereabouts, and rescue Princess Ysabel. In thanks, the royal treasury shall pay you handsomely upon her safe return.

“I suggest you begin by investigating the site of the attack. The Order of the Silver Chalice has secured the alley for you. We dare not let word of your efforts leak out to the kidnappers, who may kill her if they suspect a rescue attempt. So be covert in your investigation, and do not speak of your connection to the crown.

“The fate of the realm may well depend on your efforts today. For the love of all the gods, be speedy.” She gestures to the room’s lone window, through which the first light of dawn shines. You have 12 hours.”

KEEPING SECRETS

Lady Mantegrie and Tormont Bradwyr wear *rings of mind shielding*, but a successful **DC 20 Wisdom (Insight)** check on either of them reveals that they know more than they are saying. If challenged, they point out that they know many things that they must keep secret even in such a dire circumstance as this, but they swear that they are withholding nothing the adventurers need to know.

CHAPTER 2: INVESTIGATION



THE PARTY INVESTIGATES THE SCENE OF the crime, eventually discovering the trail that leads to the undercity of dwarven ruins.

Tormont leads you through the city to the spot where Princess Ysabel was abducted. Despite the early morning hour, people are already starting to crowd around and stare at the scene of the kidnapping and the knights who guard it.

DETECTIVE WORK

The party must succeed at different ability checks to successfully investigate the scene of the crime. No single check can reveal more than a small amount of information, but together the clues eventually will lead the party to a trap door in the cellar of a nearby building.

WHAT REALLY HAPPENED

Specific clues to give out on successful checks follow, but this can be used to invent clues if needed:

Having been told by the princess where to attack, one group of attackers forced the royal guards into an alley. A second blocked the exit. Then more emerged from behind alley doors, stabbing the guards in the back. The attackers all wore cloaks and masks in the style of the Greencloaks (a ruse to make people think the merchant cabal is behind the abduction). They left the alley with the princess through a door to an abandoned building. Its cellar contains a trap door concealing a tunnel leading to the dwarven ruins under the city.

The attackers were really members of the Order of the Silver Chalice who had been bribed and corrupted; some of them quickly changed out of their disguises and went back to “secure” the scene—thereby protecting it from anyone who might be able to quickly follow the “kidnappers”—and to lock the trap door through which they escaped.

RUNNING THE INVESTIGATION

Go in rounds. Ask if groups want to work together to gain advantage on their checks. Let each group or individual make one skill check per round. Each round costs 15 minutes against the deadline.

Don't have Tormont actively investigate—let the PCs be the ones who succeed. However, if the players get stuck and seem unable to make any headway, Tormont can make a discovery or two to point them in the right direction.

IF YOU RUN THIS AS A TIER II ADVENTURE
Raise the DC of every check by 3.

If the same skill is used more than twice within this chapter, the DC of the ability check rises. For example, if the bard and the cleric each try a Charisma (Persuasion) check the DC is 12 each time; but if the bard (or a different party member) tries Persuasion again, the DC rises to 15.

1st & 2nd use:	DC 12
3rd use:	DC 15
4th use:	DC 17
further uses:	DC 20

GUIDING PLAYERS IN SKILL CHALLENGES

Tell the players about how the DC rises after the second time a skill is used, so they challenge themselves to find inventive ways to employ their skills. Encourage creativity—if what they come up with seems plausible, let them try.

If they get stuck or frustrated, you can offer some examples to get them going:

- Charisma (Intimidation) to make someone think they are suspected of being involved, and must give info to avoid arrest.
- Wisdom (Animal Handling) to assist a merchant with a recalcitrant donkey—prompting a conversation that you steer to the attack.
- Strength (Athletics) to climb an alley wall to get a “bird’s eye view” of the scene.

When an adventurer's background is especially conducive (or not) to the attempted check, give advantage (or disadvantage) to the roll.

Examples of times to consider **advantage**:

- Court Fool (Entertainer) speaking with the elf bard.
- Knight (Noble) speaking with members of the Order of the Silver Chalice.
- Magistrate (Noble) speaking with a shop owner or noble.
- City Watch member making an Investigation check on the crime scene.

Examples of times to consider **disadvantage**:

- Tax Collector (Noble) speaking with a merchant.
- Criminal interacting with a member of the Order of the Silver Chalice.

Two locations are obvious starting points: the alley where the abduction took place, and the adjacent market square. Later it may occur to the players to search the sewers and abandoned buildings that have doorways into the alley.

IN THE MARKET SQUARE

Many people in the square witnessed the attack on the princess's entourage firsthand.

The first time someone enters the market square:

Even at this early hour, Darromar shows signs of being a busy metropolis—merchants set out their wares, people head to their day's work, a few late-night revelers stagger back home. As is common for eastern Tethyr, most people are human, and many are halfling. But people of every race can be seen: an elven bard busks on a street corner, a pair of dwarves provides security for a wealthy gnome, and a half-orc artist works on a painting of a temple in the morning light.

What bystanders know.

- Violence has been breaking out all over Darromar lately—Queen Anais's guards and the city watch seem ineffective, and many wish the Order of the Silver Chalice would take a more active role in keeping law and order on the streets—their knights got to this scene quickly, and it made everyone feel much safer.
- The attackers wore cloaks and masks—calling cards of the failed revolt by the merchant families—and forced the royal guards into the alley.
- No one remembers seeing Princess Ysabel among the attackers who fled the scene.
- Afterwards, some attackers ducked into a shop one street over, others disappeared into the sewers.
- The number who fled the scene seemed smaller than the number who attacked.

REWARD SUCCESS

Successful checks reveal new information. For example, if a bystander reveals that some attackers fled into a nearby shop, don't share that same clue from a physical search.

Physical evidence in the market square.

- Physical signs (blood splatter, footprint placement, debris from a wrecked cart) suggest there were two coordinated groups: one forcing the guard into the alley, another stationed at the alley's far end.
- A blood trail leads to a nearby shop.
- In that shop can be found the shopkeeper, who has been killed.
- A further search of the shop can find three sets of cloaks and masks inside a basket, and a blood trail that leads out the back door.
- That blood trail heads back to the alley—suggesting that someone doubled back after the attack.

IN THE ALLEY

Physical evidence shows that a few attackers entered an abandoned building with an alley door. One of the members of the Order of the Silver Chalice guarding the alley participated in the attack and is feeling some regret for having gotten herself involved in this plot—if the party is clever in their questioning, they may be able to secure a confession (exactly how depends on what tactics the party pursues—for example, an earnest prayer over the dead might spark a spontaneous confession, or a successful Deception check might get them to believe that a party member is also part of the conspiracy).

The first time someone investigates the alley:

Two members of the Order of the Silver Chalice guard each end of the alley. At first, they are reluctant to let you pass, but Tormont vouches for you, and you are allowed in. The dawn sky provides dim light to a horrid scene: a dozen bodies in the livery of the Royal Guard, lying dead amid the debris of the alleyway.

What searching the alley can reveal.

- Most of the guards were killed from behind.
- The patterns of footprints in the dirt, grime, and blood suggest the princess didn't resist.
- Several alley doors show signs of having been opened recently—disturbed dust, open locks, broken door jams, etc.
- Footprints suggest a group entered an abandoned building with a door in the middle of the alley.

What speaking with the members of the Order can reveal.

- Three members arrived on the scene quickly, the rest came later. Of those three, two have left, but one member is still here.
- If that one member is questioned in earshot of the others, she will deny knowing anything about the attack—*however, if she is questioned alone* she might reveal that she locked the trap door behind the group that fled through the cellar.
- That member of the Order carries a key that can unlock the trap door.
- She knows the identities of the two members of the Order that were with her, but not the other attackers, nor who else is on the conspiracy.

If the party turns in this knight as an accomplice, Tormont acts horrified and insists that she be taken to the palace for questioning. But the party is not allowed to follow—“time is of the essence,” he says, “and we must press our newfound advantage. If the mages learn anything from questioning her, they can send us magical messages wherever we are.” (They will learn nothing, as this knight knows only that she was to stay behind to lock the trap door in exchange for gold.)

HOW DOES TORMONT RESPOND?

If the party begins to suspect that Tormont may be a part of the attack, have him reply, “yes, clearly something disturbing is going on. Trust no one. Don’t even trust me. I swore an oath to aid you, and I intend to keep my oath, but if you choose to watch me carefully I can only applaud your caution.”

In Chapter 3, have Tormont risk himself to aid party members—this will help to allay the party’s suspicions of him.

IN THE SEWERS

A group escaped through the sewers, and doubled back to the entrance to the dwarven undercity—Estevele intends for the adventurers to pick up on these tracks, find the cloaks and masks, and eventually find the trap door in the cellar.

What searching the sewer can reveal.

- Three sets of cloaks and masks can be found discarded in the sewer tunnels.
- Tracks lead from the discarded disguises to a drain, which leads into the cellar of an abandoned building next to the alley.
- Tracks leading from that drain join with other tracks leading from the door to the alley. They end at a carpet, under which is a trap door secured by a heavy padlock.

IN THE ABANDONED BUILDING

Ysabel and a handful of attackers rendezvoused in the cellar of an abandoned building that opens into the alley, and escaped down a tunnel to the dwarven undercity.

What searching the buildings connected to the alley can reveal.

- Discarded bits of food or disturbances in the dust reveal that people were waiting by the alley doors for quite some time.
- The building the captors fled through has a sewer grate in its cellar. In one corner of the cellar is a carpet, freer of dust than the rest of the floor.
- Beneath that carpet is a locked trap door.
- Tracks in the basement of the building the captors fled through suggest a group emerged from the sewer grate and joined other tracks from the alley door. Both sets then lead to the carpet.

GETTING PAST THE TRAP DOOR

IF YOU RUN THIS AS A TIER II ADVENTURE
Raise the DC of the checks below to 25.

The lock has been enchanted with *arcane lock*, and requires a successful **DC 20 Dexterity (Thieves' Tools) check** to unlock or a successful **DC 20 Strength (Athletics) check** to pry open. If *dispel magic* or *knock* is cast on the enchantment, the DC of each check falls to 10.

The party may choose to attack the lock or the door. Let them make whatever attack roll or ability check best fits their method. The result of the roll determines how much time is needed to break through: instantly on 20+, 5 minutes on 16-19, 10 minutes on 10-15, 20 minutes on 6-9, 30 minutes on 2-5; on a 1 or less they cannot break through.

If the party cannot get the trap door open, Tormont calls for a mage and a locksmith from court. They can open the trap door for the party, but need 1 hour to arrive.





CHAPTER 3: THROUGH THE RUINS



ONCE THE TRAIL OF THE CAPTORS HAS been found, it is easy enough to follow—a large group traveling through dusty and cobwebbed halls leaves clear traces.

Unless otherwise noted, the ceilings in the dwarven ruins are low by human standards, and creatures taller than 7 feet have to duck their heads.

TRAVELING SPEED

The party must decide how best to balance the need to catch up to the captors quickly against the need for stealth.

The tunnel descends steeply for some time, before intersecting into a low, wide stone corridor. Dust and cobwebs show the long years this corridor has sat abandoned.

In the intersection lie the slain bodies of three massive spiders. It is clear that you and the captors are not the only living things down here.

The spiders were killed recently—by the fleeing “kidnappers”—and so their bodies are still fresh. A successful **DC 12 Dexterity (Medicine) check** allows the harvesting of 2d4 applications of poison from the spiders, but attempting the check costs 15 minutes of time, as the spiders have to be carefully butchered to avoid rupturing the poison glands. The harvested poison can be applied to a weapon. A weapon treated

with this poison does an extra 1d8 poison damage on its next hit.

Ask the players at what speed they want to travel:

Stealthy. The party has the chance to surprise other creatures, increases their passive Perception scores by 5, and allows them to make Perception checks with advantage. But their travel time is doubled.

Regular. They will not be able to surprise creatures they encounter.

Fast. They will not be able to surprise other creatures, their passive Perception scores decrease by 5, and they make Perception checks with disadvantage. But their travel time is cut in half.

ADJUSTING FOR YOUR CAMPAIGN

You should not add wandering monsters to the ruins if you plan to complete this adventure in one session, but doing so can be a good way to extend the playing time of this adventure. If you are planning a longer campaign, it can also be a good way to establish particular creatures that lurk in the undercity.

Appendix C has maps you can use for wandering monster encounters.

The captors' tracks are clearly visible and lead east, where the corridor opens up into a cavern. Dotted among the stalagmites and rock formations are low, squat houses that might hold one or two occupants at most. It looks like an underground shantytown.

"The dwarven undercity!" says Tormont. "The whole of Darromar sits atop these ruins. We must be careful—dwarven stonework is cunning beyond measure, and many traps they laid against goblins and other underworld foes still work dangerously well."

A successful **DC 13 Intelligence (History) check** confirms that the architecture is dwarven, and in a style that fits a dwarven kingdom that fell many centuries ago, but does not feature the elaborate decorations common to that era—this might be slum housing, or temporary quarters for dwarves who worked on or near the surface.

Reaching the next section, "Dangerous Crossing," takes 20 minutes if the party travels at normal speed.

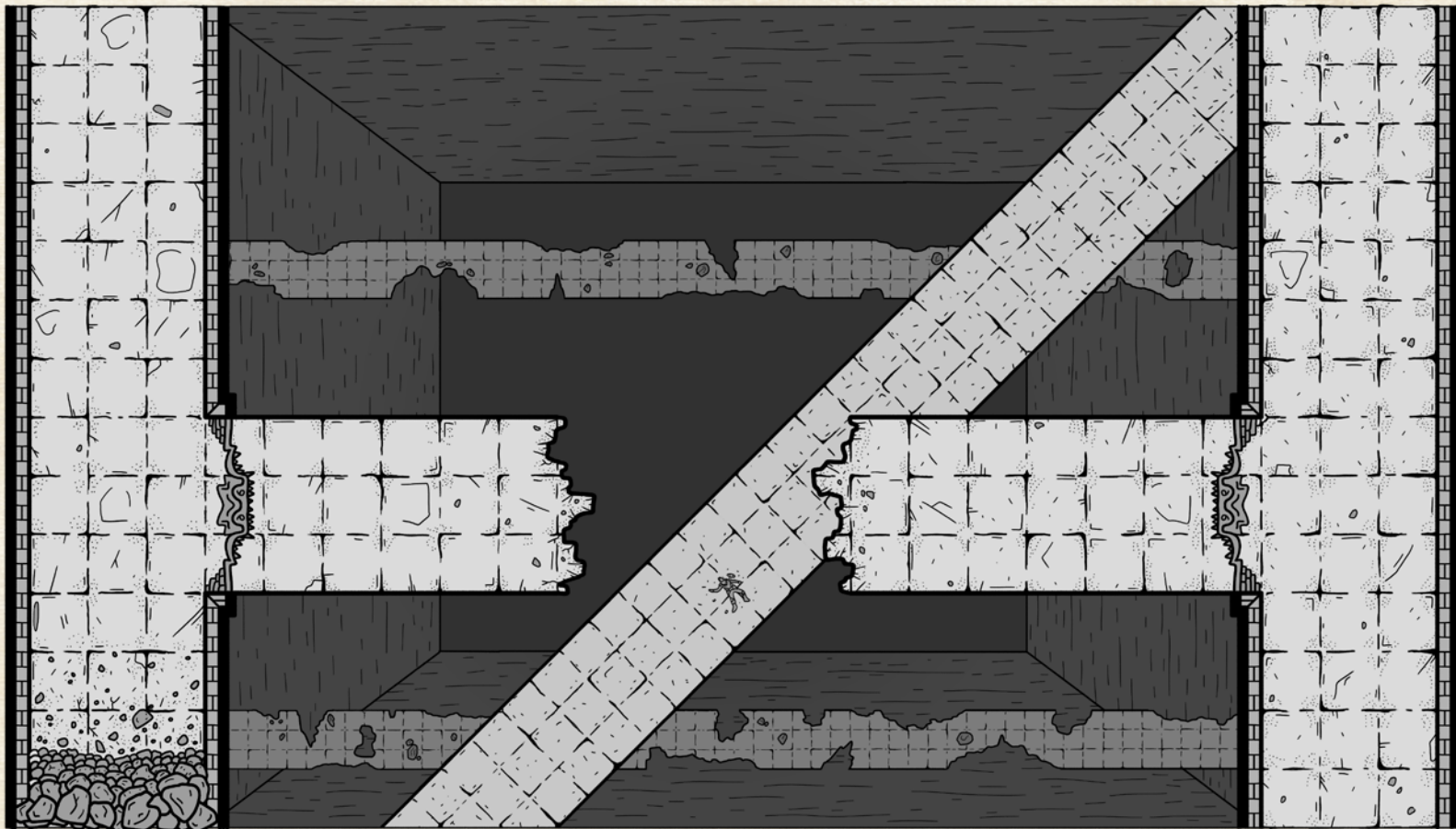
DANGEROUS CROSSING

Four bridges span a chasm, with an underground river 220 feet below. The party must act decisively to survive. The party begins in the western hallway, near the rubble.

The tracks of the kidnapers lead through the cavern and down a wide flight of stairs. Every so often you must carefully pick your way past a partially collapsed wall or a giant stone block dislodged from the ceiling. After a long descent you emerge in another passage heading south.

The sound of a faraway roar begins to be noticeable as the tracks turn away from a collapse in the tunnel ahead and through an opening to the east.

The chasm is thousands of feet long, so traversing the walls to cross it should seem a hopeless task. The dwarves placed an artificial ceiling over their crossing, but it has started to leak, and so stalactites have begun to form.



PERCEPTION CHECKS

Apply the appropriate modifier to Perception checks and passive Perception based on lighting conditions and the party's traveling speed.

When someone looks out across the chasm:

You stand near the top of a yawning chasm in the rock. 30 feet above you is a ceiling dotted with stalactites and mineral build-up as even dwarven architecture has given way to the relentless forces of seeping water and ageless years.

Below, the chasm drops away to darkness and unfathomable depth, though somewhere below is the sound of rushing water. Four bridges span the gap. You stand near the start of the highest one, though it has broken away in the center. A second one crosses diagonally 30 feet below you. Barely visible in the gloom, two more bridges cross 70 feet below—they have fallen into disrepair and pieces have given way.

The stonework around the entrances to the top bridge is carved to resemble the gaping maws of massive dragons. Their teeth are metallic rather than stone.

The tracks you have been following are visible on the far side of the top bridge.

Investigating an entrance reveals that the teeth are sharp as blades. A successful **DC 12 Intelligence (Investigation) check** further reveals that the blades can slide down and that the floor has gaps to accommodate them. **If the result of the Investigation roll is 15 or higher**, small openings are found dotting the “gums” of the dragon mouth, suggesting that something could issue forth from them.

When someone looks down at the other bridges:

On the second bridge, 30 feet below you, lies a dead body. Out of its torso grows a large purplish mushroom, about two feet tall. The exits from the lower bridges do not have the dragon-mouth archways, but the areas beyond the entrances are not visible.

TOP BRIDGE

IF YOU RUN THIS AS A TIER II ADVENTURE

The DC of every saving throw and ability check increases by 3, the gas does 3d6 damage, and the portcullis deals 2d8 damage when it falls and 2d4 damage to anyone who attempts to lift it.

Ropes can be secured to the jagged edges of the top bridge, but a rope tied to the edge of the western bridge does not lead directly to the middle bridge; someone who climbs 30 feet down the rope must then spend 10 feet of movement to swing to the middle bridge.

Climbing up or down a rope does not require an ability check, but does count as difficult terrain for anyone without a climbing speed.

Someone jumping from the furthest point of the west side to the nearest point of the east side must jump 20 feet to avoid falling to the middle bridge.

There is a pressure plate on the east side of the bridge, just inches away from the edge. A successful **DC 20 Wisdom (Perception) check** is required to spot it from the other side, although if a creature gets to the other side without landing (e.g., flying, or climbing a rope), the DC of the Wisdom (Perception) check falls to 15.

If the pressure plate is not detected, a successful jump across the gap automatically triggers the plate, as does anyone climbing up from below when they pull themselves up onto the bridge.

If the pressure plate is detected, a creature jumping across must succeed on a **DC 13 Dexterity** saving throw to avoid landing on it unless they manage a jump of 30 feet. Someone climbing up from below must succeed on a **DC 5 Dexterity** saving throw to avoid triggering it as they reach up.

Once detected, the pressure plate can be disarmed with a successful **DC 15 Dexterity (Thieves' Tools) check**. Someone hanging on to the edge of the bridge with one hand and disarming the trap with the other makes this roll at disadvantage.

If the plate is triggered, two things immediately occur:

- The “teeth” on each mouth drop down, forming portcullises blocking the exits from the bridge. Any creature in the entryway must make a **DC 12 Dexterity** saving throw, taking 1d6 slashing damage on a failure or half as much on a success.
- Everyone must now roll initiative, taking actions and movement in turn. A cloud of poison gas issues from around each dragon's mouth, heading toward the center of the bridge. Age and neglect have weakened the working of this mechanism, so it doesn't issue forth the mighty blast it used to. Each round on initiative count 20, losing ties, each gas cloud extends 10 more feet toward the center of the bridge. Anyone who enters a gas cloud for the first time on a turn, or begins their turn inside a gas cloud, must succeed on a **DC 12 Constitution** saving throw, taking 1d6 poison damage on a failure or half as much on a success.

Disarming the Trap. If someone braves the poison cloud to open the portcullis, they must succeed on a **DC 13 Strength (Athletics) check** to lift the portcullis. But they will take 1d2 slashing damage from gripping the blades.

There is a lever in the eastern corridor that disables the trap, 10 feet north of the bridge entrance. If someone pulls the lever, the portcullises rise and the poison gas spray stops. The cloud of poison disperses at the start of that person's next turn.

TRAFFIC JAMS

Be aware of adventurers' heights, and what that implies for how many people can fit on a rope at once. For example, if a 6 foot tall barbarian climbs 15 feet down the rope, she leaves only 9 feet of space above her.

MIDDLE BRIDGE

IF YOU RUN THIS AS A TIER II ADVENTURE

Replace the fungi in the southwest exit with 1 dwarven stone golem, and increase the number of violet fungi in the northwest corner to 20.

The body on this bridge is that of one of the kidnappers who fell to his death trying to cross the bridge. A young violet fungus grows from his body and attacks anyone who gets within range.

Waiting just past the southwest and northeast exits (each 80 feet from the body), unseen until someone reaches the middle bridge, are 20 **violet fungi**, 10 in each exit. Once someone stands on the middle bridge, they take the Dash action on their turns to charge toward the center of the bridge, and will attack anyone who comes into their reach.

A search of the body can recover a chain shirt emblazoned with the emblem of the Silver Chalice, 30 silver pieces, and a longsword.

YOUNG VIOLET FUNGUS

These monsters have the same stats as the **violet fungus**, with the following changes:

- 9 hit points
- they make 1d2 Rotting Touch attacks

BOTTOM BRIDGES

The holes in the bottom bridges might make them seem structurally unsound, but in truth they are fine and can support the party's weight—but this cannot be determined from a distance unless a bridge is in bright light and someone proficient in Mason's Tools succeeds on a **DC 20 Intelligence (Investigation or Mason's Tools) check**. If they inspect a bridge from up close, the DC falls to 13.

A descent by rope or some other gentle landing poses no danger. But if someone falls onto a bottom bridge, or jumps from one of the higher bridges, they must succeed on a **DC 14 Dexterity** saving throw or accidentally roll off the bridge or fall through a hole, landing in the river below and taking 15d6 bludgeoning damage from the fall. There is a small sandy shore, which can be easily swum to, or to which an unconscious body will float. There is no exit from that beach, so anyone there will have to be rescued or climb up the cliff wall.

FINDING THE TRAIL

The captors crossed the top bridge safely, and their tracks are clearly visible on its far side. If the party crosses the chasm by the middle or bottom bridges, they must make a **DC 15 Intelligence (Survival) check** to find their way through the tunnels to rejoin the trail at the eastern end of the top bridge. On a success, the party can find their way in 30 minutes of normal traveling speed if coming from the middle bridge or 60 if coming from a bottom bridge; on a failure those times are doubled.



CHAPTER 4: RESCUE

TORMONT LEADS THE PARTY INTO AN ambush. Estevele's plan is to bring their bodies back to court, where the princess will swear they are the ones who kidnapped her.

TRACKING TIME

Ask the players if they want to maintain their current traveling pace, or change to **stealthy**, **regular**, or **fast**. Reaching this area takes another 30 minutes at regular speed.

The tracks lead down a series of winding staircases and through elaborately carved rooms. The lower you go, the more detailed and opulent the stonework becomes, suggesting that lower levels correlate to greater wealth or higher status.

Eventually you enter a massive cavern.

This cavern is a hundred feet high and several hundred feet long, and around the massive stalagmites and rock formations have been erected boulevards, side streets, and about a dozen buildings, the most grand of which is a 40 foot high structure built to resemble a giant warhammer. This is a temple to Moradin. As befits an underground building, there are no windows.

The party can follow the tracks or explore the cavern. If they explore, they find nothing of value and no sign of the kidnappers.

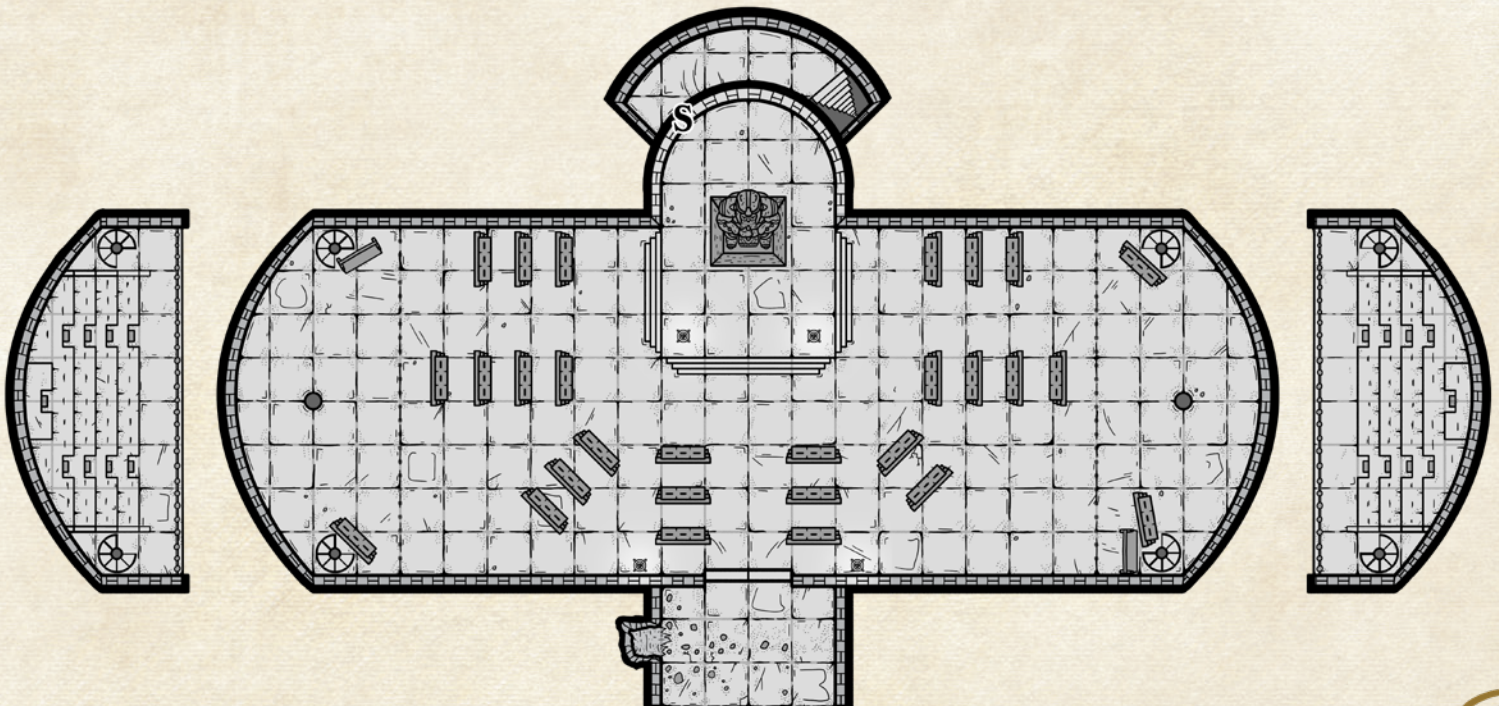
When the party follows the tracks:

The kidnappers' tracks lead to the massive building shaped like a warhammer. The "handle" portion of the building is partly collapsed in places, and the tracks lead to an opening in the wall near the hammer's head. Through the gap you see a massive set of double doors with large looped handles.

The party enters through the gap in the western wall of the "handle," near the double doors.

If they explore the remains of the "handle," the party sees the remnants of a massive bas relief depicting a powerful dwarf beating a hammer onto an anvil. The sparks turn into stars and galaxies, then later the world and a long line of dwarves. A successful **DC 12 Intelligence (Religion) check** reveals this to be Moradin, chief god of dwarves, creating the universe and dwarvenkind. A dwarf automatically succeeds at this check.

The door is neither locked nor trapped.





AMBUSH

Seven **squires of the Silver Chalice** wait in ambush, 2 in each balcony and 3 behind the secret door.

IF YOU RUN THIS AS A TIER II ADVENTURE

Replace the **squires** with 3 **knights of the Silver Chalice** in each balcony, and 4 more behind the secret door.

When the party opens the door:

The doors pull open to reveal a massive temple lit by several braziers. Before you is an altar with a large statue of the same dwarf on carvings in the hallway. Stone pews are arranged facing the altar.

At the ends of the chamber you see balconies. They start 10 feet off the ground, but they rise to 30 feet high at the back. Spiral staircases lead up, but they are partly blocked by overturned stone pews.

The ambushers in the balcony are lying down behind total cover, and cannot be seen until the ambush is sprung. Their leather armor is emblazoned with the insignia of the Order of the Silver Chalice.

Once everyone enters:

With no warning, Tormont, who had been lingering by the door, leaps back through it and slams it shut. "You were valiant companions; it's a shame you must die." You hear movement from the balconies, and a secret door swings open in the wall behind the altar.

Tormont uses one of his longswords to bar the door by sliding it through the handles. He also leans into the door, helping to barricade it. Forcing the door open requires a successful **DC 25 Strength (Athletics) check**. Tormont only enters the fray once more than half of the ambushers have been killed.

SPLITTING THE PARTY

If some adventurers investigate the temple while others remain behind, Tormont takes advantage by leaping into the room and slamming the doors shut, triggering the ambush.

Tormont's actions alert the party to danger; they are not surprised in the first round of combat.

The ambushers are armed with crossbows, but the characters have several options if they attempt to take cover. The balcony railing provides anyone in the balcony **3/4 cover** against attacks from the main floor and **1/2 cover** against attacks from the other balcony. Ducking low amid the eastern or western pews provides **1/2 cover** from attacks from the balconies. Anyone underneath a balcony has total cover from anyone in that balcony.

The stairways to the balconies have been blocked by overturned stone pews. It costs an extra 15 feet of movement to clamber over them unless the creature doing so has a climbing speed, in which case it costs an extra 5 feet of movement. The pews can be moved by a successful **DC 18 Strength (Athletics) check**.

The party will be able to take a short rest here. The priests' quarters are far enough below the temple that the sounds of combat are not heard there.

LEVELING UP WITH NO REST

Any adventurer who is Level 1 can advance to Level 2 immediately after this encounter without taking a rest. Anyone who advances in this manner gains the appropriate hit points, spell slots, and abilities, but does not automatically recover spent spell slots or heal damage (e.g., a wizard whose hit points were 4 below maximum and who had used 1 spell slot would, upon gaining level 2, still be 4 hit points below their new hit point maximum and would not recover the expended spell slot).

CONSPIRACY REVEALED

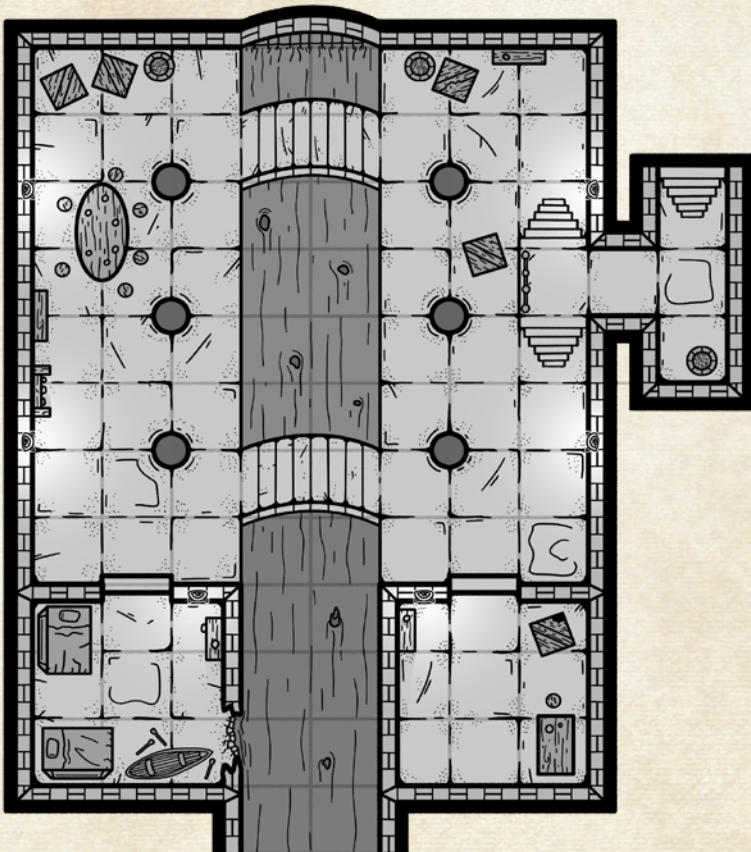
The party descends the stairs to the living quarters of the priests who once ran this temple. They find the princess and learn the identity of the woman behind the plot.

IF YOU RUN THIS AS A TIER II ADVENTURE
Replace the **captains of the Silver Chalice** with **champions of the Silver Chalice**, and increase the DC for the checks and saving throws to stay out of the river to 16.

As you descend the stairs, the sound of running water becomes louder. You reach a small landing, from which more stairs descend into a large room. An underground river cuts through the middle, and two arching footbridges with no railings cross its swift current.

There is a hole in the far wall downstream. Through it you can see a small boat.

On the other side of the room, around a table, are five humans—three in armor emblazoned with the Silver Chalice, Princess Ysabel, and Lady Estevele Mantegrie herself.



Estevele is expecting Tormont and the ambushers to enter with the party's dead bodies. But if the party is disguised in the masks and cloaks from Chapter 2, a successful **DC 18 Charisma (Deception) check** can buy the party some time. But a failure to produce the required bodies will cause Estevele to cast *detect thoughts* in an attempt to uncover the masked party's true identity.

Estevele has been casting *nondetection* on herself and Ysabel, so she has no 3rd level spell slots and only 2 4th level spell slots remaining.

When Estevele discovers the party:

"I didn't expect you to survive that ambush," she says. "The plan was to bring your bodies back to court, and say that you kidnapped the princess and these brave knights rescued her. Ah well—I suppose if you want something done right, you have to do it yourself."

Estevele Mantegrie directs the 3 **captains of the Silver Chalice** to kill the party, hoping to salvage her plan. Although **Ysabel** has a small dagger hidden in her dress, she does not join in the attack, so as not to give away her complicity if the plan goes awry. Instead, she plays the part of a helpless captive. A successful **DC 19 Wisdom (Insight) check** is required to see that she is pretending.

Estevele does not make spell attacks in this encounter—she wants the wounds on the dead bodies of the adventurers to have come from weapons, so as to better convince everyone that the Order of the Silver Chalice rescued the princess from the adventurers. In the first round, she will cast *mage armor* on herself, and she will cast *counterspell* as needed. She will, however, pull Ysabel toward the door to the south.

FALLING IN THE RIVER

Anyone who falls into the river must succeed on a **DC 13 Dexterity** saving throw to grab hold of the side or a bridge. On a failure, the river sweeps them 20 feet downstream (south) at the start of their next turn. If they are still on the map, they may use an action to attempt a **DC 13 Strength (Athletics) check** to grab hold of something to arrest their travel. Creatures without a swim speed treat the river as difficult terrain while swimming.

Anyone swept away will eventually be spat out into the river near Darromar's ports, and can rejoin the party in Chapter 5.

Estevele and Ysabel have considered the possibility that the adventurers might overpower the members of the Order. They have pre-planned the following charade:

When one captain dies or becomes incapacitated or if Ysabel is separated from Lady Estevele or if Estevele is reduced to 70 hit points, then Ysabel runs for the “safety” of the party. She then pulls out her dagger and fights on the party’s side. Estevele runs for the boat. It takes an action for her to launch the boat, and on her next turn it carries her away downstream. If the boat is unreachable, Lady Estevele casts *mislead*. Her illusory duplicate dodges and shouts orders and threats while Estevele tries to slip unnoticed into the river and swim to safety downstream. She can also cast *misty step* or *dimension door* to aid her escape.

After the combat, Ysabel thanks the party profusely for their help, and promises them that Queen Anais will reward them richly for their service.

If Lady Estevele is reduced to 0 hit points, Ysabel attempts to stabilize her, or asks the party to do so. “Death is too easy a price for her treachery—she should face justice, and wither away in her own dungeons.”

SEARCHING THE ROOMS

If you plan the “Heroes of the Realm” ending, then a search can find ledger books in which Estevele recorded bribes of various members of the Order of the Silver Chalice, and notes on her plan to frame the adventurers. Not recorded is Ysabel’s complicity.

If you plan the “On the Run” ending, then a search finds a scrap of paper with the names and descriptions of the party members, and nothing else of value.



CHAPTER 5: MANY ROADS FORWARD



HIS ADVENTURE CAN END IN SEVERAL ways, depending on the players' choices and what you want for your game or campaign.

THE JOURNEY BACK

The party can retrace their steps to the surface—the tracks are even easier to follow now that their own footprints have been added to it. If they choose to follow the underground river, they can find the ladder Estevele used to escape.

Following Estevele down the river eventually leads to a rocky beach with a ladder rising to an iron hatch. Beyond, the ladder continues up a 300 foot tunnel to the surface, emerging in a small palace courtyard. If Estevele has the ability, she will have cast guards and wards on the tunnel to cover her retreat.

Once they have reached the surface, having Ysabel in their company makes it easy enough for the party to secure an audience with Queen Anais. She will be in her throne room, surrounded by members of court and 40 members of the royal guard and the Order of the Silver Chalice.

If Lady Estevele escaped, she is at the Queen's side, as always.

THE COST OF TREASON

Lady Estevele only corrupted a handful of members of the Order of the Silver Chalice, and the party will have killed most of them. Estevele's network has been badly damaged.

Estevele's network has been badly damaged. If you use the "Heroes of the Realm" ending, let the few remaining traitors be arrested with Estevele. If you use "On the Run," keep this a secret for now—this will add to tension in the ongoing campaign.

POSSIBLE ENDINGS

Choose the ending that fits best either with your table's adventuring tastes, or with your plans for your ongoing campaign.

HEROES OF THE REALM

The party presents evidence of Lady Estevele's treachery. Queen Anais is shocked, but grateful. The party is awarded a large amount of gold (500 each if Tier I, or 1,000 each if Tier II). Estevele and the corrupted members of the Order of the Silver Chalice are arrested for treason.

Your Ongoing Campaign

The party is known as capable heroes, and are called upon by wealthy merchants, nobles, and even the royal family itself to address problems throughout the realm. Ysabel herself could become a questgiver for the party—perhaps she knows secrets from adventurers' backstories and can aid party members in whatever long-term conflicts you have set up for your campaign. *Ysabel is still after the throne, and may intend to earn the party's loyalty so she can exploit it later—having them help oust Queen Anais.*

ON THE RUN

When the party claims that Lady Estevele and the Order of the Silver Chalice were behind the kidnapping, Ysabel pretends to be distressed, and says: "My Queen ... these people ... I ... Lady Mantegrie ... My Queen, protect me!" and she leaps away from the party, claiming that they are the real kidnappers, and their plan all along was to pretend to rescue her, then claim a reward—and that they promised to kill her on the spot if she didn't cooperate.

The queen trusts Lady Estevele more than anyone else, and so is primed to believe her niece's story.

UNFRIENDLY NPCs

If you have established unfriendly NPCs with your players—such as rivals from Player Primer: Tethyr—one or more of them can be in on the plot and present in court to swear that they overheard the party plotting Ysabel's capture.

If the party pleads their case, a successful **DC 25 Charisma (Persuasion) check** is required to make Queen Anais doubt the loyalty of Estevele. The party and Estevele would then be made to wait in separate chambers while the queen investigates further. On a failure, the party is arrested.

If the party insists on the truth being magically revealed, the queen will not trust magic cast by the party, but commands that a trusted court mage perform the interrogation. The party and Estevele are made to wait in separate chambers while the mages are summoned.

ADDITIONAL EVIDENCE

Did the party collect cloaks and masks in Chapter 2? If found in their gear, they will add to the perception that the party are the actual kidnappers.

Arrested

If the party is arrested, they are thrown in prison. If they resist, they face **Ysabel Linden**, **Estevele Mantegrie**, 1 **royal mage**, and 20 **knights of the Silver Chalice** and 20 **palace guards** (use the same stats as for the knights). Even if they somehow prevail, they will be enemies of the crown.

As the party sits in their cells, a friendly NPC slips in to see them, with the key to their doors. “There’s no way Lady Estevele will let you live, you know too much. Come with me, it’s your only chance. I’ve bribed the guards, but this will only buy us a few minutes. We have to hurry.” They then aid the party in their escape.

Separate Chambers

If the party avoids arrest and is escorted to a separate chamber, soon a friendly NPC will quietly enter. “You can’t stay here,” they say, “there’s no telling who Lady Estevele has corrupted. You have no more than minutes to live if you stay. Come! I can get you out.” They then aid the party in their escape.

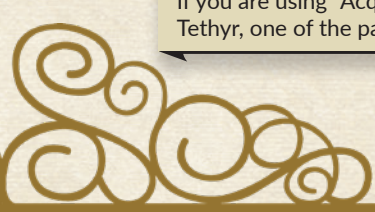
Your Ongoing Campaign

The party will likely flee the city, or go into hiding. The campaign can have the party pursued by the crown, wanted for a crime they didn’t commit. Perhaps they travel in secret across Tethyr, trying to stay one step ahead of the law, righting wrongs as they can, always searching for a way to clear their name.

Choose whatever ending brings you and your table the most joy.

WHO IS THE FRIENDLY NPC?

Perhaps they are a member of the Greencloaks, or an NPC who is an enemy of Lady Estevele. If you are using “Acquired Allies & Rivals” from Player Primer: Tethyr, one of the party’s allies can help them escape.



APPENDIX A: STAT BLOCKS

CAPTAIN OF THE SILVER CHALICE

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail and shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (250 XP)

ACTIONS

Multiattack. The captain makes two longsword attacks.

Longsword. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if wielded with two hands.

CHAMPION OF THE SILVER CHALICE

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +2

Senses passive Perception 16

Languages Common

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

DWARVEN STONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, or slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Dwarvish but cannot speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failure, a target can't use its reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, but not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ESTEVELE MANTEGRIE

Medium humanoid (human), neutral

Armor Class 13

Hit Points 110 (20d18 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	20 (+5)	16 (+3)	20 (+5)

Saving Throws Dex +7, Int +9

Skills Deception +9, History +9, Insight +7, Investigation +9, Perception +7, Persuasion +9

Senses passive Perception 17

Languages Common, Dwarvish, Elvish, Halfling, Gnomish

Challenge 10 (5,900 XP)

Magic Items. Estevele wears a ring of mind shielding.

Spellcasting. Estevele is an 11th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *sword burst*, *message*, *ray of frost*

1st level (4 slots): *comprehend languages*, *disguise self*, *mage armor*, *shield*

2nd level (3 slots): *darkvision*, *detect thoughts*, *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *nondetection*

4th level (3 slots): *dimension door*, *greater invisibility*

5th level (2 slots): *dominate person*, *mislead*

6th level (1 slot): *guards and wards*, *true seeing*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack.* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3)

KNIGHT OF THE SILVER CHALICE

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	15 (+2)

Saving Throws Str +5, Con +4

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The Knight of the Silver Chalice makes two melee attacks.

Heavy Crossbow. *Ranged Weapon Attack.* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if wielded with two hands.

REACTIONS

Parry. The Knight of the Silver Chalice adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.



ROYAL MAGE

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with mage armor)
Hit Points 89 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	17 (+3)	12 (+1)

Saving Throws Int +9, Wis +7
Skills Arcana +13, History +13
Senses passive Perception 13
Languages any six languages
Challenge 11 (7,200 XP)

See Invisibility. Once per long rest, for 10 minutes the royal mage can see invisible creatures and objects within 60 feet

Spellcasting. A royal mage is a 16th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *blade ward, dancing lights, message, poison spray, ray of frost*

1st level (4 slots): *comprehend languages, mage armor, magic missile, shield*

2nd level (3 slots): *detect thoughts, hold person, Melf's acid arrow, misty step*

3rd level (3 slots): *clairvoyance, counterspell, lightning bolt, sending, slow*

4th level (3 slots): *banishment, dimension door, Otiluke's resilient sphere*

5th level (2 slots): *scrying*

6th level (1 slot): *disintegrate, true seeing*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack.* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2)

SQUIRE OF THE SILVER CHALICE

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

ACTIONS

Light Crossbow. *Ranged Weapon Attack.* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Shortsword. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

TORMONT BRADWYR

Medium humanoid (human), neutral

Armor Class 16 (chain mail) or 17 (if wielding two longswords)
Hit Points 20 (3d8 + 6)
Speed 30 ft.

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

Skills Athletics +4, Insight +2, Perception +2
Senses passive Perception 12
Languages Common, Halfling
Challenge 2 (450 XP)

Dual Wielding. Tormont can wield dual longswords. While doing so, his AC increases by +1.

Magic Items. Tormont wears a *ring of mind shielding* and carries 3 *potions of healing*.

ACTIONS

Multiattack. Tormont makes two longsword attacks if he is holding two longswords.

Longsword. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) if slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

ADJUSTING FOR DIFFICULTY

If running this as a Tier II adventure, Tormont has 120 hit points and wields two *longswords* +1. He can make three longsword attacks if he holds two longswords, and two if he holds just one. His bonuses are +6 to hit and +3 damage. His CR is 6 (2,300 XP)

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5
Hit Points 18 (4d8)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (+5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack.* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) necrotic damage.

YSABEL LINDEN

Medium humanoid (human), lawful neutral

Armor Class 13
Hit Points 72 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +6, Int +4
Skills Acrobatics +9, Athletics +4, Deception +10, Insight +5, Persuasion +7, Sleight of Hand +6, Stealth +6
Senses passive Perception 12
Languages Common, Dwarvish, Elvish, Halfling, Gnomish
Challenge 5 (1,800 XP)

Magic Items. Ysabel wears a *ring of mind shielding*.

Cunning Action. On each of her turns, Ysabel can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Ysabel is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails. She can't use this trait if she's incapacitated.

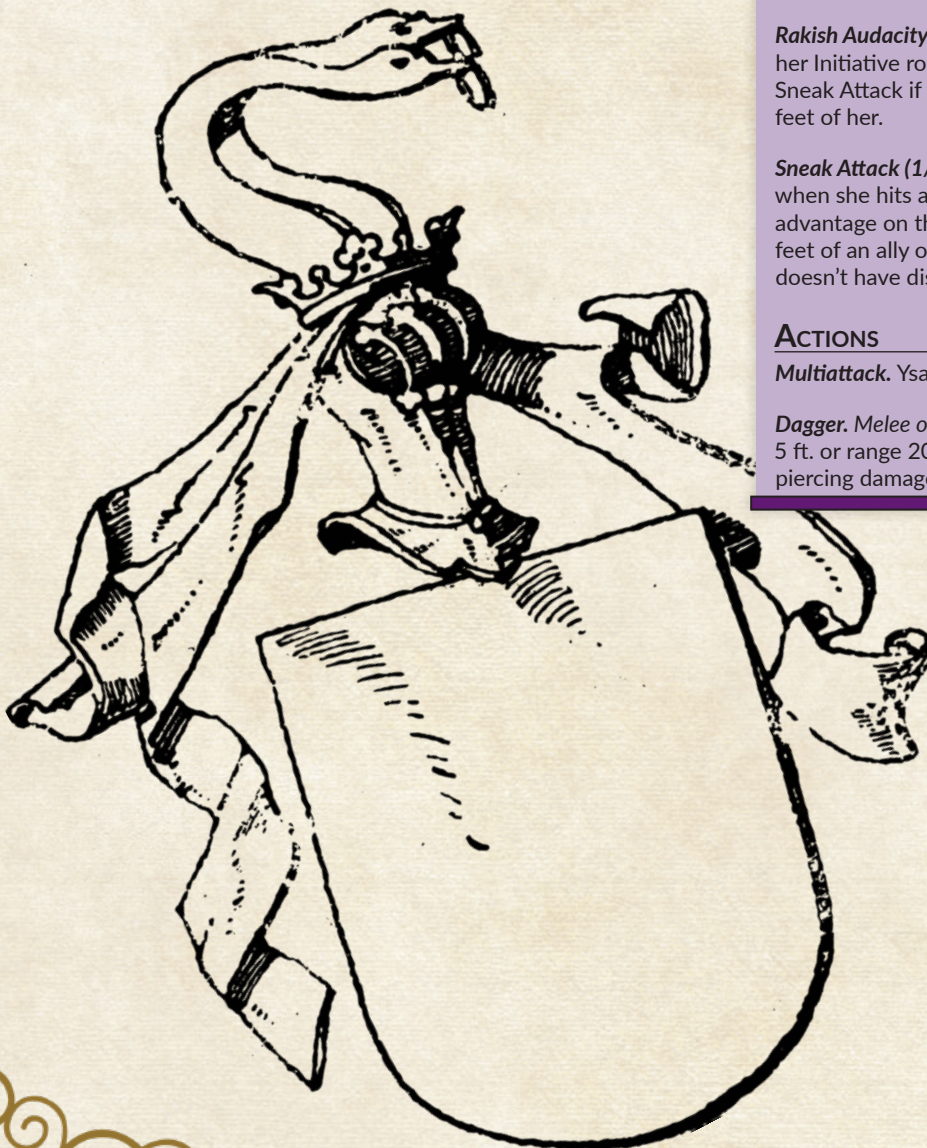
Rakish Audacity. Ysabel adds her Charisma modifier to her Initiative rolls, and doesn't need advantage to use her Sneak Attack if no creature other than her target is within 5 feet of her.

Sneak Attack (1/Turn). Ysabel deals an extra 24 (7d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Ysabel that isn't incapacitated and Ysabel doesn't have disadvantage on the attack roll.

ACTIONS

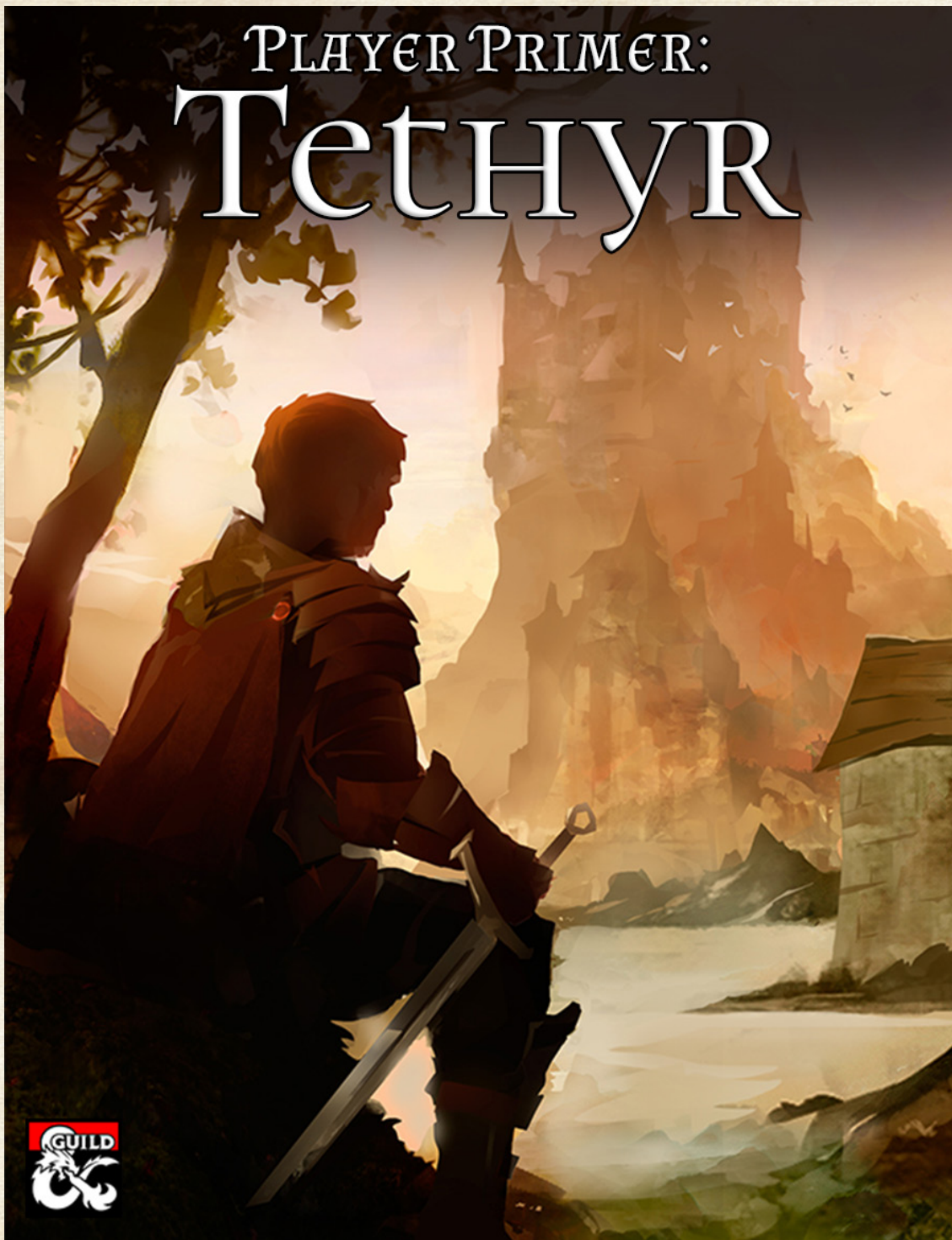
Multiattack. Ysabel makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack.* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.





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