

Bethany's Kidnapping

Description:

During the party that the town of Helmfield gave to the party after saving the town from the Blue Wild Magic, there is more than what's being let on. After the unfortunate accident in Bethany's performance of her playing her Viol and all her strings *mysteriously* going undone, she then goes home from embarrassment and a need to recoup her instrument. But when she does she is not seen again when the party members check her house.

When the party realizes what's been done, and goes to sleep if it's in the inn they will awake to a knife being put on the door of one of the party members as a warning. Throughout the next day the town, the guards of the town will slowly give the party more information about what has happened, and can the party figure out what happened?

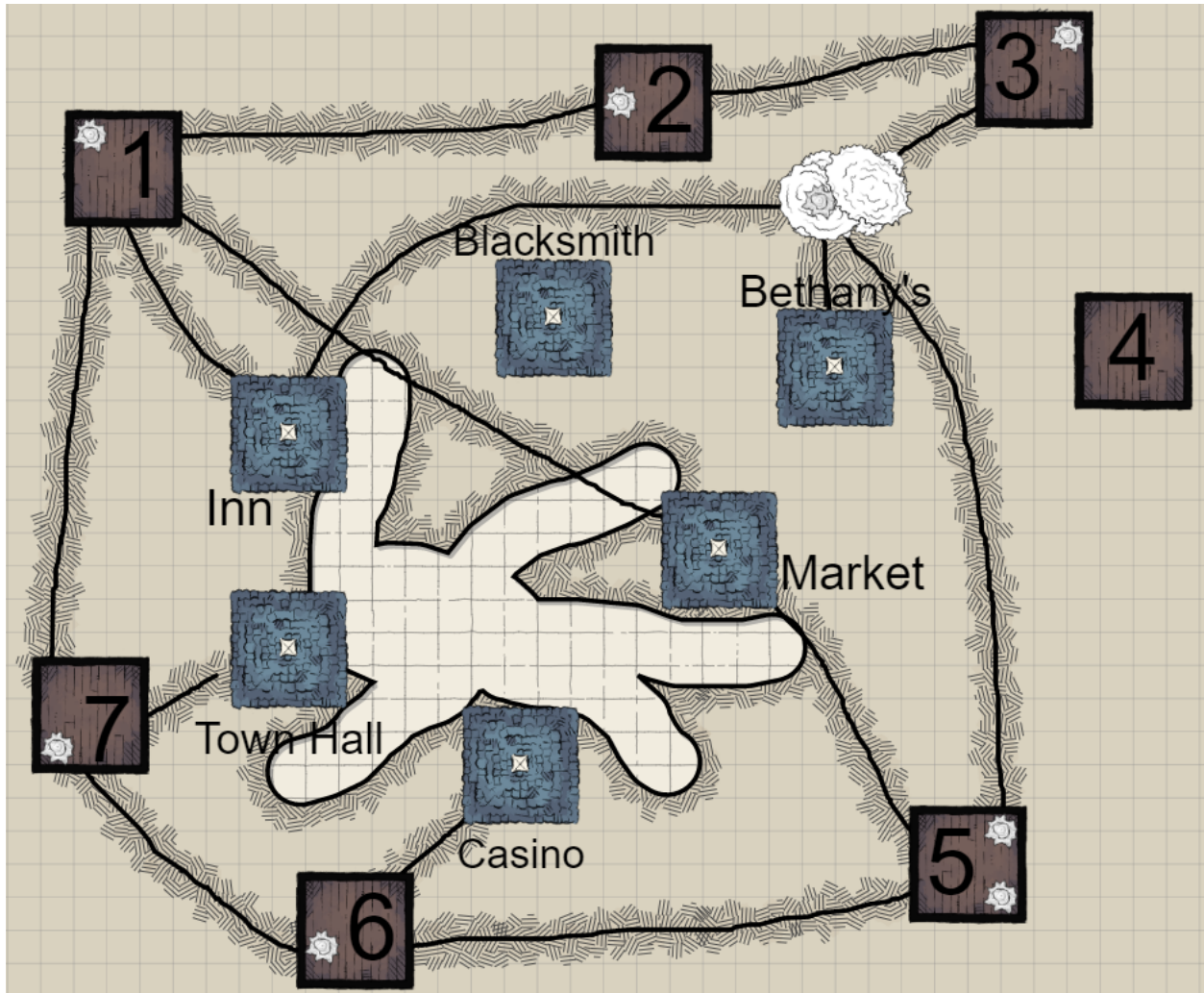
Full Description:

During the party, Bethany will be captured by [Drow Foot Soldiers](#) which will wait for her to be alone for 5 min then go in and do the job. They are looking near a close-by forest colleague and are using Web Teleportation. Which is activated from Blue Web Liquid, which is thrown at a web and they are sent to a nearby web within the nearest mile, they use a 1ft wide web. They use this to get into her house and get her, there is a struggle, and the only physical item left behind is a Verronian Medallion. They then pick her up after knocking her out and walk her out leaving a set of light and heavy footprints left going out of her house going to the forest colleague. Later in the night, if the party sleeps in the Inn in the early morning before the party wakes up, they will find a Verronian Dagger left in the wall or door and then will leave a blue drop of the Blue Web Liquid under a 1ft wide web, giving a hint to the players on what happened. Any web that the Drow use will leave behind a small blue drop of the liquid. The Drow will then hide immediately in a nearby abandoned building and will stay there for 3 days and if nothing happens the [Drow Foot Soldiers](#) will go after them.

Mapping and Information:

At the start of the first day, the guards will show the party, in incase they did not go to the scene of the crime, the medallion and the footprints leading away from the building but none going in. Later on in the same day, the guards will come to the conclusion that they must be hiding in a nearby abandoned building because they have yet to receive any news from other nearby towns of any similar disturbances.

Below is the Map of all the abandoned buildings, the webs inside, and how they connect.



Building 1-3 & 7: This is an old building that may have had inhabitants in it but nothing of value.

Building 4: This is a newly well-furnished home, that seems to have quite a bit of new furniture and similar items inside with no web. If they want to loot the building ...

- Make an Investigation (INT) check ...
 - **Less than 10**
 - 20 + 2D12 GP laying around.
 - **10 to 14**
 - An additional 20 + 2D12 GP scattered about.
 - **15+**
 - A Pearl Necklace worth 100GP.
- When leaving make a Stealth (DEX) Check of DC 12
 - If they succeed, they can leave without being noticed.
 - If they fail, otherwise one of the town guards notices them leaving the premise.

Building 6: This is a storage for the casino holding some of their tables, decks of cards, and a safe if they want to loot the place ...

- There are 20 Playing Card Sets and 10 Dice Sets

- Make a Perception (WIS) check of DC 13 to hear the safe locks fire, and if they open there are 75GP + 3D12 GP inside the safe

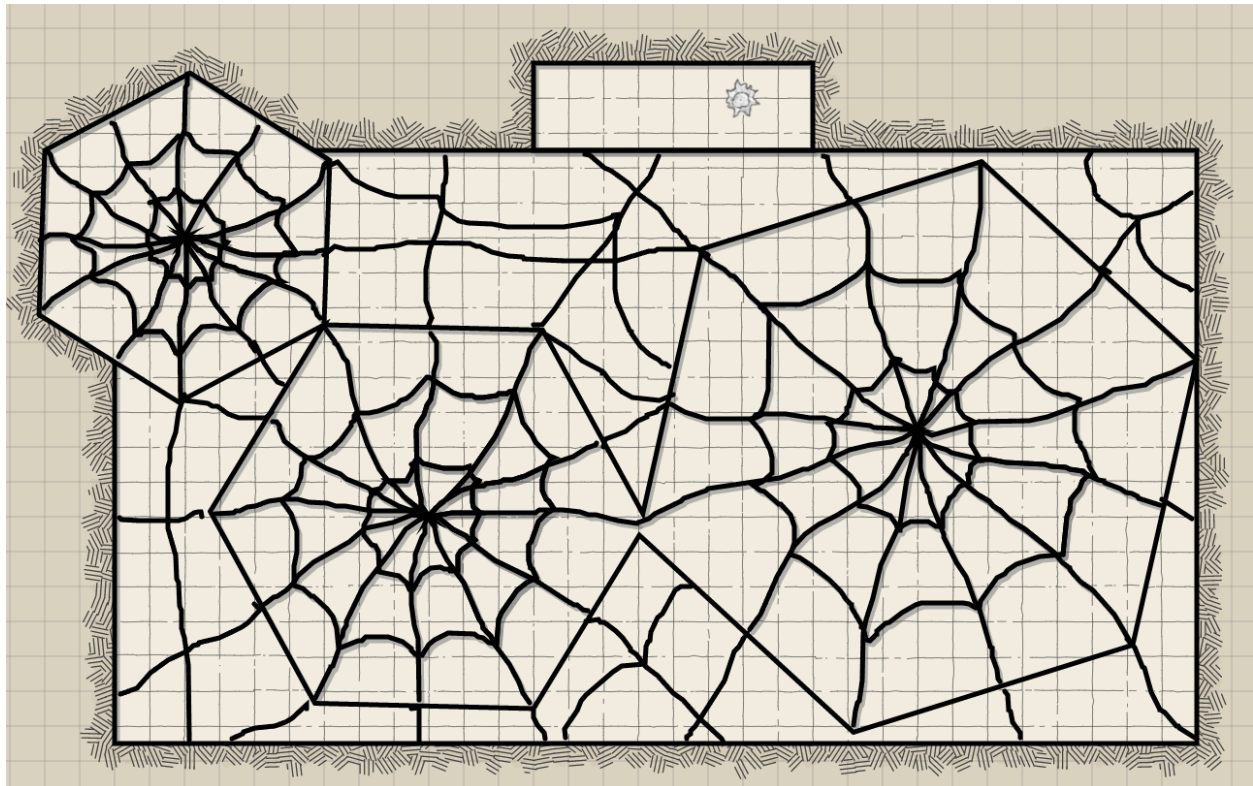
Building 5: If the party chooses to investigate this building ask those who are walking up to see inside of the building ... make a Stealth (DEX) Check of DC 14

- If they succeed, they can look in without being noticed.
- If they fail, otherwise the guard inside sees the party and then runs inside the door he is guarding.

Once the entire party enters the house then all the webs in the building surround the party then teleport them into a big dark concrete room that is covered in a huge web covering the whole ground. Then a blue light on the other end of the room shows up revealing an elven shape who exclaims that they have Bethany wrapped in a cocoon or webbing behind her. Tells the party that they are going to kill them all for the Verronian God Lolth.

Encounter:

<https://www.dndbeyond.com/combat-tracker/d4c8a6ab-fd1c-43a5-9acb-0dbfcde4bbe6>



The spiderweb that is all over the ground is difficult terrain.

When the [Verronian Major Zonga](#) reaches half health then she exclaims that she must kill you all or she will be killed by Lolth, and she requires backup bringing 2 more [Drow Foot Soldiers](#) to fight, 1 every other turn.

When the Encounter is done, the party gets teleported back with Bethany and can investigate the house can find that the house is filled with a plethora of gems and gold.

- Roll a d4 ...
 - 1 - 3 is an Amethyst multiplied by the number they rolled (100 GP each)

- 4 is an Alexandrite (500 GP each)
- 250 + 7d20 GP scattered about the building

Once Bethany comes too she says that while she was being captured that she stole this off of the Major stash, and she opens her clasped hands and then presents the players a [Ring of the Phantasmal Arachnid](#).