

A TRAITOR IN OUR MIDST



A 5E D&D adventure for a party of 1st to 3rd level adventurers

A TRAITOR IN OUR MIDST

Take your party on a short adventure that will engage them in all the three pillars of D&D - combat, social interaction and exploration - as they must work to quickly uncover a dangerous traitor. Provided in this document is enough material for 3-6 hours of gameplay as well as a thorough guideline for making sure that 'A Traitor in Our Midst' is the perfect fit for your campaign and your group of players.

INTRODUCTION

'A Traitor in Our Midst' is a highly modular adventure with a central focus and key narrative elements that can be easily restructured and balanced to fit your campaign, the theme of your choice and the strength of your party.

ADVENTURE SYNOPSIS

'A Traitor in Our Midst' consists of three main parts:

1. The Contact - The party is asked to transport something important from point A to point B by the leader of a faction. While contact is established, the party is accosted by ruffians.

2. The Ambush - In reality, the transport is a ruse. The faction leader suspects that one of his closest allies is a traitor, and uses the party as bait to confirm this. While transporting something important, the party is ambushed by a rival faction.

3. The Investigation - When the faction leader has determined that one of his closest allies is indeed a traitor, he asks for the party's help in finding out exactly who. The party must search the living quarters of three suspects, potentially uncovering and even confronting the traitor as they do so.

MAKE IT YOUR OWN

As you might have noticed, the short synopsis of the adventure is very vague. Who is the faction leader? What faction is it? What is the rival faction? Who is the traitor? This vagueness is intentional, as the answer for these questions is entirely up to you. But don't worry, you aren't left to find the answers all on your own.

As written, this adventure takes place in the Moonshae Isles, more precisely near the city of Caer Callidyrr on the island of Alaron. The faction is the druids of the Dernall Forest Circle, the faction leader is the halfling druid Antola Pilark, the rival faction is the Dark Fey of Nachtur, and the traitor is Huedyn, a satyr-in-disguise. All of these variables can of course be changed as you see fit — Caer Callidyrr could just as easily be the city of Westbridge on the Sword Coast, if you prefer.

However, you can also choose to change the entire adventure. The faction could be the Wizards of the Cobolt Tower, the faction leader could be the elf Immiriel Tiltathanar, the rival faction could be Cultists of Shar, and the traitor could be the doppelganger Eanthol. Or maybe it's an order of knights betrayed by an oathbreaker paladin?

The point is that the adventure in this document can be repurposed for any scenario, campaign world or theme that you prefer. It is up to you, what skin you want to put over the meat and bones of the adventure. You'll find two suggestions for how to do that on page 7 of this document.

ADVENTURE BACKGROUND

If you're using the adventure as written, you'll need some background information about the Moonshae Isles, the city of Caer Callidyrr and the dark fey of Nachtur.

First off, you can read more about the Moonshae Isles on forgottenrealms.wikia.com, where you'll also find a map of the isles. If you can get your hands on Dungeons Magazine issue 196, you can also read the article 'Backdrop: Moonshae Isles' that inspired this adventure.

The Moonshae Isles are a cluster of islands a few hundred miles off the Sword Coast in the Forgotten Realms. The isles were once united under the High King, but High King Derid Kendrick now only controls the large island of Alaron.

But not even Alaron is firmly in his grasp. Dark fey, who crossed over from the Feywild more than a decade ago, are causing trouble in the Dernall Forest, just west of the capital city. The High King has supplied the druids of the Dernall Forest with soldiers and ordered them to deal with the fey.

The druids are led by the great druid Antola Pilark. He commands three druids and 200 of the High King's men (rangers and soldiers) from a warcamp a few miles outside Caer Callidyrr. The great druid's forces skirmish often with the dark fey, while attempting to keep them from raiding nearby settlements. They are, however, getting nowhere closer to ejecting the dark fey from the Dernall Forest, because the dark fey have an uncanny ability to evade the great druid's forces. This has led Antola Pilark to suspect that there's a traitor in his camp — perhaps even someone very close: one of the druids of the Dernall Forest Circle.

Before Antola Pilark can start an investigation, he needs to be certain of his suspicions. The great druid's plan is to tell his circle that something very valuable to the war effort needs to be transported quickly to the city of Ogden, far from where the dark fey usually prowl. If the transport is ambushed by dark fey, his suspicions will have been confirmed.

But first he needs someone to transport the goods. Someone who has nothing to do with the war effort. Preferably someone completely new to Caer Callidyrr and the Moonshae Isles, so he can be certain they aren't aligned with the dark fey. And someone who'll be able to defend themselves against the ambush he suspects they'll face. So the great druid sends his foster daughter Ikara Pilark into town to find a group of hardy adventurers, fresh off the boat...

Everything you need

This document contains several resources that'll help you run the adventure smoothly.

NPC Descriptions. For important NPC's you'll find notes on the page where you first meet them, that include their appearance, mannerisms, backstory, bonds and goals.

Encounter Sheets. In **Appendix A: Encounters** you'll find a sheet for each encounter in this adventure, helping you run combat smoothly.

DM's Notes. Knowing that half the task of running a published adventure is converting it to usable notes, we've decided to save you the time and done it for you in **Appendix B: DM's Notes**.

1. THE CONTACT

Antola Pilark has sent the only person he truly trusts, his foster-child, Ikara Pilark, to look for a suitable group of adventurers to aid him in his ploy to uncover the traitor.

Ikara makes contact with the party at a time and place of your choosing. Perhaps it is how you start your adventure, if it is the very first session. Maybe the party has just arrived in Caer Callidyrr and are fresh off the boat, and Ikara comes up to them, as they are walking down a street or enjoying a drink at a tavern.

Regardless of the 'when' and the 'where', you can describe the following to your players as they meet Ikara:

A young mousy-faced woman with long, red hair approaches you. She is clad in brown leathers and a long knife is strapped to her hip. An unstrung bow on her back marks her as a forester. She avoids making eye contact as she speaks, biting her lip and looking down at her feet: "Hello. Eh... My father needs someone to escort some important goods. Are you, eh, up for that sort of thing? He'll pay you well."

If the party ask for more information, Ikara can tell them the following:

Her foster-father Antola Pilark, the great druid of the Dernall Forest Circle, is leading a company of the High King's soldiers against the dark fey in Dernall Forest. She doesn't know what the goods being transported are, but her father is promising 50 gold pieces each for two days work. He will be able to tell them more.

LOOKING FOR A FIGHT

While the party speaks with Ikara, a group of **ruffians** approaches, spoiling for a fight.

A group of leather-clad youths saunter up to you, their presence interrupting Ikara in mid-sentence. A young man with greasy dark hair and a scar running across his temple stares lewdly at Ikara as he says: "Are these fools harassin' ye, milady? We'll be happy to move 'em outta yer way for a little payment, if ye' know what I mean?". Ikara seems uncomfortable and uncertain under the man's leering gaze.

The ruffians are trying to start a fight, but can be dissuaded with a DC 15 Charisma (Intimidation or Persuasion) check. Otherwise, the ruffians draw clubs and attack the party. Ikara aids the adventurers after warning them not to kill anyone. Run '**Encounter 1: Rude Interruption**'.

If the fight happens inside the tavern, the barkeep will call for the guards. If the party seems hesitant to take the hook and follow Ikara to the druids' warcamp, you can use this to motivate the character's toward the rest of the adventure. One of two scenarios might unfold:

- If the **ruffians** are badly wounded or dead, Ikara might suggest that they follow her quickly, before the guards arrive and the party get into trouble. Her father has the High King's ear and will be able to sort things out later.
- Four **guards** and sergeant Everal (**veteran**) arrive after the combat has ended. They are ready to throw the party in jail, but Ikara intervenes, explaining that the party is doing important work for Antola Pilark. The guards stand down and escort the party to the druids' warcamp.

Ikara Deepsmoor

Physical Description

Human, female, young, red hair, lithe, mousy.

Mannerisms

Shy, awkward, avoids eye contact.

Backstory

Ikara grew up in a small village on the western edge of the Dernall Forest. A decade ago, when she was still a child, her village was raided by dark fey. She managed to hide, but her parents and siblings were all killed or captured by the dark fey. The halfling druid Antola Pilark found the young girl and raised her as his own.

Bonds

Ikara's love and loyalty to her foster-father Antola Pilark is unwavering.

Goals

Ikara's greatest wish is to defeat the dark fey that stole her family from her. She'll not hesitate to lay her life down to reach that goal.



THE DRUIDS' GLADE

However it happens, Ikara will lead the party out of Caer Callidyr and to the druids' camp, which lies in the woods just a few miles outside the city walls.

You follow the young ranger for a short walk outside the walls of the city. The well-trodden road leads you through the forest to a camp of around fifty tents placed in a large clearing. Men and women in uniform and forester's garbs mill around the tents, going about mundane camp duties. Ikara leads you through the camp and into a small glade. As you enter the glade, a comfortable silence surrounds you, drowning out the bustle of the larger warcamp. Before you stands an old halfling, a middle-aged woman with jet-black hair, a handsome young half-elf wearing a fancy cap and — weirdly — a grey-muzzled lemur.

The druids of the Dernal Forest Circle are having a communion with their goddess, Chauntea. The great druid, Antola Pilark, is joined by the half-elf Huedyn Halftree, the human Merissa Dewfall and an elderly gnome named Ginali Dunhammer, who is currently in the form of a lemur.

Antola Pilark pleads for Ginali to take his human shape ("please, my friend, I need not only your ears now, but also your words") and then explains the task to the party and his fellow druids. He has something very important — what it is, he won't say — that needs to be delivered to the small town of Ogden in the south. The journey is eight hours (25 miles) by wagon along the High King's Road, and he'll need the party to leave this very evening and travel throughout the night.

Antola offers the characters 50 gold pieces each for delivering the wagon to the High King's soldiers in Ogden. While the fey rarely venture so far to the east, he still advises the party to keep their eyes open and their blades ready.

Huedyn Halftree

Physical Description

Half-elf form: tall, slender, handsome, smiling;
Satyr form: brown-skinned, tattooed, nimble

Mannerisms

Charming, fast-speaking, likes to touch, smiles

Backstory

Huedyn Halftree, who appears as a half-elf, is in fact a satyr in disguise. He hails from the dark Feywild realm of Nachtur, and uses his position in the druid's circle to aid the dark fey and sabotage the High King's war efforts.

Bonds

Huedyn Halftree is very attached to the panpipes he wears around his neck, but beyond that, he cares only really for himself and his own skin.

Goals

Everything Huedyn does, he does in the pursuit of pleasure whether it's making music, painting or bedding beautiful men and women — or betraying the druids to earn the favor of the Great Gark, archfey of Nachtur.

Antola Pilark

Physical Description

Halfling, old, short, brown whiskers, sad eyes

Mannerisms

Kind, slow-speaking, mild-mannered, trusting

Backstory

Antola has lived his entire life in the Dernal Forest. He became the Great Druid a few years ago, after the former Great Druid, Branwyn Moonsinger, left for the island of Sarifal.

Bonds

Antola loves his foster-daughter Ikara immensely, but his true and oldest love is the forest. He'll do anything to protect it, even if it means putting Ikara in harm's way.

Goals

Antola works tirelessly to clear the dark fey from the Dernal Forest, once more making the wood safe and hospitable for all creatures. He also hopes to one day train Ikara as a druid.

If the party accepts Antola's task, Ikara shows them to a small wagon covered securely by a big tarp. A single horse sits tethered to the wagon, ready to go as soon as evening arrives. Meanwhile, Ikara gets in position to follow the wagon, unknown to both the party and any potential ambushers.

While the party is preparing to leave, Antola Pilark's plan is already working. The traitorous Huedyn can't resist sending word through his *Stone of Sending* to the Nachtur goblin Ysses, who immediately sets out to ambush the transport before it reaches it's destination...



2. THE AMBUSH

The first part of the party's journey through the Dernal Forest goes by uneventfully — unless, of course, they decide to go against the great druid's orders. Members of the party might let curiosity prevail and lift up the tarp hiding the wagon's contents. If they do so, they'll find crates filled with flasks of clear liquid. If anyone investigates the flasks, a DC 10 Wisdom (Perception) check will allow a character to be confident that the flasks hold no color or smell. If a character tastes from a flask, they'll taste only water — because that is what the flasks contain.

During the journey, you can roll a Dexterity (Stealth) check for Ikara (+4 stealth) against the party's Passive Perception. If she fails, a party member might hear her rustling in the bushes as she tracks alongside the road. This'll raise tension, allowing the party to suspect — rightly — that something or someone is following them. Should the party manage to find and confront Ikara, she'll explain the situation (see *Ikara's Explanation*) and ask them to please go ahead with the plan. If this causes any issues, you can have the ambush happen while the party is talking with Ikara.



DARK FEY ENCOUNTER

When the party is halfway to Ogden, the dark fey spring their ambush, led by the fierce nachtur goblin Ysses. When and how it happens depend on how fast the party has been traveling, and whether they're being stealthy.

If the party is traveling at a medium or slow pace, ask the party to make a group DC 15 Wisdom (Perception) check to see if they spot the ambush. If the party is traveling at a slow pace and using stealth, also ask them to make group Dexterity (Stealth) check against the dark fey's Passive Perception of 13.

If the party succeeds on both the Perception check and the Stealth check, they can turn the ambush on the ambushers, spotting them first. If they succeed on only one of the checks (regardless of which it is), the party and the dark fey spot each other simultaneously.

If the party is traveling at a fast pace, they won't get a chance to detect the ambush at all. However, their fast pace will cause them to reach the ambush spot while it's still evening, which means they'll be fighting in dim light instead of complete darkness.

When the dark fey spring their ambush, Ikara will come out of hiding to help the party, sending arrows into the dark fey from a vantage point.

Run '**Encounter 2: Dark Fey Ambush**'

IKARA'S EXPLANATION

After the dark fey have been defeated (or earlier, if the party catches her tracking them), Ikara will explain her foster father's ruse to the party: that they were sent as a form of bait to see if someone within the druid's circle would pass the information along to the dark fey.

The party might — understandably — be angry with the great druid. She'll apologize on his behalf, saying that she picked them, because she felt they could defend themselves, and that he sent her along to help and protect them. And Antola did warn them to keep their eyes open and swords ready!

When things have quieted down, Ikara will lead the party back to the druids' warcamp, telling them to leave the wagon and travel swiftly — Antola must know as soon as possible.

3. THE INVESTIGATION

When the party returns to Antola Pilark in the middle of the night, he is alone in his glade, awaiting word from Ikara or the party. He apologizes for putting them in harm's way, but explains why the ruse was necessary: he has long suspected that one of the three druids in his circle is a spy for the dark fey. Now he feels certain of it. If the party accepts his apology, he will ask for their help again: he needs their help to uncover the traitor's identity.

Antola's plan is simple: he wants the party to search each of the three druids' huts for evidence. He does not want to spook the traitor by acting out of the ordinary, and he does not want to bring harm to any of his innocent friends, so the party has to act fast and be discreet — no breaking stuff or confronting the druids violently.

Antola asks that the party report back to him when they have enough clues to be certain of the traitor's identity, unless circumstances require that they take action immediately. If they have to confront the traitor, he wants them to capture instead of kill. He'll double the party's payment to a 100 gp each, if they aid him in the investigation.

Because the traitor might soon discover that the ambush failed, the investigation needs to take place while the circle's druids are performing their 1-hour-long morning ritual in just a few hours from now. This gives the party no time to complete a long rest. Finally, Antola gives his description of each druid.

Melissa Dewfall. Merissa Dewfall is a middle-aged human woman druid who's been on the council for three decades. Merissa has been vocal in her opposition to Antola Pilark's. "Merissa is clever and strong-willed. She has made no secret about her desire to be the Circle's leader, and wastes no time second-guessing my authority. Lately she has been acting nicer, though, but that doesn't do much to ease my suspicion," says the great druid of his biggest critic.

Ginali Dunhammer. Ginali Dunhammer is an elderly forest gnome druid who's also the most senior member of the Circle. However, he is — unknown to anyone but Huedyn — suffering from untreated dementia, which makes him act oddly. "Ginali has been a faithful confidante for decades, but he has not been himself for some time now. His potions are nowhere near as helpful as they used to be, and he rarely ever leaves his animal form these days," says the great druid of his oldest friend.

Huedyn Halftree. Huedyn Halftree is a young half-elf druid who joined up with Antola Pilark's forces a few years ago. He says he grew up on the island of Sarifal (while in reality, he is a Nachtur Satyr hailing from the Feywild). "Huedyn is a druid of remarkable talent. I've seen him perform great feats of magic in battle against the dark fey. However, he is also the newest in the Circle, arriving from the forests of Sarifal a few years ago," says the great druid of the circle's newest addition.

INVESTIGATING THE HUTS

Antola asks the party to wait outside the camp, while he calls the druids to the morning ritual. Ikara lets the party know when the coast is clear and they can begin the search.

Time is an important factor in this investigation. While the party are searching the huts, note the time they spend. Walking to each hut takes five minutes, and each investigative action includes an estimate of the time needed to perform it, but feel free to change these as you like. Several characters can search simultaneously or use time to aid another character's search (granting that character advantage).

MERISSA DEWFALL'S HUT

This small hut sits alone near the outskirts of the warcamp. The oak door that bars the entrance to the hut bears no luck and is easily pushed open. Inside, the hut is sparsely decorated, neat and uncluttered. The only furniture within are small cot, a large oak desk and a comfortable chair.

DC 10 Intelligence (Investigation). Investigating the hut takes five minutes. On a successful check, a character feels fairly certain that there are no damning evidence lying about, but does find that the desk has three locked drawers.

DC 15 Dexterity (Thieves' Tools) or DC 20 Dexterity (Sleight of Hand). An attempt to open a locked drawer takes two minutes. Each drawer is also trapped with a poison arrow trap (+8 to attack, 1d4 + 2 piercing damage + *drow poison*), that triggers if successfully opened. A character can use two minutes and succeed on a DC 13 Intelligence (Investigation) to find a trap and a DC 10 Dexterity (Sleight of Hand) check to disarm it.

While the top drawer is empty, the bottom drawer holds 22 gold pieces and a piece of crystal (50gp). The middle drawer contain several letters addressed to Merissa. Reading the letters takes five minutes. A character who does so learns that the letters are correspondence with someone named Branwyn Moonsinger (the former great druid of the Dernal Forest Circle).

In one letter, Branwyn Moonsinger tells Merissa to lay away her misgivings and instead focus on helping Antola be the best Great Druid he can be, even if others of the circle urge her to do otherwise (referring to Huedyn, who has been prodding Merissa to oppose Antola).

In the newest letter, Branwyn Moonsinger congratulates Merissa on finally laying her differences with Antola aside.

GINALI DUNHAMMER'S HUT

This small hut is little more than a woodland shelter. It sits a little way outside the warcamp in a small clearing. The flimsy door into the hut is left ajar. Inside, every square inch of the hut is cluttered with flasks, plants, bits of fur and lemur droppings. The bed is soft and comfortable, as is the plush chair that sits before a desk, where plants and flasks are scattered in what seems a small laboratory.

DC 13 Intelligence (Investigation). Investigating the hut takes 10 minutes. On a successful check, a character finds several of the same full or partly emptied flasks containing a green liquid among the other trash littering the hut.

DC 10 Wisdom (Medicine) or Intelligence (Nature). Examining the flasks takes 5 minutes. A successful check reveals that these are potions against dementia. If the check exceeds 15, it also becomes clear that the potions have been corrupted with 'bitterbark' – discernible by a tangy smell – and is thus completely useless. (Unknown to Ginali and everyone else, Huedyn has been sabotaging the old druid's medicine for months now).

DC 13 Wisdom (Medicine), Wisdom (Herbalism Kit) or Intelligence (Nature). If a knowledgeable character takes 5 minutes to examine the small laboratory, they'll find that the old druid has been attempting to make some sort of healing concoction. However, the druid's work is sloppy, with many basic mistakes that a proficient herbalist would never make — wrong ingredients, wrong dosages and so on.

HUEDYN HALFTREE'S HUT

This newly constructed hut sits on the outskirts of the warcamp. Its door consists of hanging rows of glittering - but worthless - stones, that are easily brushed aside. The inside walls of the hut are lined with drawings of everything from fey creatures and (often naked) people to trees, birds and animals. A shelf contains several books - most of them books on plants and animals. At the foot of Huedyn's bedroll sits a small chest and a bottle of wine.

DC 10 Intelligence (Investigation). Investigating the hut takes five minutes. On a successful check, a character discovers a bundle of bitterbark (which Huedyn uses to sabotage Ginali's potions) stuffed away in a corner, recognizable by anyone who succeeds on a DC 10 Intelligence (Nature) check.

On a result of 15 or higher, the character also finds a drawing hidden away in one of the books, showing goblinoid creatures standing around a dark lake, from which other goblinoids seem to rise. The party are unlikely to realize it, but Antola Pilark will understand that this is a scene showing a corrupted Moonwell that allows the dark fey to enter into the Dernall Forest from the Feywild. Moonwells were once considered divine by the people of the Moonshae Isles, and is thought to once be conduits for strong druidic magic, but have lain dormant for more than a century now.

DC 10 Dexterity (Thieves' Tools) or DC 15 Dexterity (Sleight of Hand). Huedyn's chest is locked with a simple lock. Each attempt at unlocking it takes 5 minutes. Any character that takes five minutes and succeed on a DC 13 Intelligence (Investigation) check will also notice a faint glyph on the top of the lid. A DC 13 Intelligence (Arcana) check reveals that an *alarm* spell is cast on the chest. The spell can be disarmed with *dispel magic* or the glyph can be ruined without triggering it with a DC 13 Dexterity (Sleight of Hand) check. If the chest is opened without dispelling or destroying the glyph, an inaudible mental alarm is sent to Huedyn.

Inside the chest are several interesting things: a silver mirror (25 gp), a richly decorated flute (50 gp), a *potion of heroism* and a stone with the Sylvan word for 'friend' on it. This *Stone of Sending* is a perfect match for the stone that the party may have found on a Nachtur goblin after the ambush.

Triggering the Alarm. If the alarm spell on his chest is triggered, Huedyn excuses himself from the meeting and return to his hut in a few minutes, possibly catching one or more characters within. If he finds a single character inside, he'll try to incapacitate them with a *sleep* spell, recover his belongings from the chest (but not the drawing in the book, which he forgets) and escape into the Dernall Forest. If he returns to find several people inside his cabin, he'll either try to confront them - if he feels he stands a chance against them - or simply escape into the woods, knowing that his treachery has been discovered.

Run 'Encounter 3: Confronting the Traitor' if the party confronts or is confronted by Huedyn either in his hut or anywhere else in the warcamp.

CONCLUDING THE INVESTIGATION

After investigating one or more of the druids' huts, the party will have up to five pieces of evidence to present to Antola, listed here in order of significance (from least to most).

- The letter in Merissa's drawer indicates that she might be acting nicer because her old mentor, the former Great Druid Branwyn Moosinger, has advised her to. It also indicates that another druid of the circle (Huedyn) has been turning her against Antola.
- The flasks in Ginali's hut point to dementia being the cause of his inaptitude, not treachery. If questioned, Ginali will admit that this is the case, and that he didn't want to tell anyone from fear of being retired. He doesn't know that Huedyn has found out about his dementia.
- The drawing in Huedyn's hut (which Antola will realize depict fey creatures passing through the Moonwell) shows that Huedyn likely has information about the enemy that he hasn't shared with Antola.
- The bitterbark - if combined with the knowledge of Ginali's tainted potions - indicates that Huedyn has been purposefully sabotaging his colleague.
- The *Stone of Sending* found in Huedyn's chest, which perfectly matches a stone the party might have found on a Nachtur goblin, is almost clear evidence that Huedyn is indeed the traitor.

The party might choose to confront Huedyn directly, or wait until Antola has seen the evidence. If the party chooses the former, Huedyn will deny everything at first, but if the party forces the issue, he'll try to subdue them and escape (run 'Encounter 3: Confronting the Traitor').

If the party chooses the latter, and Huedyn returns to find that his hut has been searched (if traps has been triggered or things have been taken/destroyed), he immediately escapes into the Dernall Forest, using the spell *pass without a trace* to cover his tracks.

Even if Huedyn escapes without a word and the party didn't uncover damning evidence, Antola should become aware of Huedyn's drawing of the Moonwell (either because the party tells him about it, or when Huedyn's hut is searched after the traitor's departure), convincing the old druid that Huedyn was the traitor all along.

Troubleshooting

The party might find some evidence that leads them to directly confront one of the druids.

Confronting another druid. If the party has got it in their head that Ginali or Merissa is guilty and barge into the druids' glade to confront them, play out the discussion while allowing attentive characters a DC 10 Wisdom (Insight or Perception) check to spot Huedyn slipping away. If the party gives chase, they'll catch up to him at his hut and you can run the encounter from there.

Confronting Huedyn in the glade. If the party manages to gather enough evidence without triggering Huedyn's alarm and go directly to confront him, Merissa, Ginali and Antola will be present for the encounter, potentially making it way too easy. However, Ginali is useless due to his dementia, Merissa is too surprised and confused to intervene, while Antola wildshapes to a **giant boar** and aids the party as best he can.

ADVENTURE CONCLUSION

When the party has delivered the results of their search to the great druid Antola Pilark, this short adventure is over. Depending on how the party fared, they might have caught or killed the traitor Huedyn - or allowed him to escape into the woods.

The Great Druid's Reward. Regardless of how the party did, Antola Pilark rewards them as promised. They'll receive a 100 gold pieces each in total - 50 gold pieces for escorting the wagon and 50 gold pieces for helping investigate the druids of the circle. If the party was successful in uncovering Huedyn and managed to recover both *Stones of Sending*, Antola Pilark will also let the party keep the stones. Likewise, if the party defeated Huedyn, Antola will also let them keep his *Hat of Disguise* and anything else they took from him.

Ginali Dunhammer. If the party managed to discover Ginali's ailment and Huedyn's sabotage, the old druid will soon recover his wits as he takes his untainted medicine. Grateful for his recovery, the old herbalist brews up a batch of *potions of healing* and gives one to each party member.

Huedyn Halftree. If Huedyn was captured, Antola Pilark will keep him imprisoned in the glade, held down by vines and roots and under constant guard. Antola will interrogate the treacherous satyr, but learn very little that he doesn't already know.

The War Against the Dark Fey. Finding the picture of the corrupted Moonwell inside Huedyn's book is an enormous revelation for the druids of the Dernall Forest Circle, who've been wondering how the dark fey managed to cross into the material plane. This gives them a clearer path to victory: close the portal to the Feywild and stop the dark fey from getting reinforcements. Antola Pilark could use the party's help for this purpose. What happens from here is up to you and your party...

A DIFFERENT ADVENTURE

As mentioned in the start of this document, the structure of 'A Traitor in Our Midst' easily lends itself to being used with different characters, themes and settings. Below are two examples of how you can completely change the appearance and feel of the adventure by switching themes and settings.

A WIZARD'S TOWER

- The adventure takes place in Silvermoon in central Faerun.
- The elven wizard Immiriel Tiltathanar is the leader of the Wizards of the Cobolt Tower, a small conclave of wizards who are studying ways to protect and strengthen Mystra's magical weave.
- The wizards' work are opposed by local cultists of Shar, who attempt to sabotage them at every turn. The cultists have managed to insert a doppelganger inside the wizard's tower, masquerading as the diviner Eanthol.
- Immiriel Tiltathanar sends her trusted servant, the faerie dragon Hytti, to find suitable adventurers. While talking with the party, the faerie dragon is accosted by bandits who want to catch and sell the diminutive dragon.
- In front of the tower's other wizards — the evoker Darnell, the illusionist Alexa and the diviner Eanthol — Immiriel asks the party to transport important research to the town of Hollowtree, where an elderly sage will translate it (in reality, the 'research' is blank and useless scrolls).

- Along the way, the party is ambushed by **shadows** and **cultists**, but aided by the faerie dragon Hytti. They find a *Stone of Sending* on one of the cultists.
- As they return, Immiriel asks the party to investigate the wizard's rooms while she convenes them for a meeting. The party finds that Darnell is angry with Immiriel for not returning his affections, but that he is concentrating on ways to win her affection, not treachery. They also discover that Alexa's inaptitude is seemingly a result of someone spiking her tea with debilitating poison. Lastly, they find that type of poison in Eanthol's room, along with the other *Stone of Sending* and the real Eanthol, unconscious and trapped in a secret closet.

A KNIGHT'S QUEST

- The adventure takes place in Fort Hopeful near Neverwinter on the Northern Sword Coast.
- The human knight Darthan Foehammer is the leader of Lathander's Dawnguards, a small order of knights and paladins who are pledged to protect the roads between Neverwinter and Luskan.
- For months a tribe of orcs have managed to evade all the knights' patrols and have raided several important trading caravans. Unknown to Darthan Foehammer, the orcs have bribed Lieutenant Ulfwarren, a paladin, to aid them with information.
- Suspicious of treachery, Darthan Foehammer sends his trusted squire, the young half-orc Agamok, to find suitable adventurers. While talking to the party, racist and bigoted ruffians accost the timid and insecure half-orc.
- In front of the fort's lieutenants — young Aressa, the battle-scarred Ser Janus and the paladin Ulwarren — Darthan asks the party to transport 'something that will help us uncover these bandits in no time' to Luskan.
- Along the way, the party is ambushed by **orcs** and **worgs**, but the squire Agamok comes to their aid. They find a *Stone of Sending* on one of the orcs.
- As they return, Darthan asks the party to investigate the lieutenant's rooms while he convenes them for morning prayer to Lathander. They find that Aressa is angry with Darthan for not returning her affections, but that she is trying to come to terms with it through communion with Lathander. They also discover that Ser Janus' drowsiness is caused by someone sabotaging his sleeping potions (which help the old veteran sleep through the nightmares of war). Lastly, they find that Ulfwarren has the ingredient used to ruin the sleeping potions, along with the other *Stone of Sending*, a deliberately broken holy symbol of Lathander and a book of prayers to Gruumsh, the patron of all orcs.



APPENDIX A: ENCOUNTERS

Encounters is an integral and important part of any D&D adventure. But encounters can require a ton of information, that you need to have ready as the DM. How does it start? What tactics are the monsters employing? When does it end? And what can the monsters do?

To make running encounters easier for you, this appendix contains a sheet for each of the three planned encounters in the adventure, complete with information about the encounter and the full statblocks for any creatures included in the encounter. Print the sheets, have them ready at hand for your session, and you'll never feel unprepared.

READING ENCOUNTER SHEETS

The encounter sheets contain a series of different informations, explained below.

ENCOUNTER DIFFICULTY

A number of skulls from 1 (very easy) to 5 (very hard) signify how hard the encounter is expected to be for the party.

ENEMIES

Who are the party's enemies, how many are they and how strong are they? This can change depending on your party's composition (see '**Balancing Encounters**').

ALLIES

The allies, if any, the party has on their side for the encounter.

ENVIRONMENT

What important features are on the battlefield?

TACTICS

The tactics employed by enemies and allies alike. How do they fight - what is their goals?

DEVELOPMENTS

Something might change mid-encounter, or you'll find advice on how to change the combat, if it's too easy or too hard.

RESOLUTION

When does the encounter end? What happens if the party wins - and what happens if the enemies win?

TREASURE

What treasures will the party be able to take with them?

Balancing Encounters

When balancing encounters to your party, this adventure uses the CPL-method. CPL stands for Combined Party Level and is a measure that can be used to quickly balance encounters for stronger or weaker parties as needed (and within reason). This allows the encounters in this adventure to be just as hard for a party of 1st-level adventurers, as it is for a party of 3rd-level adventurers.

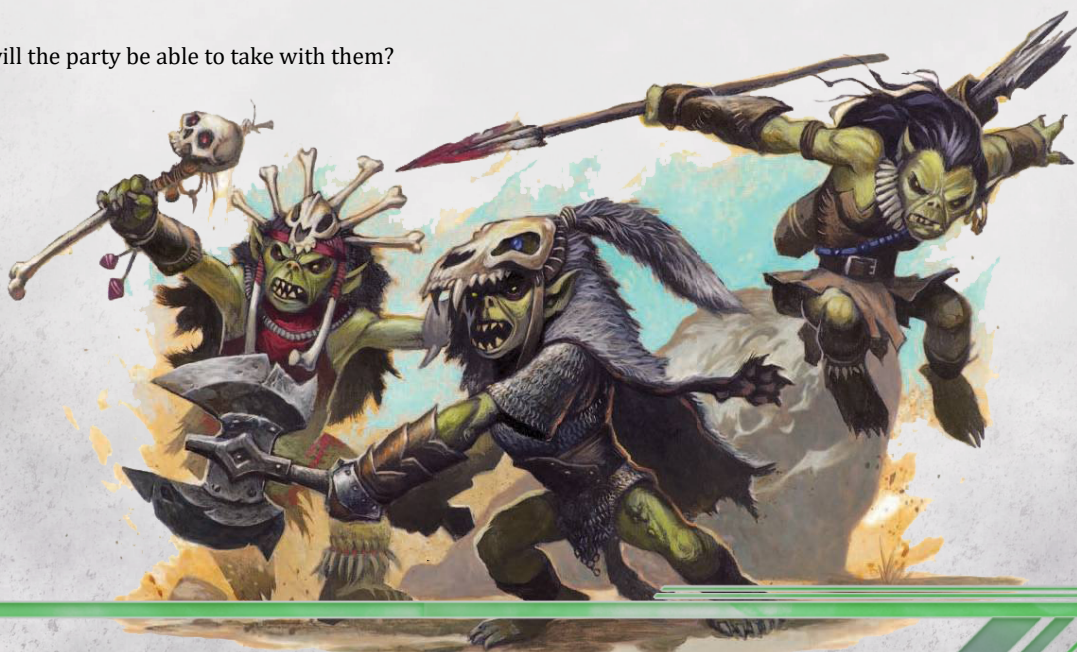
Combined Party Level. Your party's CPL is equal to the combined sum of each party member's character level. For example, a party of five 1st-level adventurers has a CPL of 5, while a party of four 3rd-level adventurers has a CPL of 12. It's a good idea to determine your party's CPL and write it down before starting the adventure.

Difficulty Rating. Each encounter in this adventure has a Difficulty Rating (Very Easy, Easy, Medium, Hard or Very Hard), which measures how difficult the encounter should be for the party. To ensure that this Difficulty Rating holds true whether your party has a CPL of 5 or 12, the difficulty of the encounter increases or decreases based on your party's CPL.

Changing Encounter Difficulty. Depending on your party's CPL, they might face more or less enemies, foes may get stronger or weaker, or DC's of challenges decrease or increase (always round down).

As an example, an encounter might say that it consists of '1 orc/2 CPL'. This means that a party of five 1st-level adventurers (CPL 5) would face only two orcs, while a party of four 3rd-level adventurers (CPL 12) would have to fight 6 orcs.

An encounter might also state dependant variables, such as: 'If CPL is less than 10, reduce the veteran's hit points by 20', or 'for each CPL above 20, the Young White Dragon has an additional 10 hit points'. CPL might also decide the DC's of traps and skill challenges.



1. RUDE INTERRUPTION



ENEMIES

2 **ruffians** + 1 **ruffian**/2 CPL

ALLIES

Ikara Deepsmoor

ENVIRONMENT

If the encounter is happening in an inn, you can use the '**Encounter 1: Rude Interruption**' map. Tables can provide cover if pushed over (object interaction) and chairs can be used as improvised weapons.

SETUP

A group of young troublemakers (**ruffians**) accost the party and **Ikara Deepsmoor**, making rude suggestions and spoiling for the fight.

TACTICS

The ruffians aren't employing any groundbreaking tactics, but they will gang up on whoever steps up to them first. They make sure to make their attacks nonlethal, unwilling to actually kill the party.

DEVELOPMENTS

If the fight is going badly for the party, or the encounter is dragging out, you can have the city guard (4 **guards** and 1 **veteran**) arrive and put an end to the fight. They'll hear the accounts of what happened and likely put any ruffians who haven't run away in a cell for a night or two.

RESOLUTION

If only a single ruffian remains on his feet, he will attempt to flee. If the ruffians are clearly losing, they can also be convinced to drop the issue and walk away with a DC 10 Charisma (Intimidation/Persuasion) check.

If the ruffians manage to defeat the party and Ikara, they will take any coin and obvious valuables, but otherwise leave them where they are.

Regardless of the outcome, the city guards arrive shortly after the fight ends, if they haven't entered the fray already.

TREASURE

If the party manages to loot the ruffians before the guards arrive, they'll find 1d4 gp and 1d10 sp on each ruffian.

RUFFIAN

Medium humanoid, chaotic neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

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

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

IKARA DEEPSMOOR

Medium humanoid (half-elf), neutral good

Armor Class 15 (studded leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +4, Survival +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elven, Sylvan

Challenge 1/2 (100 XP)

Actions

Multiattack. Ikara makes two attacks with her shortwords.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

2. DARK FEY AMBUSH



ENEMIES

Ysses + 1 **nachtur goblin**/2 CPL
1 **giant bumblebee**/4 CPL

ALLIES

Ikara Deepsmoor

ENVIRONMENT

You can use the 'Encounter 2: Dark Fey Ambush' map. Tree-trunks can provide half-cover or three-quarters cover to combatants, and the dense foliage can allow creatures to hide. Goblins are positioned on either side of the road, behind tree-trunks or in the branches of the trees.

SETUP

While on the road southward, the party runs into a dark fey ambush (**nachtur goblins** and **giant bumblebees**). Unless the party successfully spotted the ambush, they are surprised by the dark fey, who are hiding in the foliage on each side of the road. The party is travelling with a wagon and two horses.

TACTICS

The nachtur goblins prefer to remain behind cover and cast *firebolts*, only entering melee when absolutely necessary. Ysses and any other goblin riding a giant bumblebee uses spells while the bumblebees dive in for quick attacks. During combat, the goblins will move and use their bonus action to hide between shots, potentially keeping the party from pinning down their location. When two or less nachtur goblins remain, they attempt to flee.

DEVELOPMENTS

Ikara Deepsmoor joins the fight against the goblins, firing arrows at them from a vantage point along the road.

RESOLUTION

If the party are being overwhelmed, Ikara urges the party to abandon the wagon and helps them flee (the goblins allow the escape and focuses on securing the wagon).

If the goblins lose the battle, Ikara urges the party to hunt down any survivors – and goes after them herself, as well.

TREASURE

Each goblin carry no gold, but have a silvered scimitar (25 gp). Ysses carries a *Stone of Sending* with the sylvan word for 'friend' inscribed on it.

NACHTUR GOBLIN

Small humanoid (goblinoid fey), chaotic evil

Armor Class 14 (studded leather)

Hit Points 9 (2d6 + 2) or 18 (4d6 + 4) for Ysses

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	14 (+2)

Skills Stealth +4

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin, Sylvan

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on its turns.

Innate Spellcasting. The goblin's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells:

At will: *dancing lights*, *fire bolt*

1/day each (Ysses only): *entangle*, *faerie fire*, *misty step*.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one creature. *Hit:* 5 (1d10) fire damage.

GIANT BUMBLEBEE

Medium beast (fey), unaligned

Armor Class 10

Hit Points 16 (3d8 + 3)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages -

Challenge 1/2 (50 XP)

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Pollen Cloud (Recharge 5-6). The bumblebee sprays pollen in a 15 ft. cone. Each creature in that cone must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. CONFRONTING THE TRAITOR



ENEMIES

Huedyn Halftree (+5 hit points/CPL over 4)

ENVIRONMENT

If the confrontation takes place near Huedyn's hut, you can use the '**Encounter 3: Confronting the Traitor**' map. Tree-trunks provide half-cover or three-quarters cover. The well can provide full cover to a prone creature.

SETUP

While or after investigating the druids of the Dernal Forest Circle, the party confronts the traitorous Huedyn Halftree.

TACTICS

Huedyn's main objective is escape. If he thinks it possible, he will try to neutralize the party with his panpipes (*charming melody* or *gentle lullaby*), so that he can escape unhindered with as many of his belongings as possible. If outmatched, he will focus his efforts on making a swift escape, using spells like *entangle* and *pass without a trace* to hinder his pursuers.

DEVELOPMENTS

If the party is losing badly, you can have **Ikara Deepsmoor** arrive to aid the party against Huedyn. You can also have Antola Pilark aid the party while in the shape of a **giant boar** (Monster's Manual p. 323).

RESOLUTION

Huedyn escapes as soon as he has his belongings, or earlier if pressed hard. He does not stick around to kill off or loot incapacitated characters.

If the party manages to subdue Huedyn, he will refuse to answer questions or in any way respond to the party, instead continually attempting to escape until rendered unconscious or securely restrained.

TREASURE

Huedyn Halftree carries a *hat of disguise*, a small emerald worth 50 gold pieces, a quarterstaff and a shortbow. He also carries an ornate set of panpipes (100 gold pieces), that however only produces magical effects when played by a satyr.

HUEDYN HALFTREE

Medium fey, chaotic neutral

Armor Class 15 (studded leather)

Hit Points 38 (7d8 + 7)

Speed 40 ft.

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

Skills Perception +2, Performance +6, Stealth +4

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Hat of Disguise. Huedyn is wearing a hat of disguise, that allows him to cast the spell *disguise self* at will.

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

Spellcasting. Huedyn is a 4th-level spellcaster. Huedyn's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Huedyn has the following druid spells prepared:

Cantrip (at will): *druidcraft*, *produce flame*

1st level (4 slots): *entangle*, *longstrider*, *thunderwave*

2nd level (3 slots): *heat metal*, *pass without trace*

Actions

Multiattack. Huedyn makes a ram attack and two quarterstaff attacks, or two attacks with his shortbow.

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 2) bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Satyr's Panpipes. Huedyn plays his pipes and chooses one of the following effects: a charming melody, a frightening strain, or a gentle lullaby. Any creature within 60 feet of the satyr that can hear the pipes must succeed on a DC 13 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to these panpipes for the next 24 hours.

Charming Melody. The creature is charmed by the satyr for 1 minute. If the satyr or any of its companions harms the creature, the effect ends.

Frightening Strain. The creature is frightened for 1 minute.

Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

APPENDIX B: DM'S NOTES

A seven page adventure is all well and good, but if you've read through the whole thing, all you really need to know at table are the hard-to-remember details. This single sheet provides you with a bulletpoint notes, summarizing the entire adventure.

ADVENTURE SUMMARY

- The party is asked to transport a wagon for Antola.
- The party is ambushed by dark fey while on the road.
- The party is asked to investigate the three druids' huts.

ADVENTURE BACKGROUND

- Dark fey infiltrated the Dernal Forest a decade ago.
- The Great Druid Antola is leading the fight against them.
- Antola suspects a traitor in his inner circle.
- Antola hopes to lure out the traitor (the satyr-in-disguise, Huedyn Halftree) by faking an important transport.

1. THE CONTACT

- Ikara (human, young, red hair, shy) approaches the party on the road, in a tavern or somewhere else and asks for their help transporting a wagon.
- A group of ruffians tries to start a fight with the party (DC 15 Charisma check to dissuade them). Guards arrive after the fight, possible to nudge the party toward accepting Ikara's offer.
- The party speaks with the great druid Antola Pilark (halfling, old, nice) in a warcamp just outside the city. Three other druids are also there: Melissa (middle-aged, stern, condescending), Ginali (gnome, old, detached, confused) and Huedyn (half-elf, handsome, smiling).
- The party are asked to transport 'something important' to Ogden, one day's ride to the south. They must depart tonight and in secrecy. They'll receive 50 gp each for the task.

2. THE AMBUSH

- Ikara stealths after the party as they travel south (she has +4 stealth vs party's Passive Perception).
- Roughly halfway to Ogden, a dark fey ambush sits ready (DC 15 Perception to spot ambush, DC 13 Stealth check to sneak up on ambushers).
- Ikara helps the party fight off the ambush and catch any fleeing dark fey.
- One of the goblins has a *Stone of Sending* in its pouch, which can be used as evidence later.
- Ikara explains the ruse to the party and leads them back to the camp.

3. THE INVESTIGATION

- Antola apologizes and asks the party to help him investigate the three druids.
- Investigation must be soon, during the druids' morning ritual. They have 1 hour.
- Antola describes each druid: Melissa is jealous of Antola's leadership, Ginali is confused and near useless and Huedyn is powerful, but newest member.

MELISSA'S HUT

- Near outskirts of camp, neat, a small cot, a large desk and a comfortable chair.
- DC 10 Investigation - 5 minutes - certain of no evidence.
- DC 15 Thieves Tools or DC 20 Sleight of Hand - 2 minutes - open one of desk's three drawers. Each drawer is trapped with poison arrow (+8 to attack, 4 (1d4 + 2) damage + drow poison). DC 13 Investigation to find, DC 10 Sleight of Hand to disarm.
- Top drawer: useless trinkets. Bottom drawer: 22 gp and crystal (50 gp). Middle drawer: Letters.
- Reading letters - 5 minutes - the letters are from former circle leader Branwyn Moonsinger, telling Merissa to stop fighting with Antola and accept his leadership - and congratulating her on doing so. Also insinuates that another circle member is urging Melissa to step up as leader.

GINALI'S HUT

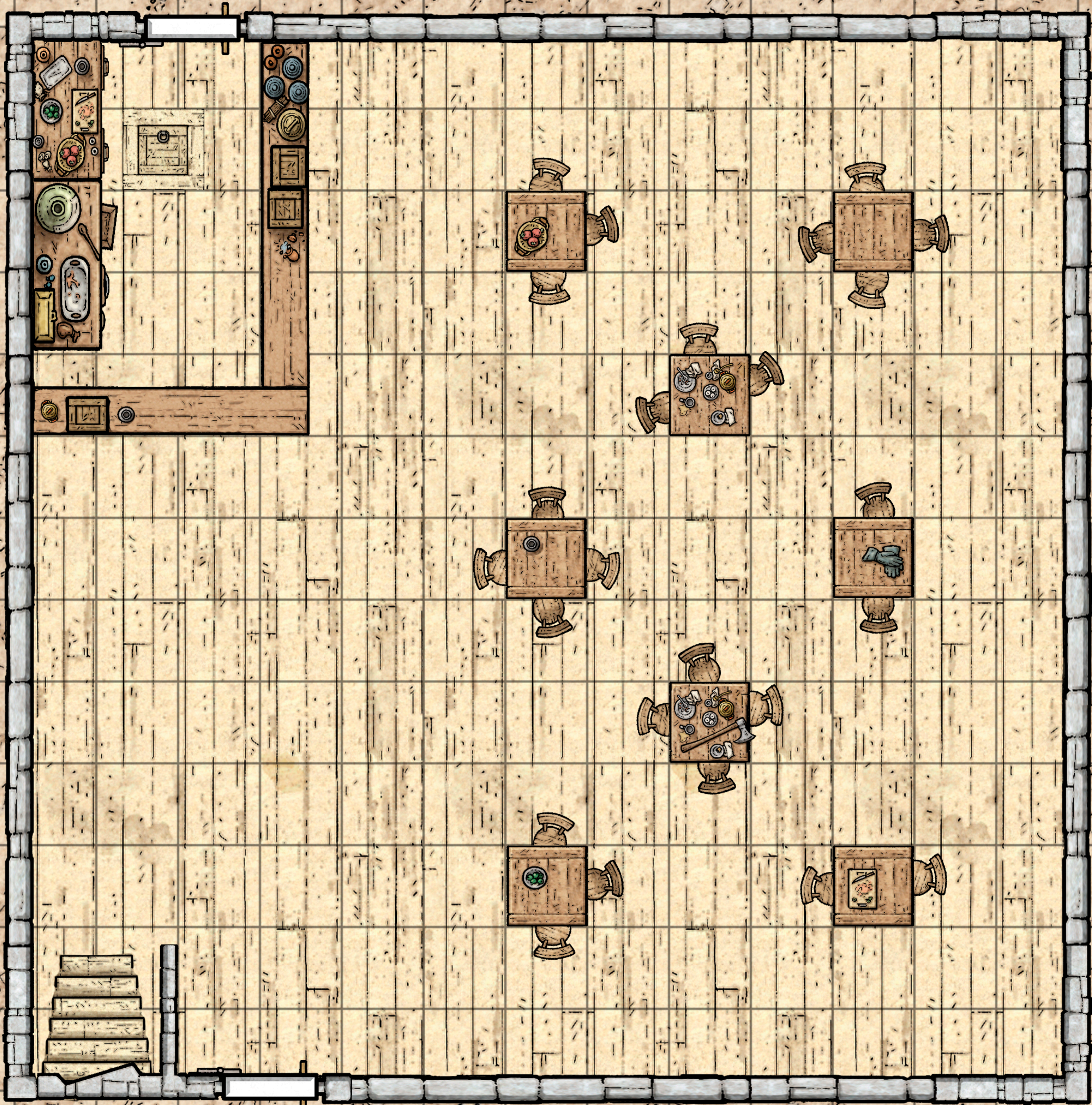
- Outside camp, very cluttered, soft bed, plush chair, small laboratory
- DC 13 Investigation - 10 minutes - find several of the same type of flask.
- DC 10 Medicine or Nature - 5 minutes - flasks contain dementia medicine. If check is 15 or higher, a character notices flasks have been rendered useless by bitterbark.
- DC 13 Medicine, Herbalism Kit or Nature - 5 minutes - Ginali is brewing healing potions in his laboratory, but he is making many mistakes.

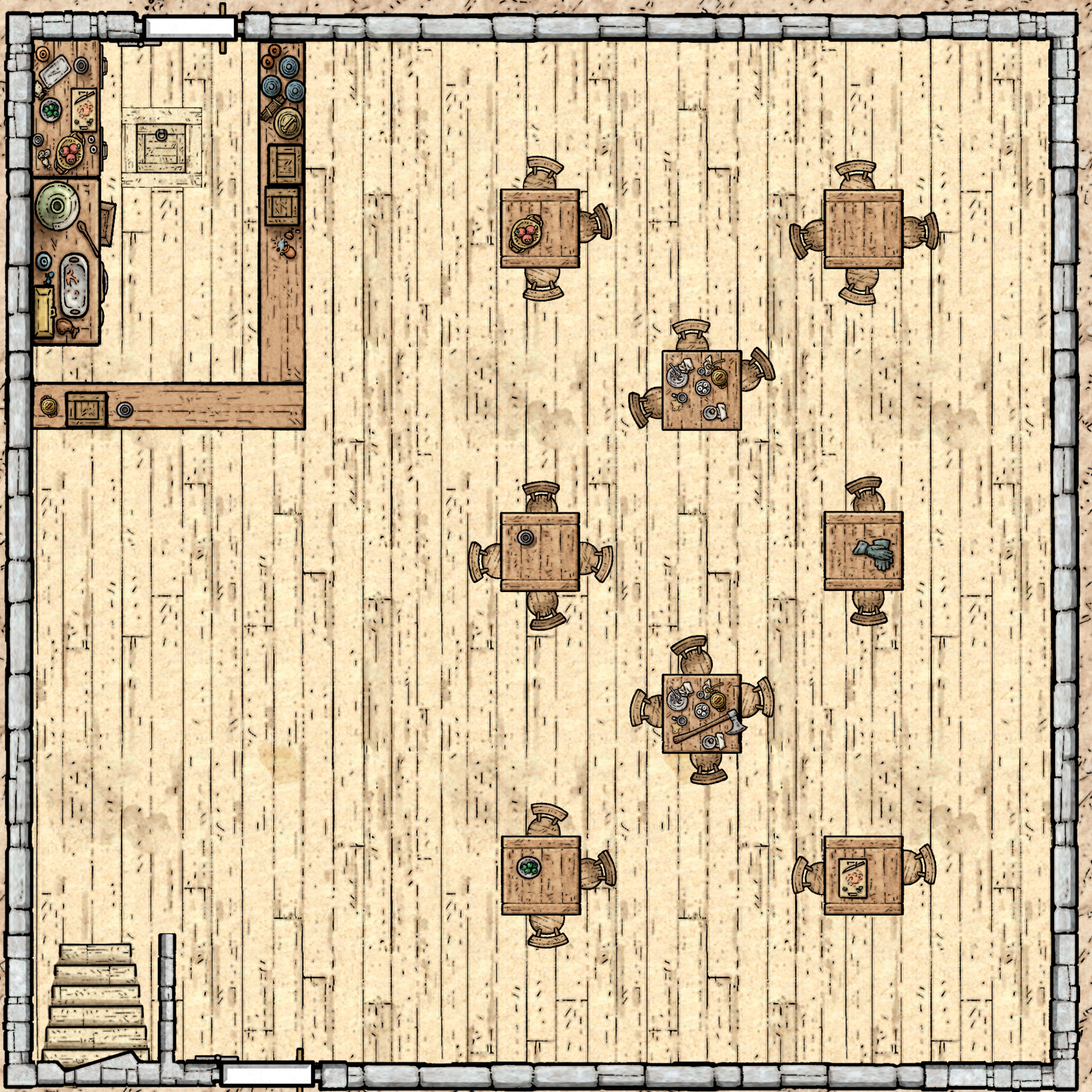
HUEDYN'S HUT

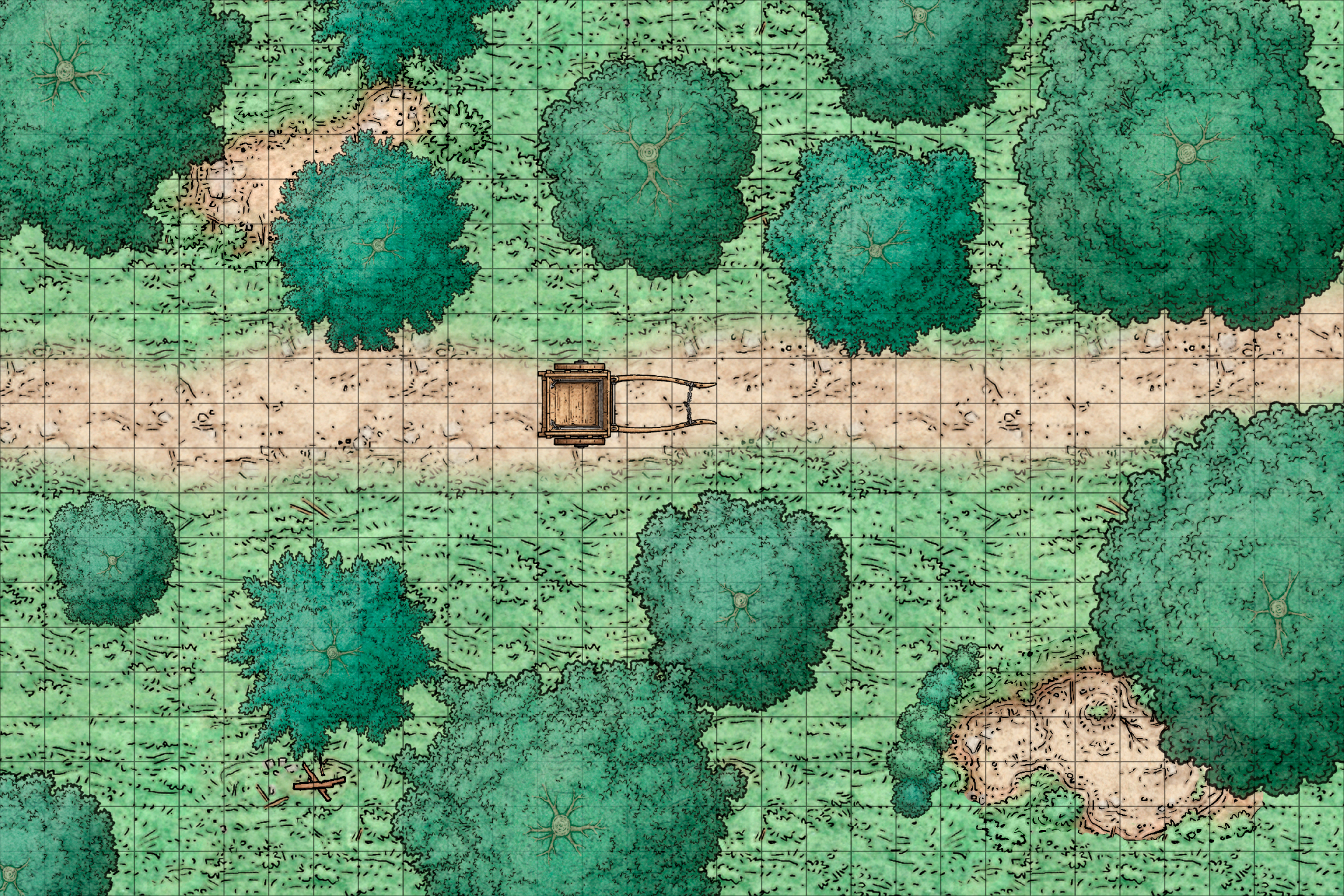
- Newly constructed, on outskirts of camp, drawings, books on shelf, bedroll, small chest, bottle of wine
- DC 10 Investigation - 5 minutes - a character finds bitterbark in corner.
- DC 15 Investigation - a drawing in one of the books show dark fey climbing out of a Moonwell.
- DC 10 Thieves' Tools or DC 15 Sleight of Hand - 5 minutes - Opening Huedyn's chest.
- Chest is trapped with *alarm* spell. DC 13 Investigation to notice, DC 13 Arcana check to recognize, *dispel magic* or DC 13 Sleight of Hand to disarm.
- Chest contains silver mirror (25 gp), flute (50 gp), *potion of heroism*, and a *Stone of Sending*.
- If the alarm is triggered, Huedyn arrives and confronts the party to get his stuff before fleeing.

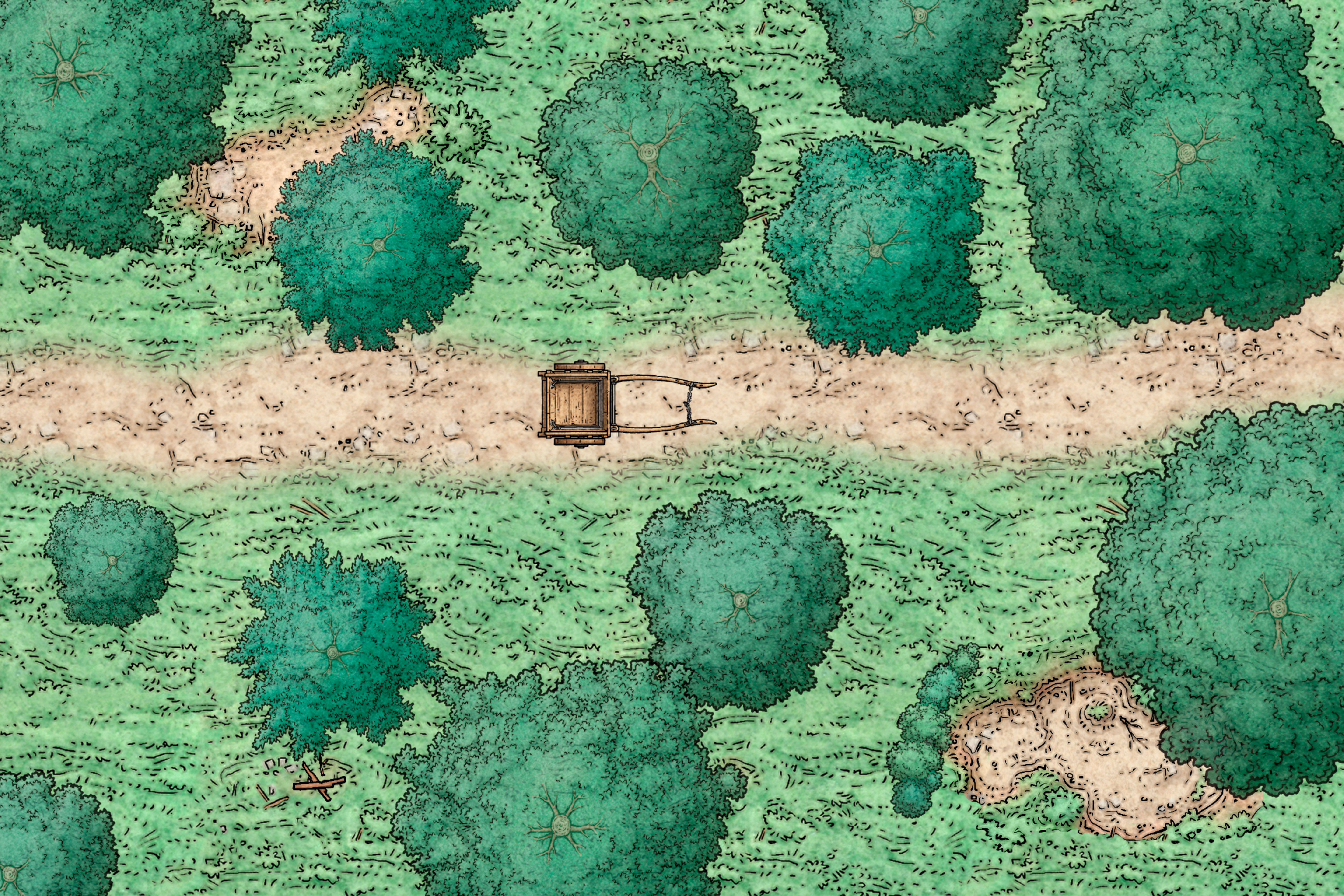
4. CONCLUSION

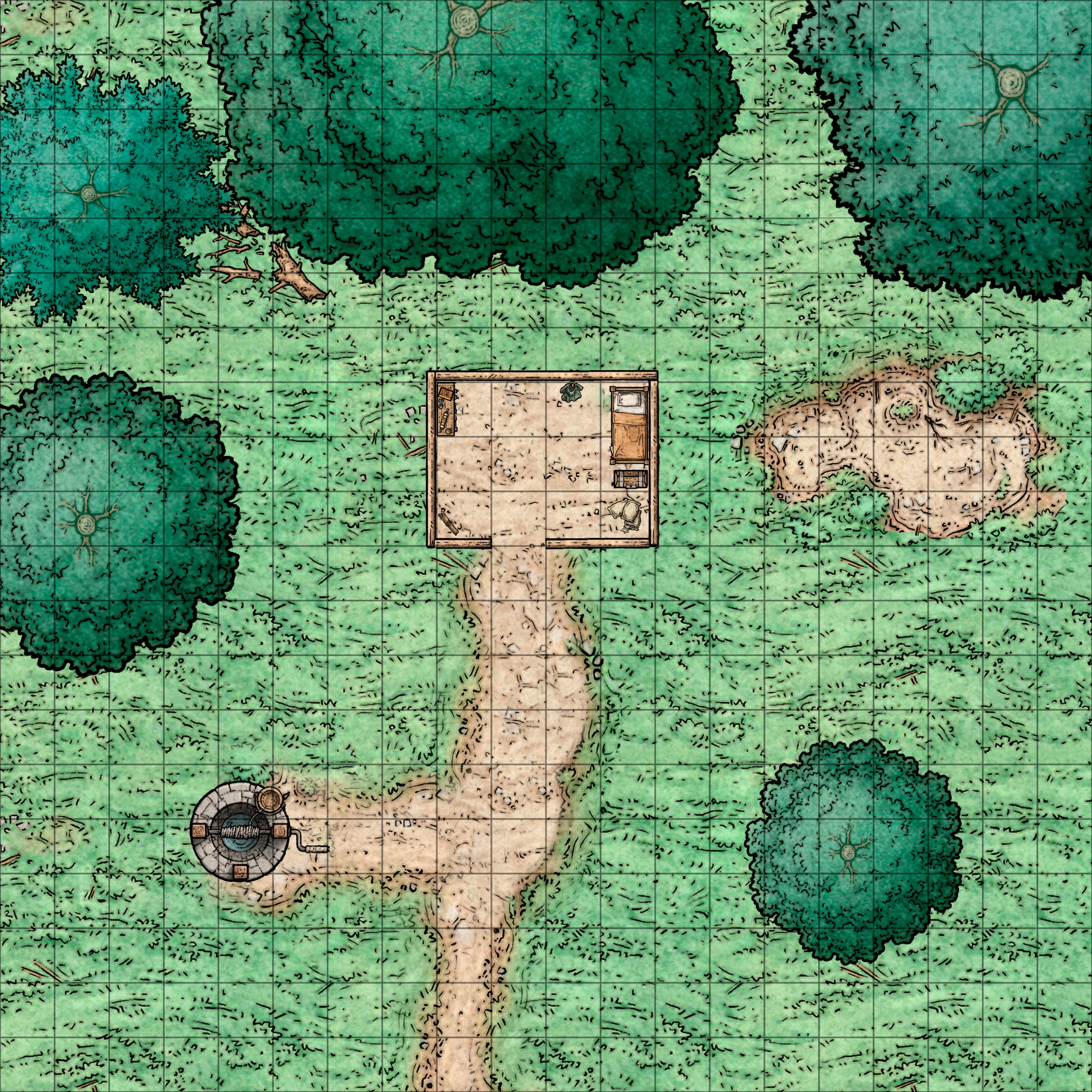
- Antola captures the traitor, if he can, but is grateful even if Huedyn escapes or is killed. He rewards party 100 gp each as promised for their help. The party may also keep anything they took from Huedyn.
- Ginali is grateful if they discover the sabotage against him and gives each party member a *potion of healing*.
- The war against the dark fey continues, and the party can help if they want, or leave if they don't.

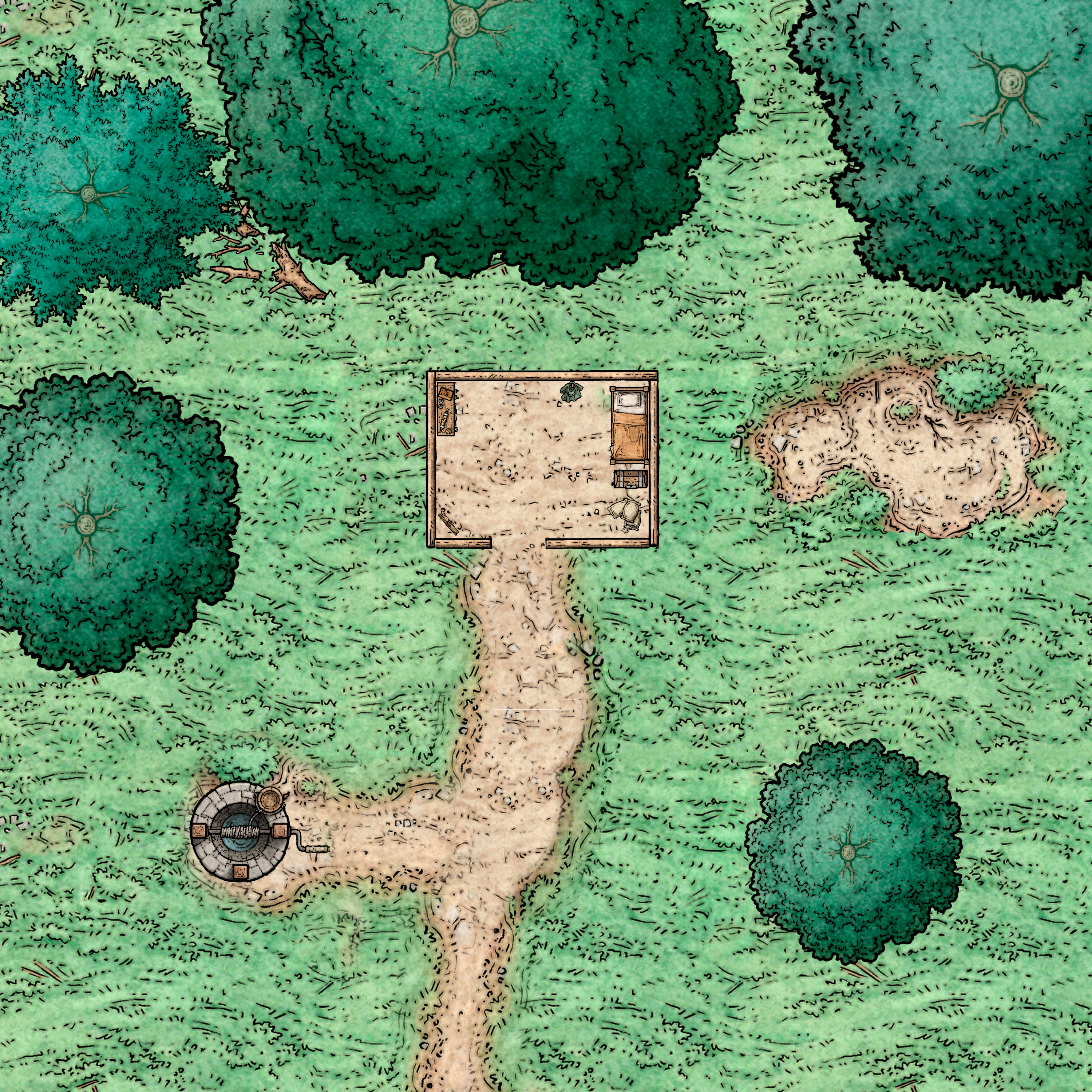












A VALEUR RPG ADVENTURE

This document was made with [GM Binder](#).

The maps were made using [Mike Schley's Schleyscapes](#).

This adventure was inspired by the thorough article 'Backdrop: Moonshae Isles' by Shawn Merwin in Dungeon Magazine 196.

Thanks to the mighty heroes Varis, Aoth, Halimath, Maltzer and Illiris, who risked their lives playtesting this adventure.

Lastly, a big thank you to everyone who purchased this product. You're helping adventures become real and dreams come true. You can find our other work on the [DM's Guild](#).

