

## **CHAINS OF PEACE**

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### **Adventure Background**

The world of Plintar has been plunged into constant war since Suthat, the God of Peace, disappeared. Across the fractured archipelago, pirates and outlaws claim vast swathes of ocean as their own. On the mainland of Dregha, the Empire has shattered, each of the sons contesting for the crown when Emperor Kenkar died without naming an heir.

With every battle, death spreads like a sickness. Conscripts sweep up all who can bear arms, turning farmers, artisans, and traders into fodder for the endless struggle. Taxes have been levied on any goods entering the continent, and as such, havens of trade have popped up along the fringes, including the port city of Hyogen. Where rumor has it, a clue to the Gods' whereabouts can be found.

### **Adventure Summary:**

In *Discovering the Trapped God* (lvl 1-10), the characters must solve the disappearance of the God of Peace, causing the continent to fall into a constant state of war. After stumbling onto a clue that reveals the location of the prison, the players must journey there and collect all the seals, setting the God free.

**Adventure 1(lvl 1-3):** *Unknown Artifact* opens with the characters being hired by Sheriff Grekoe Keele. He requires aid in keeping the peace in Hyogen. He hopes his new officers can help in stifling the Thieves Guild's bid for power. The Thieves Guild has gotten information on a powerful magical artifact, which, on the orders of the Sheriff, the party must locate before Yulie Baggerbook does and tears the city apart with her avarice.

**Adventure 2 (lvl 3-5):** *Island Prison* provides clues on where God is trapped. Once the characters make it there, they must use the powers of the Artifact to locate its siblings.

**Adventure 3 (lvl 5-7):** *Underwater Negotiation*, the characters explore the underwater depths of Kloftaqua, attempting to persuade the Council to give up their Artifact or take it from them forcefully. Through their actions, the players decide the fate of the city.

### **ADVENTURE 1: UNKNOWN ARTIFACT**

The adventure begins with the Characters in the port city of Hyogen with instructions from the dead Emperor Kenkar to locate the missing God Suthat. The adventure starts with the characters arriving in a carriage at the port city of Hyogen. They must meet with Sheriff Grekoe Keele to help him locate an Unknown Artifact that the Thieves Guild has stolen after murdering the wizard who was studying it.

With his dying words, Emperor Kenkar sent the characters on one final adventure. His steward, Boyle Doss, has shepherded them to the Port City of Hyogen, as there are rumors that there is a clue to the missing Gods located somewhere in the city. As the characters are arriving at the gate, Boyle reminds them of why they are there.

### **ALARICS MURDER**

Read or paraphrase the following text:

“Welcome to Hyogen, I’ve contacted the Sheriff ahead of your arrival, pledging you all into his service. You are to follow his every order and blend in, making sure that no one can deduce your true purpose of being in the city. Remember, the late Emperor, may he rest in peace, has entrusted you with the very important mission of finding the God of Peace, Suthat. Don’t get caught up in the bustle of the city. By any means necessary, locate the clue to where Suthat has disappeared.

And this is where I leave you. As much as I’d like to, I’m sadly not able to join you on this journey, as I would draw too many eyes that would ask too many questions. The Sheriff should be inside; he knows you are coming, just bring him this letter to identify yourselves. Be safe, if Suthat has truly gone missing, some would love to keep it that way.”

While Boyle is talking, the carriage passes through the gates and enters the city, stopping in front of the prison at the center of the city. As the players hop off the carriage, he passes them a letter sealed with the late Emperor’s sigil. Boyle turns the carriage back around and heads out towards the gates, leaving the party standing at the entrance to the prison.

The prison is quaint, much smaller than one would expect for a city this size. The walls are short, barely taller than the houses surrounding them, and the gates stand open with only a handful of guards patrolling the grounds.

When the players attempt to make their way inside, a guard blocks their way. If the players hand over the letter, the guard sends them on their way, pointing out where the Sheriff is waiting. If they don’t, they must make a successful DC 10 Charisma (Persuasion) check to convince the guard to let them in.

Once inside the compound, there is a small stone building where the Sheriff is stated to reside; the steps leading up to it are grooved where foot traffic has ground down the stones over the years.

As the players walk up to the building, the Sheriff stomps out through the door, making his way towards the gate. He mentions that they have arrived at the perfect time after looking over the letter and orders them to follow him.

The Sheriff walks through the city at a brisk pace, informing the characters that they are on the way to a crime scene where a local wizard was killed. “I’ve just gotten word that a local wizard by the name of Alaric was murdered earlier today. Seems that he had fallen into bad company

that needed him silenced for one reason or another. I'll need you to investigate the scene while I go talk with my contacts who might know why he died."

As they are walking, the players arrive at the house where the wizard lived, leaning against the wall out front are two of the city guards who, after seeing they were with the Sheriff, let them in.

The Sheriff tells them to meet back in the prison at the sound of the midnight bell to inform him of anything that they have learned, and heads off towards the port.

### **ALARIC'S HOUSE**

Once the players head inside, the first thing they see is the towering stack of tomes blotting out the sunlight streaming through shuttered windows. Some of them open as if Alaric had just put it down after reading the page. The rest of the house is much the same. As soon as they get close or make a **DC 10 Wisdom (Perception)** check, they can tell that there was a quick, but brutal fight. The towers of tomes have been knocked over and strewn across the floor in an unceremonious pile.

Pieces of information that the players can find:

At the door carved into the wood is a crude emblem. A **DC 10 Intelligence (History)** check identifies it as a rendition of the Assassins Guild emblem.

At the table in the kitchen, there are two sets of plates, and both of them still have food on them. A **DC 10 Wisdom (Insight)** check identifies that the food is still warm.

If the players make a **DC 12 Intelligence (Investigation)** check, they find underneath the books covering Alaric's desk a quickly jotted note about studying the "artifact" at the abandoned library.

If they don't make the check, or if they have been deliberating in the house for a while, have them make a **DC 10 Wisdom (Perception)** check to hear the sounds of a window opening accompanied by footsteps on the roof.

Depending on the information the characters glean, they can either head towards the abandoned library or chase the killer across the rooftops. (Proceed to **CHASE THE KILLER** Page 4 **OR DESERTED LIBRARY** Page 5)

### **CHASE THE KILLER**

With the sounds of the footsteps falling against the roof tiles, the players can attempt to follow the killer.

### **On The Rooftops**

If the party tries to climb out the window and up onto the roof, they need to make a **DC 10 Strength (Athletics)** check to get onto the roof.

Stretched out in front of them is the entire city of Hyogen, with the ocean a bright sparkling blue in the distance. In the bay, there are twenty tall ships anchored, along with many smaller vessels drifting inside the bay. Hopping over a gap between two houses is a shorter person wrapped in a cloak.

The characters can chase them across the rooftops, with each jump needing a DC 12 Dexterity (Acrobatics) or Strength (Athletics) check to follow them over the gaps. They only need to pass three checks, as there are only three jumps that need a check for the players to safely cross. (Proceed to End of Chase Page 5)

### **Chasing Through The Streets**

If the party instead wants to track the running killer from the streets, they need to make a **DC 12 Wisdom (Perception)** check to be able to follow them from street level.

Pushing through the crowded streets and avoiding the carriages and foot traffic, a small figure can be seen leaping between buildings, heading towards the outskirts of the city.

To continue tracking the killer (if there are no party members on top of the roof), the party needs to make three **DC 10 Dexterity (Acrobatics) or Strength (Athletics)** checks to keep up with them.

### **End of The Chase**

As the party catches up on the outskirts of the city, the masked figure drops off the roofs and dashes towards a section of deserted buildings.

At the end of the chase, the party members need to make a **DC 10 Wisdom (Perception)** check to see where the cloaked figure entered the deserted building.

### **THE DESERTED LIBRARY**

The characters can either get to this location by following the note left on Alaric's desk or by following the cloaked figure during the chase.

When the party arrives at the building, read aloud or paraphrase the following:

"The once proud oak doors at the entrance to the building have rotted and decayed with time. A single push rips one of the doors from its hinges, falling to the ground inside and sending up a great plume of dust. Inside is not much better. The grand shelves that used to house hundreds, if not thousands, of books lay forgotten, and cobwebs cover whatever books remain that have not been chewed through by pests or eaten by rot and mold. The domed ceiling has caved in

slightly, with some of the stones creating an impromptu dais in the center of the building. Spread out on these stones are pages and pages of notes.”

A successful **DC 10 Intelligence (Investigation)** check reveals that they are in the same hand as the notes in Alaric's study.

If the characters have followed the cloaked figure, they instantly make a **DC 10 Wisdom (Perception)** check to locate the killer within the building.

(Proceed to Wolfe Hox Page 6)

The notes detail a magical artifact that Alaric was conducting experiments with. The artifact is a black gem, small enough to fit easily inside a closed fist. It exudes an otherworldly light, one that seems to draw shadows towards it when held aloft.

The rest of the notes continue with details on the visual description of the artifact, but none of them explain how the artifact could be used.

As the characters explore the library, the sounds of sobbing echo throughout the building.

### **Wolfe Hox**

Hidden amongst the collapsed bookshelves is a small trembling figure rocking back and forth, hugging themselves tightly with their cloak. Pushing his hood back to wipe his tears, a young boy clutched to his chest a binder of pages.

The young boy's name is Wolfe Hox, an apprentice to the recently deceased Alaric. He was with him when he was murdered and hid inside the house with the notes on their research of the artifact. He is shaken and believes that the party is there to kill him and steal the notes.

The party has several options for dealing with Wolfe:

A **DC 13 Charisma (Persuasion)** check can convince him that he is not in danger. It is to their advantage if they mention that they are working with the Sheriff. Wolfe will then willingly hand over the binder of notes and provide details on the experiments that Alaric and he were conducting.

If they just take the notes, Wolfe hands them over grudgingly, hiding some of the most important pages inside the hidden pockets in his cloak. The pages detailing what the artifact does. A **DC 13 Wisdom (Insight)** check will reveal that he is withholding some information.

Depending on the way the party proceeds, Wolfe will either stick around and help explain important information inside the notes or will run when given the chance.

If he stays with the party, he'll tell the characters that to get a real grasp on how the artifact works, they will have to take a couple of hours to go over the notes that Alaric took and recounts why he thinks Alaric was murdered.

Wolfe says that he has been apprenticing to Alaric for four years and was his only helper.

Almost a year ago, they had been using this library as a place to conduct research away from prying eyes, and Alaric had felt a magical tug to search through the missing librarian's belongings, which is where he found the artifact.

For months afterwards, all their waking moments were dedicated to researching and understanding this powerful artifact. With each test, the rules of the artifacts became clearer and clearer, and it is all written down within his notes.

Some details he can remember were that it worked as a sort of shield by freezing spells and weapons in place. There were ways to get around it, but he can't remember it off hand.

Alaric ran out of money last month and had no way to continue funding his research, so he reached out to the Thieves Guild to strike a deal with them. He offered his use of the artifact in return for a cut of the money. The artifact worked too well, and the guild master Yulie Baggerbook demanded the artifact for her personal use because she had discovered a ritual that could be cast with it that would remove the rest of the criminal underbelly, leaving her the undisputed crime lord of the city.

The only person who could have killed Alaric was Yulie, as she was the only one who knew how to get by his wards and into his house without alerting Alaric.

### **MEETING WITH THE SHERIFF**

With the sun set and Wolfe's notes in hand, the sound of the midnight bell peals across the town, signaling that it's time to go meet with the Sheriff to discuss the fruits of their investigation.

When the party arrives, Sheriff Grekoe is already reclining, nursing a drink, and has a handful of new bruises to show for the work that he has done today. With a jerk, he throws back the rest of the drink and gestures for the party to join him at the table.

He asks the party whether their investigation went better than his did, and if they have any information that they can act on, and comments that theirs probably did if they are accompanied by Wolfe.

If Wolfe isn't there, the Sheriff will inform the party that Yulie Baggerbook intends to use the artifact to wipe out the rest of the criminal underbelly, making herself the undisputed Crimelord.

If the party shares all that they have learnt, if Wolfe is there, he will again chime in that they should take the time to study what the artifact can do. Grekoe will recommend two different courses of action.

Go try and convince the other guilds to step in and stop this power play, or go stop the Thieves Guild themselves, given that they don't have too much time before Yulie is going to start the ritual.

Depending on what the party chooses the Sheriff will either give them the location to his three contacts: Desmond from the Assassins Guild is at a manor on the main street of Hyogen serving as a butler to one of the Merchants who are taking advantage of Hyogen being a tax haven, Braum from the Pirate Syndicate is at a tavern by the port who openly display their connection to the Pirate Syndicate and claim to exist outside of the law and Lissandra from the Poisoners Guild who runs a soup kitchen in the slums of the city or provides them the location of the Thieves Guildhouse which is located underneath the Opera House.

If the party chooses to research the artifact or to contact the other Guilds, the Sheriff will offer to try and buy as much time as he can by raiding known locations of Thieves Guild members.

No matter what option the party chooses, the Sheriff recommends that the city not help, as there are spies within the guards. The most that he can do is divert their attention so Yulie doesn't realize the party is on to her.

The Sheriff provides lodging for the party within the prison's walls.

The following morning, as the morning bell tolls announcing the sunrise, a resounding knock sounds on the door to the party's lodging. Without waiting for an answer, the Sheriff enters. He tells the party that the guards are going to begin their raids as soon as the midday bell tolls, so they have until midafternoon before Yulie will have completed the ritual. He also reminds them of the location of the Thieves Guild and that the guards are going to be cleared from the nearby area, so they won't be able to ring the alarm if one of them is a spy. With that, he wishes them luck and leaves to prepare for the raids he is going to conduct.

### **STOPPING YULIE BAGGERBOOK**

The next part of the adventure depends on their decision on their next steps and the party's plans. The party is free to take whatever action they like, but choosing to research the artifact will cause the ritual to be further along, which will result in a different combat encounter.

If the players research the artifact, proceed to Researching the Artifact (page 9)

If the players try to convince the other guilds to help stop Yulie, proceed to Contacting the Guilds. (Page 11)

If the players attacks the headquarters, they proceed to the Thieves Guild (Page 12)

## Researching the Artifact

The party can choose to meet up with Wolfe if they are still friendly with him, and he will take them back to Alaric's house to go over the notes on their research and to access a hidden room in the basement that contains a way to track and disable the artifact.

If they choose not to meet with Wolfe or are not friendly with him, inside the notes, it mentions the secret room with a way to track and disable the artifact. The party must pass a **DC 10 Intelligence (Investigation)** check to find this information.

Once armed with this information, the party makes their way to Alaric's house and the kitchen, moving aside the table and carpet.

Underneath the carpet in Alaric's kitchen is a trapdoor leading down a flight of stairs. The stone of the stairway greedily drinks the light, plunging the depths into darkness. With each step, you go further into the earth, worming your way down to an iron door barring your way. The party has to pass a **DC 16 Intelligence (Arcane)** check to notice a trap that activates if the secret door is opened incorrectly. If the party fails, a magical golem appears that attacks the party.

The correct way to open the door is just by pushing on it. If they pull the door to open it, the trap is sprung.

Inside the secret room is a large bunker covered in magical equipment. Beakers, bubbling potions, vials with spells trapped inside, and magical tomes. Along the back wall is a tapestry of notes depicting the obsidian artifact and its uses. Standing between the party and the notes is a large magical golem. If the party activates the trap, it attacks; otherwise, it stands still.

Magical Golem
Armor Class 15 (magical armor) Hit points 52 (6d10+19) Speed 30 ft
STR 6 -2 DEX 11 +0 CON 16 + 3 INT 15 + 2 WIS 11 +0 CHA 7 -2
Actions Magic Missile. Three attacks that deal 1d4+1 a piece Mana Punch. Magical Melee attack: +4 to hit, reach 10 ft., one target. Hit:(1d6 + 2) arcane damage.

Contained inside the secret room are notes on how the artifact works, exact details on the use of its powers, and its appearance.

Obsidian Artifact: Suthats Key
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Weapon (Jewel), legendary
This weapon protects the user and a 30ft area around them from all instances of damage for 1 minute. During this time only the user may move in the area. (7 day recharge) Ritual use: Ritual casting with this weapon creates a barrier proportional to the length of time the ritual is conducted where no one can purposefully harm another. This barrier lasts for 7 days. During this time only the user may harm others.(60 day recharge)

After the party has found the information regarding the artifact, read aloud or paraphrase the following:

“Scrawled hastily in the margins of the notes in Alaric's hand next to the description of the artifact is a countermeasure to its usage. I have discovered, upon extended use, a sort of cage that can be placed around the activation of the artifact, limiting its range. Seven ingots of tungsten arranged in a star around the user restrict the magic to only themselves. More research is required to discover the uses of this. Finally, I've figured out how to place a tracking spell on the artifact in the off chance that it is lost. On the next page of the notes is an arrow that always points towards a certain direction when you turn about the room.”

With a **DC 10 Intelligence (Investigation)** check, the party finds seven pieces of tungsten under the table where the notes were stored.

Once the party has tracked the artifact and found the way to disable it, they head to the Thieves Guild, where the ritual is underway. Instead of fighting through the Guildhouse and trying to stop Yulie before the ritual is underway, the players have to set up an array of magical stones around Yulie containing the power of the artifact in that zone. Proceed to Thieves Guild Secret Entrance (Page 16)

### **Contacting the Guilds**

The party can then choose which Guild contact they want to go to first. Each contact demands slightly different prices and requires a **DC 14 Charisma (Persuasion)** check. If the party has met their demands, this check is made at Advantage, but if they have refused the demands, it is made at Disadvantage.

Desmond from the Assassins Guild is at a manor on the main street of Hyogen, serving as a butler to one of the Merchants who is taking advantage of Hyogen being a tax haven. He demands that Sheriff Grekoe Keele and the city turn a blind eye to the goods that the Thieves Guild has, allowing the Assassins Guild to massively profit off their attack.

Braum from the Pirate Syndicate is at a tavern by the port, openly displaying their connection to the Pirate Syndicate and claiming to exist outside of the law. He demands that marked ships coming into port are exempt from being searched when bringing in cargo.

Lissandra from the Poisoners Guild, who runs a soup kitchen in the slums of the city, demands access to a couple of prisoners and some time to ask them questions privately. When asked which ones, she replies that she will only discuss that with the Sheriff.

If any of them are convinced that the Guild will have already attacked by the time the players make it to the Thieves Guildhouse, and will have reduced the fighting capacity of the Thieves. If only one of the three is convinced, once the party arrives at the Thieves Guild, whatever Guild has taken the artifact will be the one that the combat encounter will be run with. Proceed to Thieves Guild (Page 12).

## **Thieves Guild**

On the way to the Thieves Guildhouse.

Read aloud or paraphrase:

“The streets of Hyogen churn with life, merchants shouting, carts rattling, footsteps clattering in every direction. But the closer you draw to the Opera House, the slower the tide becomes. The crowd thins... then vanishes.

Where moments ago you were pressed on all sides, now you stand alone in a hollow, open street. No guards patrol. No citizens linger. The entire block belongs to the Opera House alone.

Its grand facade towers above you, yet even its size pales against the music spilling from within, swelling and curling through the night air.”

### **Ground Floor:**

#### **1. Entry hall**

“The doors to the Opera House stand open, and the music hanging in the air is tantalizing and inviting. Through the door is a grand staircase, the red velvet steps gilded with golden rails, paving their way up to the balconies. To the sides of the hall are two doors leading into the sitting area.”

If more than one of the Guilds were convinced to help:

Inside, there are no staff by the door nor any watchful eyes looking for unwanted visitors.

If not:

Barring the way towards the sitting area, on each door are two staff members of the Opera House eyeing the parties' approach wearily.

The party has to pass a **DC 10 Charisma (Persuasion or Intimidation)** check to pass.

The staff have the commoner stat block.

## 2. Balconies

“The balconies are separated into tiers to overlook the Audience seating, the Orchestra pit, and the Stage. Along the sides of the hall are box seating, each section separated from the other. Inside a handful of the boxes are the elite of the city looking down upon the Hyogens Orchestra's practice performance. Inside the Orchestra Pit is a full orchestra and conductor going through a practice run of an opera.”

The party can attempt to access the boxes. But none of them have any importance to the Thieves Guild, as they are unaware that the Guild exists under the House.

There is nothing else of note here.

## 3. Seating

“The vaulted ceiling rings with the sounds of a full orchestra, while murmuring from the seats accompanies the conductor's notes. At the end of the hall is the Stage, its dark red curtains drawn to bear the set of a picturesque village. Moving down the rows of seats, some of them are filled, with most of those filled up close to the Orchestra Pit.”

If more than one of the other Guilds were convinced to help:

A successful **DC 12 Wisdom (Perception)** check reveals that some of the sections of seating have belongings left on the chairs, but no one is there to claim them, as well as a couple of divots along the carpet as if something or someone was dragged away.

If not:

A character who makes a successful **DC 10 Wisdom (Perception)** check spots leaning against the wall behind the stage, a large beast of a man who retreats backstage the second he is noticed.

A character who makes a successful **DC 13 Wisdom (Perception)** check spots the thieves blending in with the rest of the people watching the orchestra.

One thief per character using the bandit stat block.

If the fight begins and it isn't quieter than the music, meaning the party must make a **DC 15 Dexterity (Stealth)** check, the orchestra stops playing, panics, and flees with the guests leading the way.

## 4. Orchestra pit

“Inside the pit is a full orchestra and their conductor going through the motions of an opera in preparation for an upcoming performance.”

Nothing else of notice.

## **5. Grand Stage**

“The Stage is decorated extensively to look like a pristine village in an era of peace. The stairs leading up to the Stage are at the sides of the orchestra pit, tucked against the wall. At the top of each staircase is a locked door.”

If more than one of the other Guilds were convinced to help:

A key is left in the lock of the door, making it easy to open.

If not:

A **DC 12 Dexterity (Sleight of Hand)** check is needed to pick the lock. Or finding the lock on one of the bodies of the thieves in the audience.

## **6. Backstage**

“The backstage area is covered in props and equipment. Stage decoration waits to be switched out during the performance, and boxes of all shapes and sizes make the confined space feel even tighter. A mirror sits flush against the wall directly behind the stage for final touch-ups, and a hallway leads out down through the wings into the area where the performers have their dressing rooms.”

A **DC 12 Intelligence (Investigation)** check reveals that the mirror is an entrance into the underground Guild House.

If they walk past it or fail the check, the large man from earlier exits through the hidden door to attack them while they are unaware.

He uses the Thug stat block.

## **7. Dressing Rooms**

“The dressing rooms are in a controlled chaos, pieces of costumes lay scattered about, and personal memorabilia sit at the desks where the makeup is applied.”

Nothing of note here.

**Underground:**

## **8. Underground entrance**

“Down past the mirror is a steep descent into the underground. Torches light the way, and the fire glints off pieces of metal decorating the ceiling and the walls. Each glint is a gold coin hammered into the wall to create a golden hue to the tunnel.”

If more than one of the other Guilds were convinced to help:

The traps in the tunnel are already disabled and lie on the floor, broken arrows and pitfalls.

If not:

The party must make a **DC 12 Wisdom (Perception)** check or walk into a trap.

There are three traps a pitfall **DC 8 Dexterity (Slight of hand)** check to disarm or take 2d6 falling damage and be stuck in a 20ft hole, Spike trap **DC 10 Dexterity (Slight of Hand)** check to disarm or take 2d8 piercing damage and Arrow trap **DC 12 Dexterity (Slight of Hand)** check to disarm or take 1d10 piercing damage.

## 9. Main guild room

“If the tunnel was unneeded opulence, the main room of the guildhall is even more so; the walls are covered in tapestries and paintings. The pillars holding up the ceiling are gilded with golden scrollwork, and the floor is covered in a purple velvet rug. Waiting in the room is a collection of Guild members armed and ready to fight.”

One bandit for each character and a thug.

## 10. Storage room

“Past the main room of the guild hall to the side is a large storage room filled with crate upon crate of treasures, artworks, and priceless artifacts. The trade that has entered Hyogen has lined the pockets of the Thieves Guild quite nicely.”

If more than one of the other Guilds were convinced to help, specifically the Assassins Guild:

Some of the crates are empty where they would have once contained gold and treasure.

## 11. Yulie's room

“Pushing through the stone doors into the Guild Master's room, you see Yulie Baggerbook, a halfling woman, floating in the center of her room. The dark light emanating from the Obsidian Artifact swallows the light, casting her face in shadow. As she turns suspended in the air, a shimmering field of darkness coalesces around her, forming a protective shield.”

If the party is coming from researching the artifact, the ritual has already started. The party will do no damage with any attacks. They have 4 rounds of combat to place all seven pieces of tungsten in the star-shaped pattern before the ritual is complete. While they are trying to place the tungsten, Yulie will constantly be attacking them as well as a bandit per character per round.

If not, the ritual hasn't gotten far enough along, and they will face her directly.

If more than one of the other Guilds were convinced to help, the party only has to face Yulie; otherwise, it's Yulie plus a bandit per character.

Yulie Baggerbook
Armor Class 15 Hit Points 64 8d10+20
STR 11 +0 DEX 14 + 2 CON 12 + 1 INT 10 + 0 WIS 13 + 1 CHA 14 + 2
Spellcasting. Yulie is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). Yulie has the following cleric spells prepared: Cantrips (at will): <i>light, sacred flame, thaumaturgy</i> 1st level (4 slots): <i>command, inflict wounds, shield of faith</i> 2nd level (3 slots): <i>hold person, spiritual weapon</i>

## 12. Secret entrance

"At the back of the Opera House, there is a loose brick that, when pulled out of the wall, reveals a latch that opens a door that leads directly down into Yulie Baggerbooks' room. It exists inside her wardrobe.

## CONCLUSION

With a final wave of magical energy, Yulie Baggerbook falls to the ground defeated, the Obsidian Jewel tumbling out of her hands and spilling across the floor towards you. You leave the underground and return to the prison carrying the hard-won artifact. Waiting with baited breath is Sheriff Grekoe Keele, hoping that the operation went smoothly. When you return successfully, a smile can be seen on his face for the first time since you arrived at Hyogen. He thanks you for the great work that you have done, bringing Alaric's murderer to justice and reclaiming the artifact from the hands of a criminal. The Sheriff recommends that you take a night's rest and meet him to discuss the next steps in the morning. This meeting begins the second adventure.

## ADVENTURE 2: ISLAND PRISON

The second adventure begins with the players meeting with the Sheriff the day after defeating the Thieves Guild. With the Thieves Guild gone, the Sheriff believes that the Pirate Syndicate will be emboldened to start attacking ships, leaving Hyogen as the peacekeepers will be too

busy maintaining order, while new Guilds fight to take over the hole in the criminal underworld the Thieves Guild left behind. He orders the players to board Ocean's Fury and protect the shipment inside from any who would steal it.

### **MEETING WITH THE SHERIFF**

The Sheriff believes that with the power vacuum the Thieves Guild left behind when they were defeated, all the up-and-coming "criminal masterminds" will try to take that position by any means possible, and before anyone else. This means that the peacekeepers of Hyogen are going to be very busy for the next while, making it imperative that someone protects the ships leaving the port, as the Pirate Syndicate will be emboldened by the deal that they made, as well as having no peacekeepers to monitor them. He orders the party to make their way to the port and board Ocean's Fury to protect her cargo and get her to her final destination, the seat of the fractured Empire, safely. He also allows the use of the Obsidian Jewel as a measure of defence and lets the party keep it.

If the players didn't research the artifact, he also hands over the hidden notes found in the basement of Alaric's house, as he had guards thoroughly examine the house while the party fought the Thieves Guild.

With a character passing a **DC 10 Intelligence (Arcane)** check, the party learns that the tracking spell to locate the artifact can also use the artifact itself as a component, revealing the location of something else. The arrow of the tracking spell points towards the sea.

### **BOARDING THE SHIP**

Armed with the Sheriff's orders and the tracking spell, the party makes their way down to the docks to meet with the captain of Ocean's Fury, Rogar Iron Jaw. Rogar Iron Jaw used to be a pirate patrolling the seas before merchant life called to him. On a dime, he changed his ways and began using his knowledge of the seas to charter across important cargo and information that was too sensitive to send with any ordinary captain. He prides himself on his ship and his crew, believing that they are the best at what they do upon the seas.

### **Meeting Rogar Iron Jaw**

Down at the port, Rogar is staying at a tavern associated with the Pirates Syndicate, the same one that the players had been at earlier if they bargained with Braum. He sits relaxed in a booth, casually drinking and joking with those around him. A battle-worn man with half his jaw missing, replaced with an iron prosthetic that protrudes from his jaw with three short spikes. On a closer look, DC 10 Wisdom (Perception) check, he has his back to the wall and is constantly watching the other patrons in the tavern with a suspicious glare. Spotting the party at the door, he'll stand, make excuses, and walk towards them, guiding them out of the tavern.

Read aloud or paraphrase:

“What I wouldn’t do to get rid of the song and dance required for ocean politics. I swear, out there it is so much easier, if someone was coming for ya, they had to come up to ya clear and in the open, not hiding to stab you in the back at any moment. The Sheriff tells me that you are capable hands. That’s good, we’ll likely have use of them. The Ocean’s Fury is a strong ship capable of handling any threat on the seas, but the cargo we’re carrying today holds a lot more value than anything we have carried before. Meaning the more hands that know how to fight, the better. With our luck, we should be at Easthold, the seat of the Empire, with their cargo in two months. A pretty quick journey. Here she is now!”

Anchored at one of the docks of the port is a beautiful three-masted tall ship. She sails a brilliant white cloth and the figurehead a gilded mermaid with her face in a perpetual snarl, holding two tridents outstretched in her hands. On and around the ship are 40 men and women preparing the ship for her journey, loading last-minute cargo, and fixing the rigging.

Rogar waves them along the gangplank and up onto the ship, showing them to their cabin. The cabin is sparsely furnished, tailored towards guests who would travel with the ship rather than working for her. Two bunks adorn the walls with a simple desk trapped between them. As the party drops off their belongings, a successful **DC 10 Wisdom (Perception)** check lets the party hear that deep in the hold, the sounds of a whip and chains going taut.

With a cry from Rogar, the anchor is raised, and the ship begins its journey away from Hyogen towards the seat of the Empire around the coast. The arrow of the tracking spell points towards the east, where the ship is heading.

## **TRAVELING**

Each day of travel takes Ocean’s Fury further east, and a storm brewing along the coast forces her out into the open seas, but she is still making good time.

The players are not allowed down in the hold where the cargo is. If they try to enter the hold, they must pass a DC 15 Dexterity (Stealth) check to make it to the door to the hold, and then a DC 20 Dexterity (Stealth) check to enter. If the party makes it into the hold, proceed to fight against the pirate fleet. (Page 21, Freeing the Dragon)

If they get caught trying to enter the hold, Rogar steps in and confines them to their rooms until they are needed if problems arise.

The travel distance from Hyogen to Eastwatch takes  $7d6 + 5$ , averaging at 30 days. The journey can be spent studying the artifact or learning how to work on a ship. For every three days of travel, roll on the Open Water Encounter Table in Ghost of Saltmarsh (Page 207)

Stop if you roll a random ship encounter or you have rolled on the table six times. Proceed to Fight Against the Pirate Fleet.



## **FIGHT AGAINST THE PIRATE FLEET**

The arrow of the tracking spell that was pointing directly eastward has started to shift and turn over the course of the last two days, with each day the arrow turns, aiming more southward. Until the third day, with a final flick, the arrow points south towards a bank of fog.

Appearing from out of the fog bank is a fleet of five ships, each with a blazing white jewel on a field of black as their flag. The flagship of the fleet is double the size of Ocean's Fury and armed with 30 cannons a side. Her figurehead is a steelman bound to the prow in chains with rusty tears running down his face. A man in a large billowing cape stands atop the figurehead holding Pearl jewel aloft, and with a wave of his hand, the wind surrounding Ocean's Fury dies, and she stops dead in the water. The other four ships move slowly to surround her.

Rogar shouts for his crew to prepare for combat, the cannons armed and weapons drawn. He grabs the party and orders them to go into the hold and tell the men there to free the cargo.

This encounter is made so the party will fail, and the Ocean's fury will sink. What the party needs to do is salvage as much as possible before they have to fight the fleet again.

The Ocean's Fury survives three salvos from the attacking ships before sinking on the fourth. The players can take any action to try to save Ocean's Fury.

Each Salvo is two turns away from the other.

All of the ships are manned by crews that have the pirate stat block if the players want to attack them.

No damage can be done to the man standing on the flagship as the Pearl jewel protects him.

If the party wants to attack the other ships, proceed to Using the Cannons (Page 21)

If the party wants to free the creature inside the hold, proceed to Freeing the Dragon.

### **First Salvo**

The four ships have fully surrounded Ocean's Fury. With a shout from the man atop the figurehead, the ships all fire at the same time. The players must succeed a DC 12 Dexterity (Athletics) check to avoid being hit with a cannonball or shrapnel. If they fail, they take 2d6 + 4 damage.

The broken wood marks the path of the cannonballs as they carved through the hull of Ocean's Fury; she still stands proud in the water, looking only a little worse for wear. The same cannot be said about the crew, a handful of them that were in the rigging just a few seconds ago are gone as one of the masts was broken and they were thrown off the side.

## **Second Salvo**

A second thunderous shout of "FIRE" explodes from the lungs of the man standing on the prow of the figurehead ship. In response to the volley from the surrounding ships, SLAM into the wooden hull, destroying a bay of cannons and bringing down the other two masts. A fire has started on the main deck. The players must succeed a DC 12 Dexterity (Athletics) check to avoid being hit with a cannonball or shrapnel. If they fail, they take 2d6 + 4 damage.

## **Third Salvo**

The ship's fire again, each shot slicing through the hull like butter. The bottom third of the ship is riddled with holes, all taking on water. Ocean's Fury is listing to the side, its rigging burning, and it's slowly starting to sink. The players must succeed a DC 12 Dexterity (Athletics) check to avoid being hit with a cannonball or shrapnel. If they fail, they take 2d6 + 4 damage.

## **Fourth Salvo**

With a final wave of his hand, the ships fire a song of death, dooming those on Ocean's Fury to a watery death. There is no way to halt the sinking of the ship as it splinters and fragments from inside. Each shot from the cannons is another punctuation on the finality of the situation. Except, as the water rises approaching the party, the Obsidian Jewel glows with its inversion of light. The area around it shimmers, creating a barrier surrounding the party as they slide beneath the water. The weight of the ship drags them down to the depths, where the pressure is too much to bear, and the entire party falls unconscious.

## **Using the Cannons**

During the first and second salvo, the players can make two ranged attacks using the bank of cannons to fire at one of the ships. The armor class of each ship is 15, and each of the four ships can take 4 hits from the cannons before sinking.

During the third salvo, the players can only make one ranged attack.

The crew is going to make one attack per salvo as well on the ship that the players are aiming at if the players have already taken a shot.

## **Freeing the Dragon**

Down deep in the hold, a mass of bronze colored scales is wrapped in chains and guarded by two crew members. Its eyes are open as they stare at the characters that enter the hold. A muzzle is bound around its jaw, but even still, lightning leaks from its sealed lips in goutts of small sparks. Lying chained up in the hold is a Young Bronze Dragon.

If the party is in the hold before the battle, the guards call Rogar, who escorts them to their cabin and locks them in, refusing to comment on why they have a dragon in the hold.

If Rogar sends them, the party must make a **DC 13 Charisma (Persuasion)** check for the guards to free the dragon. Once the guards free the dragon, it bounds forward through the grate in the deck above, disappearing into the sky after setting one of the other ships' riggings on fire. An angry cry can be heard from the man standing atop the prow.

### **WASHING UP ON THE ISLAND**

The lapping waves jolt you awake, as the aches and pains of the battle pull you away from your unconsciousness. The coarse sand cushions you as you stand, up and down the beach, which are the remains of Ocean's Fury. Planks of wood and crates of food and goods lay scattered and broken on the sand. Stretching out as far as you can see is the brilliant blue ocean, with no other islands in sight and no sign of ships. Turning around, you see a dense jungle with a mountain jutting out from its center. The Obsidian Jewel blazes with a bright light, a kind you haven't seen it make before. The light stretches and lengthens into a line extending into the center of the jungle and up the side of the mountain.

As soon as a character takes a look around the beach, they must make a **DC 10 Wisdom (Perception)** check to notice that they are the only survivors that have washed up on the island.

If the party wants to walk around the beach looking through the crates or searching for any survivors they find:

- A barrel of oranges
- A bolt of purple cloth ruined by the sea water
- A crate of salt
- A crate of cured beef
- Two looking glasses
- A handful of swords and daggers
- A bedroll for each character

No matter how far the players walk, they notice that they haven't moved from their section of the beach. It seems that something has trapped them in this section, and each time they walk around, they loop back to the beginning of it.

They can take a long rest before entering the jungle.

Once the players enter the jungle, the Obsidian Jewel lights the path through it towards the Trapped God.

Walking through the jungle is eerie and quiet. The usual noises that you would expect from a jungle are missing, and there seems to be no hint of any wildlife. Walking towards the mountain seems to take forever. During the journey, the party passes a tree suspended in the air in mid-fall, seemingly frozen in time.

If the players step off the line that the Obsidian Jewel is making, they must make a DC 14 Wisdom saving throw or be trapped within the jungle, taking 1d8 damage per turn until they

pass the check. For the other characters, it only looks like that character froze mid-step while leaving the line.

The closer to the mountain the party gets, the weirder the jungle looks. Some of the trees have been completely stripped of all growth, leaving only a bare trunk; the underbrush has grown so thick that sunlight doesn't pass through, and the first signs of wildlife can be seen in the skeletons that haven't decayed.

Specters begin attacking, trying to drag the characters off the Obsidian path and into the jungle.

Specter
AC 12 Hit Points 17 3d6+5
STR 14 +2 DEX 11 + 0 CON 9 - 1 INT 10 + 0 WIS 13 + 1 CHA 7 - 2
Action Melee attack: Possessed grab + 3 to hit, 5ft range, 1d6 + 1 damage. If it hits, the character is grappled.

The specters will keep attacking two at a time until the players escape from the jungle.

If the players are dragged into the jungle, they must make the same DC 14 Wisdom saving throw or be trapped within the jungle, taking 1d8 damage per turn until they pass the check. For the other characters, it only looks like that character froze mid-step while leaving the line.

### **MEETING THE TRAPPED GOD**

At the base of the mountain is a large staircase that winds its way up the cliff face towards a yawning cave mouth. At the foot of the stairs stand two statues, each seven feet tall and armed with stone halberds. As the party approaches, the statues cross the halberds blocking the way and stopping the party's advance.

The statues speak as one.

"Step no further. Beyond these stairs lies the God that you seek...the one who manipulated the world with his very existence. For those that sacrificed themselves to bind him, we cannot let you pass...Wait. It seems like you have only one of the pieces needed to break the seal. We shall let you pass, but know that the world is better with him chained. If you truly mean to free him, find out the reason he was bound in the first place. Next time we will not be so kind."

The statues move to the side, opening up the way towards the Trapped God.

Higher and higher the party climbs, looking over the isolated island. Even from the height of the mountain, no other islands or ships can be seen in the distance, nor any clouds either. The sun seems not to have moved since arriving at the island, as it beats down on the party.

The top of the stairs even out into the mouth of the cave. Inside the mouth of the cave is a picturesque wooden cottage tucked neatly against the stone. The smoke from the chimney curls against the ceiling, frozen in a sort of haze in the room. Reclining on a rocking chair on the porch of the cottage is a wizened old man reading a book and sipping from a cup of tea.

"Why hello there, my dears. It seems like you come at the perfect time. It is so nice and peaceful on this island, wouldn't you say?"

The God Suthat stands and stretches before walking down the wooden steps of the cottage, before stopping on the final step.

"Sadly, here is as far as I can go; otherwise, I'd greet you with all the hospitality that I could muster. Please come in and make yourselves comfortable."

He gestures to some wooden chairs that are arranged in a semicircle facing the cottage.

"It seems to me that you have brought one of the keys to this gilded prison Astaroth has trapped me in. Good...good."

If asked why he was bound in the first place, Suthat will attempt to deflect by blaming Astaroth, being the Demon of War, and that being the God of Peace is completely antithetical to his ethos.

If the party passes a **DC 20 Wisdom (Insight)** check, they realize he isn't telling the complete truth.

Suthat will admit that his powers contain the ability to force peace, which he was using to stop the continent from fighting, which caused strife, as the Emperor was not a good leader.

### **CONCLUSION**

Suthat attempts to convince the party to become his champions, collecting the remaining keys to the prison and freeing him.

If the players agree, Suthat will provide them a way using the spell Alaric created to track the rest of the keys.

If the players disagree, Suthat will attempt to persuade them by revealing that each of the keys contains a portion of his power, and once he is freed, he could bestow those powers on the characters permanently.

With the characters agreeing to collect the keys, Suthat uses what little powers he has to reach through his cage and create a ship for them on the beach to track down the rest of the keys.