

CHAINS OF PEACE

An adventure for Dungeons & Dragons 5e
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Adventure Background

Plintar has been at war without pause since Suthat, God of Peace, vanished. Across the fractured archipelago, pirates and outlaws claim entire sea-lanes as their own. On the mainland of Dregha, the Empire has shattered: Emperor Kenkar died without naming an heir, and each of his sons now contests the crown.

With every battle, death spreads like a sickness. Conscription sweeps up farmers, artisans, and traders, feeding an endless struggle. Heavy tariffs on goods entering Dregha have birthed new tax havens along the coast, including Hyogen, a booming port city where rumor insists a clue to the gods' whereabouts can be found.

Campaign Summary (Levels 1-10)

What begins as a local investigation in Hyogen becomes a continent-spanning hunt for the truth behind Suthat's disappearance. The characters uncover evidence of a divine prison and the existence of linked relics; ancient "keys" that function as both seals and siphons of godly power. To end the wars consuming Plintar, the party must find these keys, survive the factions that covet them, and decide what "peace" should cost.

Adventure Arc Overview

Adventure 1 (Levels 1-3): Unknown Artifact. In Hyogen, Sheriff Grekoe Keele hires the party to prevent the Thieves' Guild from seizing a mysterious artifact after the murder of a local wizard. The characters must choose allies, manage a ticking clock, and confront guildmaster Yulie Baggerbook before she completes a city-wide ritual.

Adventure 2 (Levels 3-5): Island Prison. The recovered artifact reveals a tracking enchantment that points out to sea. A doomed voyage aboard the Ocean's Fury ends in shipwreck and a time-warped island where Suthat is chained. The party learns the first uncomfortable truth about the God of Peace and gains the quest to recover the remaining keys.

Adventure 3 (Levels 5-7): Underwater Negotiation. The search leads to the submerged city of Kloftaqua. The party must navigate tense diplomacy with its ruling Council, who possess another key, and their choices will shape Kloftaqua's future.

Adventure 1: Unknown Artifact (Levels 1-3)

Premise and Player Hook

With his dying words, Emperor Kenkar charged the characters with locating Suthat. Kenkar's steward, Boyle Doss, brings the party to Hyogen after hearing rumors of "a clue to the missing gods" hidden in the city. Sheriff Grekoe Keele, overworked and short-staffed, drafts the party as discreet investigators.

Key NPCs

Name	Role	Notes / Portrayal
Boyle Doss	Imperial steward	Careful, loyal. Wants the party to keep a low profile.
Sheriff Grekoe Keele	Hyogen lawkeeper	Pragmatic, exhausted. Doesn't fully trust his own guards.
Alaric	Local wizard (deceased)	Studied the artifact in secret; murdered for his research.
Wolfe Hox	Apprentice	Frightened but earnest; knows the research notes best.
Yulie Baggerbook	Thieves' Guild master	Ambitious halfling. Plans a ritual to become Hyogen's undisputed crime lord.

Adventure Flow at a Glance

- Arrival in Hyogen and briefing from Boyle Doss.
- Meet Sheriff Keele; investigate Alaric's murder.
- Follow clues: chase the killer OR head to the deserted library.
- Confront Wolfe Hox; secure research notes and learn about Yulie's plan.
- Midnight debrief with the Sheriff; choose an approach: research the artifact, recruit rival guilds, or strike the Thieves' Guild directly.
- Infiltrate the Opera House and descend into the guildhall.
- Final showdown in Yulie's chamber; stop the ritual and claim the Obsidian Jewel.

Pacing and Timer

Use the city bells to keep momentum. Once the party learns about the ritual, treat it as a clock: the Sheriff's raids begin at midday; by mid-afternoon the ritual is near completion. Every significant detour advances the ritual (see "Stopping Yulie Baggerbook").

Scene 1: Arrival at Hyogen Prison



Hyogen's prison-gate district — a city on edge.

Read-aloud (or paraphrase):

"Welcome to Hyogen. I've contacted the Sheriff ahead of your arrival, pledging you into his service. Blend in. Follow his instructions, and don't let anyone deduce your true purpose.

The late Emperor entrusted you with a mission: find Suthat, the God of Peace. If Suthat has truly gone missing, some would very much like to keep it that way.

And here is where I leave you. I would draw too many eyes, and too many questions. The Sheriff is inside. Present this letter, and be safe."

Boyle leaves the party at Hyogen's modest prison compound. A guard challenges entry.

- If the party presents Kenkar's sealed letter, they are admitted.

- Otherwise, a character can attempt a DC 10 Charisma (Persuasion) check to gain entry.

Scene 2: Briefing and the Murder

Sheriff Keele meets the party and immediately marches them through the city to Alaric's home. He explains that Alaric was murdered earlier today and asks the party to investigate the scene while he consults contacts at the port.

Keele instructs the party to return to the prison at the midnight bell with anything they learn.

Scene 3: Alaric's House (Investigation)



Alaric's study after the murder — books, blood, and hurried clues.

Read-aloud (or paraphrase):

"Stacks of tomes blot out the light from shuttered windows. Several lie open, as though abandoned mid-thought. Then you notice the mess: toppled towers of books, splintered furniture, and dark stains on the floor, signs of a quick, brutal struggle."

Clues (offer these as the party searches; call for checks only when failure is interesting):

- **Assassins' Guild Mark:** A crude emblem carved into the door. DC 10 Intelligence (History) identifies it as an Assassins' Guild symbol.
- **Warm Meal:** Two place settings with food still warm. DC 10 Wisdom (Insight) suggests the killer arrived mid-meal (recent murder; Alaric was not alone).
- **The Note:** DC 12 Intelligence (Investigation) finds a hurried note under desk clutter: "artifact... abandoned library."

If the party fails to find the note or spends too long, call for a DC 10 Wisdom (Perception) check: they hear a window open and footsteps on the roof...someone is fleeing.

Branch: Chase the Killer

The fleeing figure is small, cloaked, and fast. Run this as a quick skill challenge. The party succeeds if they earn 3 successes before 2 failures.

Suggested checks (DC 12): Dexterity (Acrobatics) to leap gaps, Strength (Athletics) to scramble and climb, Wisdom (Perception) to keep sight in crowds.

On success, the party tracks the figure to the deserted library.

On failure, the party loses them but can still reach the library by following Alaric's note.

Scene 4: The Deserted Library

Read-aloud (or paraphrase):

"The oak doors have rotted with time. A single push tears one from its hinges, and it crashes inward in a plume of dust. Inside, grand shelves sag under cobwebs and decay. The domed ceiling has caved in, forming a stone dais at the center and across it lie pages and pages of notes, spread like a map of obsession."

- DC 10 Intelligence (Investigation): the notes match Alaric's handwriting.
- If the party chased the figure here: DC 10 Wisdom (Perception) to spot them hiding among the collapsed shelves.

The notes describe a black gem that seems to draw shadows toward it. They focus on appearance and test logs, but omit a clear 'how to use it.' Sobbing echoes through the ruins.

Wolfe Hox (Roleplay Encounter)

Wolfe Hox, Alaric's apprentice, is hidden behind wrecked shelves clutching a binder of research. He assumes the party has come to kill him and steal the notes.

Possible outcomes:

- **Reassure Wolfe.** DC 13 Charisma (Persuasion). Mentioning Sheriff Keele grants advantage. Success earns Wolfe's trust; he hands over the binder and explains the situation.
- **Intimidate or take the notes.** Wolfe complies but hides key pages in his cloak. DC 13 Wisdom (Insight) reveals he is withholding something.

- **Let Wolfe flee.** He escapes at the first opening. The party keeps partial notes but lacks the most useful details until later investigation.

If Wolfe talks, he provides:

- He and Alaric researched the artifact here to avoid prying eyes.
- Alaric found the gem among a missing librarian's effects.
- Alaric ran out of money and cut a deal with the Thieves' Guild then refused to surrender the artifact.
- Guildmaster Yulie Baggerbook ordered the murder and stole the gem; she plans a ritual to eliminate rival criminals and claim Hyogen.

Scene 5: Midnight Debrief with Sheriff Keele

At the midnight bell, the party returns to the prison. Keele is bruised and tired from interrogations and streetwork. He confirms there are spies among the city guard and cannot mobilize openly.

Keele offers three approaches:

- **Research the artifact:** Learn its limits and a countermeasure; but time passes and the ritual advances.
- **Recruit rival guilds:** Bargain for help from the Assassins, Pirate Syndicate, and Poisoners; reduce resistance in the guildhall.
- **Strike immediately:** Infiltrate the Opera House and stop Yulie before the ritual reaches full power.

Regardless of approach, Keele provides safe lodging within the prison. At dawn, he warns: raids begin at midday. By mid-afternoon, Yulie will be close to completing the ritual.

Stopping Yulie Baggerbook

Advance the ritual when the party: takes a long rest after the midnight briefing, spends hours researching, or negotiates with multiple guilds. Use the final encounter variant that matches the party's choices:

- Immediate strike: Yulie fights directly, ritual incomplete.
- Research first: Yulie's shield is fully active; the party must deploy tungsten ingots to contain the artifact before they can harm her.
- Guild allies: fewer enemies and/or disabled traps based on which factions intervene.

Option A: Researching the Artifact

If Wolfe is friendly, he leads the party back to Alaric's house and a hidden basement lab. Otherwise, the party can find the lab reference in the notes with a DC 10 Intelligence (Investigation) check.

Hidden Basement Entrance

Under a carpet in the kitchen is a trapdoor leading to stone steps and an iron door. DC 16 Intelligence (Arcana) notices a trigger: pulling the door activates a guardian; pushing opens it safely.

Guardian: Magical Golem

Armor Class	15 (magical armor)
Hit Points	52 (6d10 + 19)
Speed	30 ft.

Abilities	STR 6 (-2), DEX 11 (+0), CON 16 (+3), INT 15 (+2), WIS 11 (+0), CHA 7 (-2)
Magic Missile	Ranged spell attack (3 darts): each deals $1d4 + 1$ force damage.
Mana Punch	Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: $1d6 + 2$ arcane damage.
Behavior	If the trap is triggered, it attacks. Otherwise, it stands inert and allows access to the notes.

The Obsidian Jewel (Suthat's Key)

Legendary wondrous item (artifact). This relic is intentionally overpowered; consider limiting charges or scaling effects for your table.

- Aegis of Stasis (1/day): As an action, you create a 30-foot-radius field centered on yourself for 1 minute. Creatures other than you treat the area as difficult terrain and cannot willingly move closer to you. While the field lasts, damage dealt to creatures inside the field is reduced to 0 (the harm is ‘frozen’ in place). Spells and projectiles that would deal damage hang motionless until the effect ends.
- Ritual: Peace Ward (1/60 days): A 10-minute ritual creates a barrier whose radius equals 10 feet per minute spent (max 100 feet). Inside the ward for 7 days, creatures cannot take hostile actions against other creatures (attack rolls, harmful spells, and forced movement). The ritual caster is exempt.

Countermeasure Notes: Seven tungsten ingots arranged in a star around the bearer cage the artifact’s magic to the bearer only (reducing the field/ward to self). A tracking charm can be keyed to the Jewel; when activated, an arrow indicator points toward a chosen ‘linked’ target.

Option B: Contacting Rival Guilds

Each contact requires a DC 14 Charisma (Persuasion) check. If the party agrees to the demand, roll with advantage; if they refuse, roll with disadvantage.

- **Desmond (Assassins’ Guild):** Manor on Hyogen’s main street; posing as a merchant’s butler. Demand: the Sheriff turns a blind eye to certain stolen goods so the Assassins can profit during the chaos.
- **Braum (Pirate Syndicate):** Dockside tavern; openly flaunts his affiliation. Demand: marked ships entering port are exempt from cargo searches.
- **Lissandra (Poisoners’ Guild):** Soup kitchen in the slums. Demand: private access to select prisoners (names disclosed only to the Sheriff).

Each allied guild reduces resistance in the Opera House or the underground: fewer guards, disabled traps, or missing treasure. If only one guild intervenes, that faction may attempt to seize the Jewel during the final fight, adding a twist enemy group instead of Thieves.

Option C: Immediate Strike

The party heads straight to the Opera House, the Thieves’ Guild’s hidden front. Use the Opera House map below as a light dungeon with social cover, then transition into the underground guildhall.

The Opera House (Ground Floor)



The Opera House: velvet glamour above, secrets behind the mirror below.

1. Entry Hall

- Grand stair and velvet decor. If the party has strong guild support, staff are absent. Otherwise, two commoners block side doors (DC 10 Persuasion or Intimidation to pass).

2. Balconies

- Elite box seating; no guild presence. Good for reconnaissance.

3. Seating

- Orchestra rehearsal masks quiet movement. Without support, thieves blend with the audience (bandit per PC). If combat breaks out loudly, the crowd panics and flees.

4. Orchestra Pit

- Flavor; no encounter unless chaos erupts.

5. Grand Stage

- Locked doors at the top of side stairs. With support, a key is left; otherwise DC 12 Sleight of Hand to pick or retrieve a key from thieves.

6. Backstage

- Props and cramped corridors. DC 12 Investigation reveals the mirror is a hidden entrance to the underground. If missed, a thug ambushes from the mirror-door.

7. Dressing Rooms

- Flavor; personal effects and costumes.

Underground Guildhall

8. Tunnel Descent

- Torches and gold coins hammered into the walls. Without support: 3 traps (pitfall, spike, arrow). Use DC 12 Perception to spot; DC 8/10/12 Sleight of Hand to disarm respectively.

9. Main Guild Room

- One bandit per character plus one thug; opulent rugs and pillars.

10. Storage Room

- Crates of treasure; if Assassins intervened, some are already emptied.

11. Yulie's Chamber

- Final confrontation and ritual site.

12. Secret Entrance (optional)

- A loose brick behind the Opera House opens a hidden passage to Yulie's wardrobe (shortcut for scouting or a stealthy approach).

Final Encounter: Yulie Baggerbook

Read-aloud (or paraphrase):

“Yulie Baggerbook floats at the center of her chamber, the black jewel in her hands swallowing the torchlight. A shimmering veil of darkness coils around her like a shield. Her smile is small, satisfied; the smile of someone who believes the city is already hers.”

Encounter variants:

- If the party researched first: Yulie's shield negates damage. The party has 4 rounds to place seven tungsten ingots in a star pattern around her to cage the Jewel's magic. Each round, Yulie acts and 1 bandit per PC enters.
- Otherwise: fight Yulie directly. If no guild allies intervened, add 1 bandit per PC; with strong allies, Yulie fights alone.

Yulie Baggerbook (stat block)

Armor Class	15
Hit Points	64 (8d10 + 20)
Speed	30 ft.
Abilities	STR 11 (+0), DEX 14 (+2), CON 12 (+1), INT 10 (+0), WIS 13 (+1), CHA 14 (+2)
Spellcasting	4th-level spellcaster (Wisdom). Spell save DC 11; +3 to hit.
Spells	Cantrips: light, sacred flame, thaumaturgy. 1st (4): command, inflict wounds, shield of faith. 2nd (3): hold person, spiritual weapon.
Tactics	Uses hold person to lock down threats; spiritual weapon to pressure backliners; shield of faith when focused.

Conclusion (Adventure 1)

With Yulie defeated, the Obsidian Jewel skitters across the floor toward the party. The characters return it to Sheriff Keele, who thanks them and urges a night's rest. Tomorrow they will discuss what the Jewel truly is and where it points.

Adventure 2: Island Prison (Levels 3-5)

Premise

With the Thieves' Guild broken, Hyogen's criminal ecosystem destabilizes. Sheriff Keele fears the Pirate Syndicate will exploit the chaos. He orders the party to escort a high-value shipment aboard the Ocean's Fury to Easthold, one of the imperial seat-cities now controlled by a rival heir.

The Tracking Spell

If the party has Alaric's basement notes (from research or the Sheriff's follow-up search), a character who succeeds a DC 10 Intelligence (Arcana) check learns: the Jewel's tracking charm can be inverted to seek other "linked" relics. When activated, an arrow indicator points out to sea.

Scene 1: Meeting Captain Rogar Iron Jaw

Read-aloud (or paraphrase):

"What I wouldn't do to get rid of the song and dance of coastal politics. Out there it's simpler—if someone wants you dead, they come for you in the open."

The Sheriff says you're capable hands. Good. This cargo is worth more than anything we've ever carried. More fighters means more living. With luck, we'll reach Easthold in a month."

Rogar is a battle-worn former pirate with an iron prosthetic replacing half his jaw. Perceptive characters (DC 10 Wisdom (Perception)) notice he keeps his back to the wall and scans the room constantly.

Aboard the Ocean's Fury

The Ocean's Fury is a three-masted tall ship with white sails and a gilded mermaid figurehead. The party is given a sparse guest cabin. A DC 10 Wisdom (Perception) check hears the sound of chains and a whip deep in the hold.

The party is forbidden from entering the hold. If they try to sneak belowdecks, use a DC 15 Dexterity (Stealth) check to reach the hold door and a DC 20 Dexterity (Stealth) check to enter unseen. On failure, Rogar confines them to quarters until danger strikes.

Travel Montage

Travel time to Easthold is $7d6 + 5$ days (average 30). For every 3 days at sea, roll once on the Open Water Encounters table (Ghosts of Saltmarsh, p. 207). Stop early if you roll a ship encounter, then proceed to "Fight Against the Pirate Fleet."

Set Piece: Fight Against the Pirate Fleet



A fog-bank ambush at sea — cannon fire and impossible magic.

Over three days, the tracking arrow gradually turns from east to south. On the third day it snaps toward a fog bank and five pirate ships emerge, flying a black flag bearing a blazing white jewel.

The flagship is enormous, bristling with cannons. A caped figure on the prow raises a Pearl Jewel, and the wind dies around the Ocean's Fury. This encounter is designed as a loss: the goal is to survive, make hard choices, and salvage what matters.

The Ocean's Fury sinks after the fourth enemy salvo. Between salvos, the party can: fire cannons, rush to the hold to free the chained creature, or organize the crew and supplies.

Salvos (Environmental Damage)

Each salvo, each character makes a DC 12 Dexterity saving throw to avoid cannon fire and shrapnel. On a failure, take $2d6 + 4$ bludgeoning damage.

Using the Cannons

During the first two salvos, the party can attempt two cannon shots; during the third, one shot. Make a ranged attack roll using the ship's gunner (+5 to hit is a good default). Enemy ship AC 15; each smaller ship sinks after 4 hits. Crew makes one additional cannon shot per salvo at the party's target if the party fires.

Freeing the Dragon

In the hold, a Young Bronze Dragon is wrapped in chains, muzzled, and guarded by two crew members. Lightning leaks from its sealed jaws in small sparks.

If Rogar sent the party, a DC 13 Charisma (Persuasion) check convinces the guards to release the dragon. Once free, it bursts onto the deck and ignites an enemy ship's rigging before fleeing into the sky, earning an angry cry from the Pearl Jewel wielder.

Shipwreck and the Time-Locked Island

Read-aloud (or paraphrase):

"Waves jolt you awake. Sand grinds under your palms as you push yourself upright among the wreckage of the Ocean's Fury. Broken crates and splintered planks litter the beach.

No other survivors. No other ships.

Beyond the shore, a dense jungle rises toward a mountain at the island's heart. The Obsidian Jewel blazes with a new intensity, its light stretching into a thin line that points into the trees and up the mountain."

The beach is a loop: no matter how far the party walks, they return to the same section. Allow a long rest before the jungle.

Scavenged supplies (as needed): oranges, salt, cured beef, two spyglasses, a handful of weapons, and a bedroll per character.

The Obsidian Path (Jungle Hazard)

The Jewel projects a narrow 'safe line' through the jungle. The jungle is unnaturally silent and time itself is wrong (a tree hangs frozen mid-fall; the sun does not move).

If a character steps off the line, they must make a DC 14 Wisdom saving throw. On a failure, they become time-trapped and take 1d8 psychic damage at the end of each of their turns until they succeed. To others, the character appears frozen mid-step.

Specter Ambush

Two specters at a time assault the party, trying to drag characters off the safe line. Continue waves until the party reaches the mountain stairs.

Specter (simplified)

Armor Class	12
Hit Points	17 (3d6 + 5)
Abilities	STR 14 (+2), DEX 11 (+0), CON 9 (-1), INT 10 (+0),

	WIS 13 (+1), CHA 7 (-2)
Possessed Grab	Melee Weapon Attack: +3 to hit, reach 5 ft., 1d6 + 1 damage; target is grappled (escape DC 11).
Special	A grappled target pulled off the line must attempt the DC 14 Wisdom save against time-trap.

Meeting the Trapped God

At the base of the mountain, a vast staircase climbs to a yawning cave mouth. Two 7-foot statues with stone halberds block the way.

Read-aloud (or paraphrase):

"Step no further. Beyond these stairs lies the god you seek... the one who bent the world with his very existence. For those who sacrificed themselves to bind him, we cannot let you pass.

...Wait. You carry only one of the pieces needed to break the seal. We will allow you through this once. Know this: the world may be better with him chained. If you truly mean to free him, learn why he was bound. Next time, we will not be so kind."

At the cave's summit sits a wooden cottage. Smoke curls from the chimney, frozen midair. On the porch, an old man rocks in a chair with tea and a book: Suthat, God of Peace.

Suthat (Social Encounter)

Suthat is charming, calm, and subtly evasive. He frames his imprisonment as the work of Astaroth, the Demon of War.

- If pressed about why he was bound, allow a DC 20 Wisdom (Insight) check to detect incomplete truth.

On a success (or if the party persists), Suthat admits his peace can be forced—that he once suppressed conflict by overriding free will, especially when the Empire's leadership was unjust. He claims it was necessary. The statues, and the dead air of the island, suggest the cost was catastrophic.

Conclusion (Adventure 2)

Suthat asks the party to become his champions by retrieving the remaining keys. If they accept, he teaches them how to use Alaric's tracking method to seek the other relics. If they hesitate, he tempts them: each key holds a portion of his power, and he can bestow lasting boons once freed.

Once the party commits to the quest, Suthat reaches through the limits of his prison and conjures a ship on the beach—their vessel to pursue the remaining keys and uncover the true history behind his chains.