

WARRIOR'S TEA



THE GRAND CITY-STATE OF *BREMLUND* IS HOME TO some of the wealthiest merchants around. And none are wealthier than *Dev Katool* (he/him) who has made his fortune selling the herbal mixture known as “Warrior’s Tea” to the armies of the state. The drug is said to give those who take it superhuman abilities and only Katool knows how to get it.

Unfortunately Katool’s supply of Tea has dwindled for reasons that he’d rather no one else find out. To this end he has hired the notorious *Eloral Fasthands* (they/them) to quietly get the formula so he can make it himself. Eloral has collected the party as an elite team to pull off a daring prison heist.

This is a short D&D adventure for 3-6 characters of 2nd or 3rd level. [2023 CC Attribution](#)

Each party member gets to **double their proficiency bonus** on one skill of their choice. Each player also gains a single **Flashback** that can be used at any time to instantly succeed at something they are trying to do if they can explain how they prepared for it.

THE SETUP

After gathering them together, Eloral reveals to the party the details of the job. Katool gets Warrior’s Tea from a foreign wizard locked up in the royal prison in exchange for a private laboratory and expensive research materials.

The wizard is named *Maraposa Felistini* (she/her), formerly of the state of *Grivisti*. A brilliant alchemist, she moved to Bremlund when her son *Marco* (he/him) fell ill due its proximity to the *Healer’s Citadel*: an independent organization devoted to the healing arts. Soon after, she was imprisoned for magical experimentation on children, but with Katool’s resources she was able to continue her work.

However, recently Mariposa was found murdered. Dev Katool’s profits will crumble if he can’t recover the formula for the Tea, but it lies in the wizard’s chamber behind the walls of the royal prison. If he tells any officials about its existence, they’re likely to steal it for themselves.

If the party can break in and recover the formula, the merchant will pay them 100,000 gold pieces each.

Katool will give them a box of letters that was in the room of the wizard’s son in case it might help somehow, although they have already passed through the prison’s screeners and were found to contain no hidden messages.

The letters talk about memories of their old homeland in Grivisti, views of the *Paratari* river, boat rides with *Timpani*, walks with their dog *Peta*, snack foods at the *Stella* festival, and their friends *Loritani* and *Hrenvar*.

Eloral has a plan. Every year *Queen Octavia* (she/her) makes a charity visit to the prison to encourage the prisoners to mend their ways. Eloral plans to join the queen’s retinue of soldiers to get in and then get out by pretending to be prison staff.

STEALING THE BOAT

The prison stands on a desolate island. The queen’s retinue will take three sailboats to get there. Eloral knows that one of the boats contains a contingent of soldiers that’s conveniently the same size as the party. These soldiers are new to the queen’s service but they are trusted implicitly because they are led by the queen’s prize general: The *Marquis Gregor Wells* (he/him).

Fortunately, Eloral is a master of disguise and can make themselves appear exactly like Wells, so all the party has to do is distract the soldiers and steal their boat from its dock in the harbor while Eloral keeps the Marquis busy. The team will need to work together for this task and must pass a variety of skill checks of DC 14 like **Stealth**, **Deception**, and **Persuasion**, etc. to succeed.

Eloral has a small crew of 5 sailors who have already been positioned on board including *Captain Marvin “Muddy” Duran* (he/him), a former naval officer who’s deep in debt.

A COMPLICATION

Arriving at the island, the Queen’s retinue will mingle with the prison guards as they are led into the compound. The soldiers will randomly ask some questions like, “Do you know anyone who’s in prison?” “How do you like working for the Queen?” “What is the royal palace like?” “Is the prince truly as boring as they say?” “What are your hours like the in royal guard?”

Passing the outer walls, the queen heads to a large courtyard in the center of the main building which has been prepared for her speech. Nearly all the prison staff is there along with most of the prisoners. As the speech begins, Eloral signals that they should slip away unseen. This will require a DC 12 **Stealth** check.

The private cell where Mariposa was imprisoned is not accessible from the unless they travel across the grounds under the watchful eye of the guard towers. Eloral explains that a better path is to go from one roof to the next.

Around this time the players will run into a second group of thieves who have infiltrated the prison disguised as prisoners. This team is run by Eloral’s rival *Sesh Marin* (he/him) who wants the formula for himself. Sesh is trying to get a raised ladder to drop down from the ceiling so that his gang can reach the roof.

Eloral tricks one of Sesh's henchmen to enter a closet which Eloral locks and magically transforms to look like that person. They will quickly instruct the team to complete the mission without them, giving over a specially made **skeleton key** taken from the factory that produces the safes in the prison and stack of magical **Copy Paper**. Eloral will then run toward Sesh and yell, "Boss! There's a whole mess of guards coming this way! We gotta hide!" to clear the hall.

All staff at the prison have a special tattoo which will allow them passage out of the compound. **Copy Paper** will duplicate any tattoo so it can be applied to someone else's body. They will be warned that once it steals a tattoo, they need to apply it quickly or the transferred ink will become extremely toxic!

The ladder which leads from the prison building to the roof is held up by a mechanism controlled from another room. The party can pull it down in a number of ways but must do so quietly to avoid alerting the guards who are always nearby.

The peaked roof of the main building is 3 stories high but the soldiers on the outside wall rarely look up and so it is fairly safe to move there. Moving safely across the roof will require a DC 14 **Acrobatics** check. Tall chimneys are their only cover. Jumping to the lower roof of the private cell block requires a DC 12 **Athletics** check.

Once on the smaller building, the party will have to pick the lock of a roof hatch (DC 15 **Slight of Hand**) or break it open without making too much noise. Guards are everywhere.

The door to Mariposa's cell is locked with a magical rune. It can be disarmed by magic (dispelling or overloading it with another spell), a DC 14 **Arcana** check to make a rune will open it, or a nearby guard can be captured to gain a runestone key.

MARIPOSA'S LABORATORY

The room is filled with miscellaneous magical equipment like beakers, jars of chemicals, and glowing rocks as well as personal items like mugs, a set of dishware, a small clock, and a small painting of Mariposa, Marco, and their dog.

The formula itself is stored in a locked safe. While the skeleton key will open the safe's outer door, this particular safe has been modified by Mariposa to include a magical lock with a four-letter key.

The key to this lock is hidden in a letter that was left by Mariposa's son's bedside and was in the documents provided by Dev Katool: it is the name of the family's dog, **P-E-T-A**.

The safe contains **the formula** for Warrior's Tea which also explains that she was nearing a breakthrough which would let the Tea heal her son. With the notes are **three packets** of the mixture itself.

Also in the safe is a **journal** that hints that Dev Katool was responsible for the wizard's death, as Mariposa had decided to reveal their deal to the queen to secure royal aid in saving her son. Katool had made threats that he would see her dead if she crossed him, but she was desperate.

Warrior's Tea grants the user +10 on any d20 rolls and all damage dice are doubled for 1 minute, but causes 3 levels of Exhaustion when it wears off.

THE ESCAPE

The party must capture at least one guard and use their Copy Paper to duplicate the guard's tattoo onto their bodies. Capturing the guard will require some DC 12 skill checks like **Stealth**, **Slight of Hand**, **Deception**, **Performance**, **Persuasion**, etc.

As they head for the exit gate of the prison, an explosion occurs in the main building as a result of the actions of Sesh Marin's crew. This causes the prison to go into lockdown and the massive gate begins to close.

The queen, covered in soot, will suddenly run toward the gate and begin to argue with the guards, but then stabs one of them, revealing that it's actually Eloral Fasthands in disguise. They tell the party to fight their way out before the gate closes! **Roll Initiative!**

Once outside they can race to their boat and sail for freedom. Eloral's sailors will have already damaged the other boats so that the guards can't give chase.

PRISON GUARD

Armor Class 14 (breastplate); **Hit Points** :: 12; **Speed** :: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+2)	8 (-1)	12 (+1)	6 (-2)

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320, one target. *Hit* 5 (1d6 + 2) piercing damage.

REWARD AND BETRAYAL

Dev Katool will try to have the party killed once he has the formula so that no one knows about his actions. At the trade-off, Katool's thugs will surround the party. However, Eloral will be ready for this.

As Katool takes the formula, it will turn out to be Copy Paper instead which will begin to poison the merchant. Eloral will tell him that the antidote is at the prison, but going there will make it seem that the merchant was involved in the recent heist. Dev Katool will flee.

It's up to the party what to do with the Warrior's Tea formula, but giving it to the Healer's Citadel will let them use Mariposa's research to help her son.