



ADVENTURERS LEAGUE™

THE SCROLL THIEF

Scholars Square is a relatively quiet corner of Phlan, but a series of odd thefts have the headmasters of various schools in the area concerned. The headmasters' pleas for help have gone unanswered by the Black Fist, and the Lord Sage of Phlan decides to reach out to you and your kind to bring those responsible to justice. An adventure for 1st-4th level characters.

Adventure Code: DDEX1-6

CREDITS

Adventure Design: Daniel Helmick

Development and Editing: Claire Hoffman, Chris Tulach, Travis Woodall

D&D Organized Play: Chris Tulach

D&D R&D Player Experience: Greg Bilsland

D&D Adventurers League Wizards Team: Greg Bilsland, Chris Lindsay, Shelly Mazzanoble, Chris Tulach

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick



EXPEDITIONS™

Debut: August 29, 2014

Release: October 1, 2014

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, D&D Encounters, D&D Expeditions, D&D Epics, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2014 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

INTRODUCTION

Welcome to *The Scroll Thief*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tyranny of Dragons*™ storyline season.

This adventure is designed for three to seven 1st-4th level characters, and is optimized for five 2nd level characters. Characters outside this level range cannot participate in this adventure. Players with ineligible characters can create a new 1st-level character or use a [pregenerated character](#).

The adventure is set in the city of Phlan in the Cracked Crown inn, but turns explores a number of different locations in Scholar's Square before plumbing the depths of the ruins beneath Mantor's Library and the sewers beneath Phlan.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D

Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the *Player's Handbook*™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent

magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels than the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 2nd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including -faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some

downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules). If a

character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Shortly after the Zhentarim assumed control over Phlan in 1380 DR, the Lord Protector began a campaign of book-burning. Documents that portrayed the Zhentarim or Bane in a derogatory manner were secreted away in a

subbasement beneath Mantor's Library, and put to the torch. Rumor has it that the fanatical Zhentarim also locked various political prisoners within the burning archive, conveniently killing two birds with one stone.

Ellison Berenger, a member of the Cult of the Dragon, has come to Phlan for two purposes: to gather evidence to support his claim as a descendent of a noble house, and, more importantly, to recover information on the workings of the Pool of Radiance for his masters within the Cult. After months working covertly within Mantor's Library, he finally found the location of the three books, and subsequently the archives deep beneath Mantor's Library and the secrets buried within.

TIMELINE OF EVENTS

- **Four Months Ago.** Ellison arrives in Phlan along with two other agents of the Cult of the Dragon--Sperrick and Tibeem (also appearing in DDEX1-2 *Secrets of Sokol Keep* and DDEX1-5 *The Courting of Fire*.)
- **Six Nights Ago.** Ellison steals a book titled *The Weave: A Collection of Impractical Observations* from Aya Glenmiir.
- **Four Nights Ago.** Ellison breaks into Marten Foss's house and steals a single book; one from of a larger collection of personal memoirs of Ren o' The Blade, a ranger of legend who once resided in Phlan.
- **Two Nights Ago.** Ellison steals a book titled *Lords and Lineages of Phlan* from Agin Lamarck, a local noble and heraldrist.
- **One Night Ago.** Ellison, disguised as a scribe, breaks into Mantor's Library to locate the remainder of the collection of Ren o' the Blade's memoirs. During his search, he murders Garda Greenleaf.

OVERVIEW

The Scroll Thief is divided into three parts.

Part 1: Mysteries in Method. The adventurers have been hired by a representative of the Black Fist to look into several worrying thefts in Phlan--thefts that the Black Fist has thus far been unable to stem. During their investigation, the adventurers gather clues that lead them to Mantor's Library. They also attract the attention of Soares, a cultist sent to waylay the group, and Fulta, a halfling in his employ.

Part 2: Truth in Text. The adventurers zero in on Mantor's Library and discover that Ellison, a scribe recently taken into the Library's employ, has not shown up for his scheduled shift. Further investigation reveals the corpse of a library employee in the sub-basement. Upon the discovery of and entry into the sub-basement, the adventurers find danger in the form of undead creatures, the spirits of those slain in the depths of the archives along with what remains of Denlor's legacy. Ellison's escape route is also revealed; a tunnel blasted

through a section of the wall, leading into the sewers of Phlan, and the perils within.

Part 3: The Dragon's Swamp. The adventurers emerge from the sewers in pursuit of Ellison who, according to clues found in his abandoned backpack, appears to be heading to the swamps north along the Stojanow River. The adventurers must find Ellison and retrieve the stolen texts, culminating in confronting the Scroll Thief and a black dragon.

ADVENTURE HOOKS

Adventurers are flocking to Phlan to seek their fortunes. The air is charged with the prospects of riches, danger, and glory. The following adventure hooks can be used to draw the characters into the story.

FREELANCE ASSETS

The adventurers' arrival (or previous actions) in the city attracts the attention of the Black Fist. (Alternatively, the previous activities of the group may have attracted this attention.) The adventurers are asked to report to Knight Aleyd Bural to assist in investigating a string of thefts in Scholar's Square.

WELCOME, ZHENTARIM

Any adventurers associated with the Welcomers or their allies of the moment, the Zhentarim, may be contacted by Glevith of the Welcomers. Glevith has taken note of the recent thefts in Scholars Square, and believes that it may be the work of a foreign agent seeking to defame the Welcomers, as the thefts indirectly harm the labor guilds controlling Phlan's economy. Pulling a few strings, Glevith arranges a meeting at the Cracked Crown with Knight Aleyd Bural, a representative of the Black Fist, who has been unable to solve the thefts.

Assignment. Provide proof that the Welcomers or the Zhentarim were not responsible for the thefts.

Success Condition. Returning Ellison to Phlan to admit his guilt publicly fulfills provides solid evidence of no wrongdoing on the part of the Welcomers or the Zhentarim.

BLACK FIST, BLACK EYE

Though Ector Brahms thinks of the Lord Sage as an ineffectual figurehead, he is painfully aware that these unsolvable thefts are giving rise to the rumors of graft, corruption, and incompetence plaguing the ranks of the Black Fist. In his growing desperation, he is willing to contract any previously-hired adventurers to recover the stolen property on behalf of the headmasters and restore calm in Scholars Square. He instructs Knight Aleyd Bural to work out terms with the adventurers.

PART 1: MYSTERIES IN METHOD

The adventure begins in the Cracked Crown, an inn in Podol Plaza, near Scholar's Square and Mantor's Library.

INVESTIGATING THE THEFTS

Read the text below when you're ready to start. If you use the "Welcome, Zhentarim" or "Black Fist, Black Eye" adventure hooks, feel free to have Knight Aleyd Burrel make hooded references to the adventurers' preferred faction.

The afternoon sun is just beginning to peek out from behind heavy clouds, sending the last shafts of golden light through the dirty windows of the Cracked Crown, an inn on the southern edge of Podol Plaza.

The door opens and a middle-aged female human enters the inn, tall enough that she ducks to avoid striking the frame with the top of her enameled, black helm. She pulls a vacant chair out from your table and seats herself, adjusting the sword at her hip as she does so.

"I am Knight Aleyd Burrel," she says, her helm adding a hollow note to her voice, "and I have a job for you."

Knight Burrel's attention is spread thin. She is one of the few members of the Black Fist with an actual desire to use their position for the betterment of the city, rather than that of their own pockets. The corruption that runs rampant in the order frequently renders her impotent to perform her duties to her satisfaction. As such, she maintains a healthy relationship with the various adventuring factions that have taken up shop in Phlan in response to the looming threat of the Cult of the Dragon.

Depending on the hook used to introduce the adventurers, these factions may have been the ones who suggested that the characters speak with Knight Burrel to begin with.

During the course of discussion, she relates the following.

- A string of thefts have been reported by various people who reside or work in Scholar's Square. This is not in and of itself unusual. What is unusual is that nothing of obvious value has been stolen—just a single book.
- The thefts began six nights ago and have occurred

every two days since then.

- She does not know much in the way of particulars about the thefts. She only knows that there were three thefts and that they all occurred in various shops in Scholar's Square, but suggests that the adventurers speak first with Cassra Brandywine, the Scribe Master of Mantor's Library, who reported the thefts this morning, for additional information.
- Because of the lack of resources, Knight Burrel has been unable to properly investigate the thefts.
- She is able, however, to personally fund an investigation by the adventurers and will pay the group 50 gp to do so on her behalf.
- She asks to be kept abreast of whatever the adventurers discover that might lead her closer to apprehending the thief.

ROLEPLAYING KNIGHT ALEYD BURREL

Knight Aleyd Burrel is a formidable warrior with a keen mind, but the soft-heart she hides under a stern frown has kept her from advancing further in the Knights of the Black Fist. In her late 40s with grey-streaked blonde hair, she has decided that doing her job well and protecting Phlan is perhaps more important than advancement. She does not suffer fools and counts adventurers among the most foolish of all.

GENERAL FEATURES

The Streets. The avenues and byways are packed with townsfolk returning home from work or heading to taverns for the night. Wanted posters for the cultist at large are posted at most intersections.

Light. After sunset, the streets are dimly lit by soft orange lamplight.

Inns & Taverns. The Laughing Goblin (inn), The Cracked Crown (inn), Nat Wyler's Bell (tavern), The Bitter Blade (inn), The Velvet Doublet (festhall), Madame Freona's Tea Kettle (tavern).

Trade. Cockburn's Grocery (adventuring gear), Matteo the Weaponsmith, Ernst's Livery, Jerome of Malvaunt (fence).

Market. Podol Plaza (bazaar).

DEVELOPMENTS

Until the adventurers have visited each location, Knight Burrel encourages them to continue their search.

Once the adventurers have visited the locations of all three thefts, proceed to "Ambush Alley", below.

MANTOR'S LIBRARY

It is likely that the characters begin their search at Mantor's Library; specifically with the Scribe Master, Cassra Brandywine.

Sun-bleached colonnades frame the austere façade of Mantor's Library. A solitary bench sits next to a tranquil pond at the fore of this property in the center of Scholar's Square. The grounds are well manicured and festooned with blooming flowers and other local flora.

Mantor's Library is the most prominent institution in the Scholar's Square. The Library's staff has a seemingly inexhaustible reserve of energy which he devotes to curating and expanding the library's vast collection of encyclopediae, treatises, and compendiums. Mantor's Library is funded by donations and the modest fees collected for performing research, transcribing, translating; as well as donations from the city's wealthier citizenry.

THE SCRIBE MASTER

Provided the adventurers display an interest in the note and the promise of a reward, they are likely to head to Mantor's Library first; specifically to see Scribe Master Cassra Brandywine.

The Scribe Master's office is small and very cramped – a problem made worse by the sheer number of books that are stacked haphazardly on every piece of furniture within. A sign on the door reads:

Cassra Brandywine
Scribe Master

Beneath that, a small piece of wood hangs on a nail with the word "IN" written on it in chalk.

As you knock on the door, a voice from an unseen source calls out "Just a moment!" There is the creaking of a wooden chair, a muttered curse and then a loud crashing noise as a few stacks of books are knocked to the floor, revealing a young-looking halfling with short blonde hair; her hands and shirt stained with smudges of blue ink.

ROLEPLAYING CASSRA

Cassra Brandywine is surprisingly young given her occupation and status. She is, however, wickedly smart. Unfortunately, her work keeps her quite busy, so her social skills have atrophied. She is clumsy and socially awkward, often stammering when speaking in the company of more than a couple people.

The Scribe Master is a female halfling with short, blonde hair that looks like she cuts it herself. Her hands are heavily stained with smudges and smears of bright blue ink.

Her clothes are well made, but are smudged in places with the same blue ink that stains her hands. In fact, adventurers who look around her offices notice the same blue marks on furniture and decorations in the office, as well.

Upon noticing the adventurers, she brushes herself off and introduces herself. She asks for the adventurer's names; closing her eyes and repeating each one in turn—as if committing them to memory. Upon mentioning their referral by Knight Burrell, Cassra smiles and relates the following information.

- Three exceptionally rare tomes were stolen from various people residing in Scholar's Square—each two days apart.
- The first book was stolen six days ago from the office of Aya Glenmiir; a wizard who maintains a small shop in Scholar's Square. The book was a treatise on the Weave titled: *The Weave: A Collection of Impractical Observations*.
- The second book that was stolen belonged to Marten Foss; a retired adventurer and resident of Phlan who kept it in his private collection in his home in the Nobles' Quarter. The book was personal memoir of Ren, a long-dead ranger of repute and once one of Phlan's most famous citizens.
- The third and final theft occurred last night and was that of a book titled: *The Lords and Lineages of Phlan*. It was in the possession of Agin Lamarck, local noble who specializes in the history of Phlan, specifically genealogy and heraldry.
- Cassra offers a reward of 100 gp for the successful retrieval of the stolen books. She doesn't care if the thief is caught or not.
- Cassra is involved in the investigations because one of the stolen books (the book stolen from Aya Glenmiir) is the property of the Library; something that has caused her no end of trouble.

- If asked about the blue ink on her hands or around the office, she spreads her hands out, chuckles and explains that all of the official ledgers in the Library use this particular type of ink. "It's the scribe's curse!" she chuckles.

AYA GLENMIIR

Aya Glenmiir resides in one of the buildings on the nicer side of Podol Plaza. She is a wizard of modest skill, but her true talent lay in her practical understanding of the Weave. Study, however, doesn't pay particularly well, so she plies a minor trade in tutoring the spoiled offspring of nobles in the basics of arcane spellcasting.

As the resident expert on the Weave, she was entrusted with a rare book titled: *The Weave: A Practical Observation of Impractical Occurrences*.

This book was the first of the three tomes to be stolen.

The door to this rather unassuming building opens, and a female half-elf wearing robes stands in the doorway. The smell of flowers and incense flow from within.

Perched on the elf's shoulder is a small, grey-furred monkey. "I take you are here to interrogate me about the missing book?" She smiles, "Master Opanrael is certainly distrustful."

GENERAL FEATURES

The general features of Aya's shop are:

Light. Night or day, the interior of the shop is dimly lit by candles. Heavy curtains prevent most of the sun's light from entering via the windows.

Smells. Incense. Flowers. Paper and ink.

Sounds. Chattering. Scratching of quill on paper. Whispered incantations.

ROLEPLAYING AYA GLENMIIR

Aya has a bit of an ego. She's well aware of the allure and mystery that her racial heritage evokes, and has no reservations against capitalizing on it. She is quick with a coy smile and a twist of the hair if it gets her what she wants. But despite this, she is quite brilliant, especially when the Weave is discussed.

Aya is a female elf, nearly 300 years old. She has long, black hair and radiant green eyes.

Aya wishes to see the book returned safely and answers whatever questions the adventurers might have. She is, however, hesitant to reveal and discuss her displeasure at someone besting her magical safeguards.

- Master Opanrael is the Head Curator at Mantor's Library.
- The book belonged to the library and had been in her study for two years before it was taken six days ago.
- The book is a rare treatise detailing the Weave; its history and hypotheses about its nature.
- Because the book was so valuable, only a handful of people knew that Aya had it stored in her room. Whoever took the book more than likely had access to the Library's records.
- The book was the only thing stolen.
- The book was stored in a glass display case of breathtaking quality. An adventurer succeeding at a DC 15 Wisdom (Perception) check notices cunningly etched runes around the edges of each pane of glass. If the check succeeds by 5 or more, the character notices that one of the runes has been subtly marred. Succeeding at a subsequent DC 10 Intelligence (Arcana) check reveals that the imperfection was deliberately made and completely defeated the case's protective enchantments. It was the work of a professional.
- The book was about a foot and a half wide and just as long. It was bound in fine, white leather with golden lettering along the spine and a ribbon of white silk as a placeholder. The front of the book was emblazoned with the symbol of Mystra, the goddess of the Magic.

DEVELOPMENTS

Any adventurer succeeding at a DC 10 Wisdom (Insight) check notices that Aya is hiding something. Should an adventurer press the matter and succeed at a DC 15 Charisma (Persuasion) check, she relates the following.

- Aya had invested a significant amount of time warding her apartments to appease the Lord Sage; earning his trust by ensuring that anything kept within her apartments were safe.
- Aya believes that the Lord Sage will likely use it as an excuse to ask her to return all of the Library's books in her possession.
- Aya's reveals that she had lied about the book being the only thing stolen. The thief also took some of her personal possessions as well; namely a *horn of blasting* and three spell scrolls. The scrolls contained *detect magic*, *fireball*, and *hold person*.

If the adventurers succeed at this check and suggest that they speak to the Lord Sage on her behalf, she is pleased and offers the adventurers her assistance. Aya pens a quick note on a nearby scrap of paper and passes it to the monkey on her shoulder that then scampers out the window with the note clutched tightly in its hand.

XP AWARD

If the adventurers convince Aya to confide in her and assure her that they will speak to Opanrael on her behalf, award each character 25 XP.

MARTEN FOSS

A former adventurer himself, Marten shares a special kinship with Ren o' the Blade and collects items that once belonged to the famous ranger. Amongst his belongings is a collection of the ranger's memoirs. Though most of the collection is in Mantor's Library, he keeps one particular volume in his office, and four nights ago, Ellison stole it.

Although he is retired, Marten runs a small practice yard. For a gold piece, someone with a desire to learn how to swing a sword can come to bang away on chunks of wood for an hour or two under the watchful eye of someone who knows what they're doing. For two, he'll tell you what you're doing wrong.

Shouts and the clamor of steel on steel are clearly audible even before the stout doors to the practice yard open. A middle-aged dwarf props one of the double doors open with the stump of an arm that has been amputated just above the elbow.

Inside, a wide practice yard is surrounded by covered walkways set with chairs and tables. A number of people in various stages of exhaustion rest in the shade.

The dwarf frowns as he bids you enter, "Come 'bout the book, I suppose?"

GENERAL FEATURES

The general features of Marten's place of business are:

Light. The open practice yard is well-lit night or day.

Smells. The sharp smell of unwashed bodies, oiled metal, dust.

Sounds. Clanging steel. Grunts. Excited shouting.

In the yard, a handful of men square off against a single dwarven woman wielding a pair of handaxes. From the looks on the faces of her opponents, she seems to be holding her own quite well.

ROLEPLAYING MARTEN FOSS

Marten Foss is a man of means, but as a retired adventurer, understands what it's like to want something you cannot have. He is not pleased with the amount of attention that the theft has attracted. He has little patience for "soft" people or those without a solid appreciation for a blade.

Marten Foss is a dwarven male of middling age with short black hair and a well-trimmed black beard, well streaked with gray. He lost his arm decades ago to an owlbear. He is also a member of the Order of the Gauntlet, a faction devoted to striking down evil wherever it rears its head. He does not make this fact well-known to new acquaintances, but any character that has a passive Perception (Wisdom) score of 12 or better can see a small pendant with the symbol of a mailed hand clutching a sword hanging from a peg near a weapon rack.

Marten freely discusses the circumstances surrounding the theft of the book with the adventurers. He's probably more interested in seeing its safe return than the Lord Sage is. During the course of discussion, provide the following information as the adventurers discuss the book's theft.

- The book contained the personal memoirs of Ren o' the Blade—a personal hero to Marten Foss—during his time in Phlan.
- He has owned the book for nearly a decade.
- The book was the only thing stolen from his home.
- Most of the collection is archived in Mantor's Library, but the stolen volume has special personal meaning to the retired adventurer. He wants nothing more than it to be found safely, though he won't get his hopes up.
- The book was simply stored on a bookshelf. No locks and no traps.
- The book was rather small—perhaps a foot long and half as wide—and was bound in red leather with black lettering on the spine.

Should any adventurer ask who Ren o' the Blade was, Marten gives them an admonishing look, but gladly educated them. Read or paraphrase the following.

- Ren o' the Blade was instrumental in defeating Tyranthraxus; an entity who had possessed a bronze dragon and ruled Phlan.
- He participated in the defeat of Tyranthraxus; who subsequently fled into a Pool of Radiance located beneath Valjevo Keep.

DEVELOPMENTS

Throughout the party's interaction with him, Marten has been watching the young woman in the practice yard intently. Any adventurer succeeding at a DC 10 Wisdom (Insight) check easily notices an intense jealous pride in his stare. If they ask about her, Marten relates the following information to the adventurers.

- The woman is Marten's daughter and best student, Vera; he hasn't seen anyone fight like her in years.
- Her mother died when she was young, and this was the only way he knew how to raise her.
- If any of the adventurers want to challenge her, he chuckles and suggests they grab a practice blade and try their luck.

If any adventurer decides to spar with Vera Marten, she directs them to a rack of practice weapons from the practice yard and whistles loudly to get Vera's attention. On the racks in the practice yard, there are a number of practice weapons; one or two of each type of simple or martial melee weapon. They are heavily padded and deal no damage on a successful hit, but the wrapping is saturated with chalk dust so any strikes are easily visible on sufficiently dark clothing.

Before the fight begins, Vera circles the challenging adventurer and lays a couple of ground rules; "No armor, no magic, no hitting in the face." Vera (+2 Initiative, AC 12) is just as skilled as Marten described her, and attacks with graceful ferocity (+4 to hit).

The fight continues until a participant scores three successful attacks. If a challenger uses magic or is aided by another member of the group, Vera shouts in disgust and Marten asks the adventurers to leave; obviously infuriated.

Should the party fight fairly, Marten is impressed—win or lose—and his attitude improves considerably. He goes to his office and returns with a book that he describes as being bound identically to the description of the book that was stolen. He requests that the adventurers check on the rest of his collection and make sure that it is still safe in the Library. Chuckling to himself, he suggests that having a book from the same collection will likely make it down a bit easier.

ORDER OF THE GAUNTLET

If a member of the Order of the Gauntlet challenges and defeats Vera in a sparring match, that character earns **one renown point**.

XP AWARD

If any of the adventurers impress Marten Foss with their fighting prowess (win or lose), award each character in the party 25 XP.

AGIN LAMARCK

Agin Lamarck is a historian and a noble who dabbles in heraldry and genealogy. Although he resides in the noble's quarter of Phlan, he works in a small, dusty shop in Podol's Plaza during the day. He deals primarily in the history of Phlan itself as well as that of its noble houses. But for a small commission, he helps folks write letters and even draft occasional legal documents.

As expected, he has many books within his study to aid him in his research, among them a rather old copy of *Lords and Lineages of Phlan*. The book was the most recent book stolen.

The small building's front door opens into a small, cramped office. Looking within, you can see a number of different heraldic banners from the walls; each hanging above what looks like a gaudily-decorated family tree set into a frame.

"Oh, hello there," Lamarck deadpans; a sarcastic look on his face, "I'm very excited to be a part of this."

GENERAL FEATURES

The general features of Agin's shop are as follows:

Light. The small, cramped shop is well-lit by windows during the day and candles during the night.

Smells. Paper, ink, and glue.

Sounds. Pages turning. Scratching of quill on paper.

ROLEPLAYING AGIN LAMARCK

Lamarck is anything but excited to be a part of this. Lamarck is a cynical man, and wields sarcasm like a master warrior does a blade; with precision and intent. He isn't a bad person, but the whole ordeal has him at unease. Agin has a secret—one that the theft may bring to light if he's not careful. As such, he chooses his words carefully.

Lamarck is a true noble; pampered and demanding. He is a handsome human male, with long black hair framing a narrow face. He has piercing green eyes that seem to be made especially for looking at people with contempt. He dresses in fine clothes of silk and linen and wears no less than half a dozen gaudy rings on his fingers. One of these rings bears the sigil of the Lords' Alliance on the palm side of the band; if a member of the Lords' Alliance subtly reveals himself or herself as part of that faction, Agin surreptitiously shows his sigil.

The adventurers have the opportunity to learn the following while speaking with Lamarck.

- The book, *Lords and Lineages of Phlan*, is a catalogue of every noble house that has resided within Phlan. The first entry dates back over seven-hundred years ago.
- The book has been in the Lamarck's family for two centuries.
- The book was secured within a drawer in his desk that was "locked and protected by powerful spellcraft." Despite his claims, however, it does not radiate magic.
- Any adventurer investigating the lock who succeeds at a DC 10 Wisdom (Perception) check notices the remnants of a laughably simple trap that did nothing more than ring a tiny bell concealed inside of the desk.
- He cannot guess why anyone would want to steal the book. While rare and old, the book is little more than a collection of lineages and notes made by scribes of past and current noble houses. It is a rather ugly book discussing dull subject matter and cannot likely bring much in the way of a profit.
- The book is a full foot thick and is two feet wide and just as long. It was bound in the tanned hide of a manticore. It is anyone's guess how the thief managed to carry it around Phlan without raising suspicion.
- The Lamarck family has long been considered to be well-respected scholars in the field of documenting familial lineages.

DEVELOPMENTS

It is difficult to notice, but Agin Lamarck is hiding something. Lamarck has spent years at court, and is adept at concealing his feelings. However, any adventurer with a passive Wisdom (Insight) score of 12 or higher gets the impression that he is hiding something. But as good as he may be at lying, he is at his core, rather cowardly. Should an adventurer confront Lamarck on his deception, a successful DC 15 Charisma (Persuasion or Intimidation) check Agin reluctantly discloses the following.

- Despite the family's long-standing claim to nobility, they are of no actual relation to House Lamarck. In truth, the last surviving members of the Lamarck line died nearly two hundred years ago.
- Agin's great, great grandfather made a couple

clever forgeries in *Lords and Lineages of Phlan*, which allowed his family to claim descent from the then-dead Lamarck line. With no one to contest the claim, there was no doubt as to its legitimacy.

- Agin is terrified of the prospects of the truth coming out; he would lose a lifestyle he has grown quite accustomed to.
- Stealing or even destroying the book would definitely safeguard his secret, but he is dedicated to the duties of his position, and states that doing such a thing would be simply unconscionable (as a successful DC 10 Wisdom (Insight) check confirms).
- If the adventurers agree to return the book to Lamarck without revealing his secret, he agrees to double Scribe Master Cassra's reward for the return of *Lords and Lineages of Phlan* upon its return.

LORDS' ALLIANCE

Agin's claim to nobility is false, and bringing this to the attention of the Lords' Alliance would be greatly appreciated by the faction, which does not brook imposters.

Members of the Lords' Alliance who inform their faction of Agin's deception earn **one renown point**.

XP AWARD

If the adventurers wheedle Agin Lamarck's true intentions from him, award the party 25 XP.

TREASURE

If the adventurers learn the truth about House Lamarck, Agin offers the group 50 gp keep his family's secret safe.

AMBUSH ALLEY

Unbeknownst to the adventurers, they are being followed. The Cult of the Dragon's has eyes everywhere, and they have learned that the adventurers are looking into the thefts. To that end, the Cult has been following the adventurers with plans on discouraging them from investigating any further.

Once the characters have investigated the locations of the three thefts, read the following as they leave the third location.

As usual, Podol Plaza is a hive of activity, with hundreds of people milling about.

As you round a corner, an elf steps from the mouth of a nearby alley and stops in the street in front of you.

“The Welcomers send their regards and have information that you may find useful. Follow me,” the elf says with a worried look before ducking back into the alley.

The “elf” is named **Soares, a human thug**, and is not who he insinuates that he is. He is a mercenary in the employ of the Cult of the Dragon who is doing his level best to pose as a member of the Welcomers—Phlan’s guild of thieves-turned-freedom-fighters.

ROLEPLAYING SOARES

Soares is a very recent member to the Cult of the Dragon. Like any new recruit, he is abjectly terrified of failing this mission. That said, he is charming and sure of himself. He is quick to throw a compliment if it will give him the upper hand.

Looking down the alley, the adventurers can see that it goes for about 100 feet or so before turning sharply to the right. Though it cannot be seen from the street, the alley ends immediately after turning in a sort of cul-de-sac approximately 40-feet across.

Soares does not wait for the adventurers to react before slipping back into the alley. He is waiting about 20 feet into the alley and begins walking further if the adventurers seem like they are going to follow.

He is attempting to lure the adventurers to an ambush point in a nearby alley where a **Fulta, a halfling spy**, is waiting along with her two **halfling guards**. Soares leads them through winding, narrow side streets and corridors before he and his colleagues ambush them.

If asked, Soares simply says that the Welcomers know about the thefts and have information as to why the books are being stolen. He claims not to know anything beyond that, but is leading them to someone with the answers.

Any adventurer who succeeds at a DC 15 Wisdom (Insight) check notices something a little off about Soares. He scoffs at any mention of deceit on his part.

If the adventurers refuse to follow Soares, he tries to convince them to follow, but if his requests are refused, he and his colleagues simply attack them a few blocks down the road.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** remove the spy
- **Strong party:** change Soares from a thug to a bandit captain
- **Very strong party:** change Soares from a thug to a bandit captain; change guards to thugs

GENERAL FEATURES

The general features of both ambush spots are the same.

Light. The streets of Phlan are well-lit during the day and dimly lit during the evening.

Smells. The sharp smell of unwashed bodies, animal manure, and fresh and rotting food.

Sounds. Bartering, laughter, horses whinnying

THE AMBUSH

Regardless of whether or not the adventurers follow Soares, they are ambushed by the cult agents; the only difference is the location of the ambush.

- **The Adventurers Follow Soares.** They are attacked in the alleyway cul-de-sac as they turn the corner.

As you turn the corner in the alley, it opens into a cul-de-sac about 40 feet across. Soares stops in front of you and turns around, a wide grin on his face. Almost as if on cue, two other people step out from behind piles of rubbish and crates, cutting off an easy escape.

“You’ve had your nose where it doesn’t belong,” the elf says coolly, “time for us to bloody it.”

- **The Adventurers Do Not Follow Soares.** They are attacked a few blocks down the road.

You feel a sense of unease, and it is a few moments before you realize what it is; the hustle and bustle of the busy street seems to be gone.

People are hurriedly ducking into doors and rushing down the street; leading their children by the hand. As the last of the crowd thins, you see a familiar face standing in the street.

“We don’t take kindly to being ignored,” the elf says, drawing a dagger from his belt. As he does, a pair of armed halflings step out from the remaining bystanders; armed with short swords

On his first turn, Soares will rush the least-armored opponent, while the guards try to keep the others busy. Fulta is hiding inside a large crate at the end of an alley (or simply a bit further down the street), and waits until the end of the round before attacking with her shortbow. She targets obvious spellcasters before other targets.

Soares fights to the death out of nothing but fear of the cult's punishment for failure. If either Fulta or the guards are reduced to less than 5 hit points, however, they attempt to flee; if escape is impossible, they surrender.

HALFLING RACIAL TRAITS

Fulda and the guards are halflings, so the following racial traits may be added:

- **Brave.** The halfling has advantage on saving throws against being frightened.
- **Halfling Nimbleness.** The halfling can move through the space of any creature that is of a size larger than it.

DEVELOPMENTS

Outside of the use of magic, Soares does not divulge his secrets if he is not slain. If charmed, however, Soares confirms that he is a member of the Cult of the Dragon; supporting his claim by removing a glove and revealing a series of green tattoos on the last three fingers of his right hand. He discloses that he attacked the party at the order of a cult member who he knows nothing about, except that his hands were stained with smudges of bright, blue ink.

If Fulda or the guards are captured, they freely admit to being hired by a man in a black half-mask who had smudges of blue ink on their hands. They know nothing beyond this.

If none of the mercenaries are captured or are all slain, the adventurers find a letter after the melee. This letter has been written in bright blue ink. It reads:

"Just get it done, Soares. If they find me, then the last four months have been a total waste. Ensure that the Whisperer's faith in us was not ill-placed."

--B

The note was sent by Ellison Berenger, but it could easily be construed that Cassra Brandywine is behind the thefts; given the unique blue ink that the letter is written in and the "B" it has been signed with.

Assuming that the adventurers report back to Knight Bural after the confrontation in the alley, she appears dismayed. Much of these concerns wash away if the adventurers turn Soares, Fulda, or the guards in however and she is very appreciative.

In looking at whatever evidence the adventurers found, she suggests something larger at play. If they haven't made the connection already, she points out the similarity between the blue ink the note is written in and the blue ink that Cassra had all over her hands. She returns the note to the adventurers.

TREASURE

Soares carries a total of 25 gp on his person. Should Fulda be killed or captured, she carries 15 gp as well as the letter described above. The guards have 5 gp each.

Additionally, Fulda has a *potion of healing* on her person.

XP AWARD

Once the adventurers fully investigate each of the three thefts, award each character 50 XP.

PART 2: TRUTH IN TEXT

The adventurers are led to Mantor's Library in search of the scroll thief. Ellison, the Scroll Thief, has abandoned his disguise as a library scribe, killed a senior librarian, and escaped deep into the Library's archives.

MANTOR'S LIBRARY

Mantor's Library is the largest structure in Scholar's Square. However, it is not only tall; it also has floors deep beneath the ground-level. The deeper levels of the Library are seldom visited, and there are places within that have not seen the light of a candle in a century.

Founded by the famous sage Mantor, the keep was sacked in previous centuries by an allied band of bloodthirsty humanoids. In the last hundred years, however, significant effort has been put forth in order to restore the legacy of Mantor to its former greatness.

Any citizen of Phlan is allowed into the great front reading room, but most of the Library's volumes are accessible only by the staff and those on personal invitation of only the most senior administrators. Of those administrators, Opanrael is the most senior.

CASSRA BRANDYWINE

Should the adventurers head to the Library to confront Cassra with the information provided by the would-be assassins or with the note in Soares possession, they find her rather happy to see them. However, should the character accuse her of wrong-doing, she is quite insulted. She is distressed by the revelation, though.

Cassra frowns and rubs her chin thoughtfully, leaving a blue smudge. "If the thief had access to this ink," he says quietly, "it doesn't just sound like we're dealing with a thief; it sounds like we're dealing with a rat."

Scribe Master Cassra suggests that the adventurers accompany her to pay a visit to her supervisor, Master Opanrael; the Head Curator of Mantor's Library. She does warn them, however, that she is an exceptionally busy man.

MASTER OPANRAEL

Opanrael is the Head Curator at Mantor's Library and has served in that capacity for decades. His working knowledge of the Library's cataloguing system is unsurpassed and given time, he can find anything currently in the Library's possession.

The smell of paper, glue and ink fills your nose as the door to the Master Librarian's office opens. Before you stands a man that appears to be as dusty and worn as the books and scrolls that are stacked neatly around his office.

ROLEPLAYING MASTER OPANRAEL

Opanrael has worked in the library longer than nearly anyone and knows it like the back of his hand. He is a tidy man, almost obsessively such. He places order and structure in very high regard, and has no patience for those who do not display a similar appreciation. He is haughty, but easily excitable by topics that pique his interest.

Opanrael is a dignified human in the twilight of his life, with a surprisingly bright shock of red hair tied in a long braid. His teal-colored eyes have pale-cast, betraying hints of elvish blood somewhere in his family's history. He wears plain red robes in the style of the other librarians, with a single silver chain and insignia indicating his elevated status as the Master Librarian.

When the adventurers meet him, Opanrael is in quite a state. His initial reactions are based on the result of their encounter with Aya Glenmiir. If they promised to assist Aya by speaking to the Head Curator, she penned a note to Opanrael, notifying him of their coming.

Otherwise, they do not have an appointment. Opanrael is meticulous in his timekeeping and the adventurers will be hard-pressed to get him to see him quickly without one. It is not impossible, however. Any character succeeding at a DC 15 Charisma (Persuasion) check suitably impresses Opanrael who agrees to see them immediately. Any character who attempts to intimidate Opanrael is dismissed from the room and risks arrest by the Black Fist.

Choose the read-aloud text associated with the following entry that best describes their initial encounter with Opanrael.

- **Adventurers Have an Appointment.** If the adventurers assured Aya Glenmiir that they would speak to Opanrael regarding her continued storing of the Library's books, the Head Curator is already aware of their coming and sees them immediately.

"Ah, yes. I trust you are the..." he pauses as he looks you each over, "...people that Madam Glenmiir mentioned in her note. What precisely can I do for you?"

- **No Appointment. Persuasion Successful.**

Opanrael mistakes the adventurers as nothing other than loud annoyances and asks them to come back when he's not quite so busy. Any character succeeding at a DC 15 Charisma (Persuasion) check suitably impresses Opanrael who feels that they may actually be able to help him.

"Well, you don't have an appointment," the Curator says steeping his fingers, "but I may be able to spare a moment."

- **No Appointment. Persuasion Unsuccessful.** If the adventurers are unsuccessful in their attempts to sway Opanrael, he dismisses them with a gesture and bids them wait in a small waiting room near his offices. After about an hour, he shuffles out.

"Despite your complete and utter lack of etiquette and more importantly, an appointment, I thank you for your patience. What can I do for you?"

During the course of discussion with the adventurers, Opanrael provides the following information.

- He knows very little regarding the circumstances of the theft of the three books, but is aware of their disappearance.
- He has other things to worry about, however, as two of his staff members—Garda Greenleaf and Ellison Berenger—are missing.
- Their absence has thrown the day's shifts into disarray and as the adventurers arrive, he is busy trying to rearrange schedules to ensure that the Library continues to run smoothly.
- Garda Greenleaf is a senior librarian with a flawless record of attendance.
- Ellison, however, is a scribe who has only been employed at the library for four months, but has otherwise proven to be a reliable hire.

When presented with the note found in Soares's possession, Opanrael identifies the ink used as that typically used by the scribes of the library. He considers the notion of a tenured scribe being a thief for a moment but quickly dismisses the idea that any of his staff

members would do such a thing. He does, however, suggest that his disappearance may not be coincidental, and that finding Ellison may be the key to finding out what precisely has happened. If the adventurers do not give Opanrael the note, Cassra mentions it.

Opanrael knows only a small bit about Ellison. After a quick glance at ledger, Opanrael mentions that Ellison was scheduled to be working in the Archives today and that may be a good place to start looking. With a smirk, Cassra mentions that the Archives is a vast place, so anyway of narrowing down where Ellison might be would be quite helpful.

If the adventurers suitably impressed Marten Foss, and have his book in their possession, he smiles and agrees that it will definitely help. He thumbs through a few pages and makes quick note on a piece of paper and hands it to Cassra, who looks at it and nods before leading the adventurers from the room.

BLOOD AND BOOKS

With the books belonging to Aya and Agin already in his possession, Ellison had come here to find memoir that detailed Ren o' the Blade's encounter with the Pool of Radiance. The Scroll Thief used Garda's familiarity with the Archives and the book stolen from Marten Foss to find this room.

Ellison eventually found what he was searching for and killed Garda. He was still in this room reading when the adventurers enter the Archives. But upon seeing Cassra's light, Ellison has fled deeper into the Archive's subbasement, below.

As Cassra leads them to the Archives, read:

Down hallways and staircases, and through passageways and storage rooms, Cassra moves with definite purpose; descends staircase after staircase with a lamp held over her head.

Finally, the scribe stops at a door and pushes it open; the smell of stagnant air and ancient dust filling the stairwell.

"Inside," she says.

GENERAL FEATURES

The general features of the archives are as follows:

Light. This section of the library is deep beneath the ground and in complete darkness. The only light is that which the adventurers and Opanrael have brought with them.

Smells. Dust, old paper, glue.

THE SEARCH

If the adventurers have Marten's book, the note specifies what section of the Archives to begin their search in. Otherwise, they must find it the old-fashioned way.

The ease in which the adventurers find the appropriate part of the Archives is determined by two things.

- **With Master Opanrael's Note.** If the adventurers were given Marten Foss's book, Opanrael gave Cassra a note with the section where the other books of the set are filed. Cassra knows precisely where this is, and can take the characters directly to it.
- **Without Master Opanrael's Note.** If the adventurers had no way to narrow down their search, it will take some work to find the correct section of the Archives. Finding it requires one hour of searching and a successful DC 15 Intelligence (Investigation) check.

THE BODY

Once they have found the correct section, read the following.

Your search has led you to a small room tucked away in a distant corner of the vast Archives. Despite the room's size, it is no less cramped than the rest of the Archives, packed tightly with shelves that are packed near to bursting with books, scrolls and other works.

Rounding a shelf on the far side of the room, you see a small reading table; the dark shape of a body slumped over it.

"Gods save us!" Cassra gasps as she runs into a corner and retches violently.

The body is that of Garda Greenleaf; the missing librarian. He is lying face down in a small pool of alarmingly fresh blood.

The body is that of a middle-aged male human wearing a plain set of grey, homespun robes. His left hand loosely holds a quill; the tip stained with bright blue ink. Thin rivulets of dark blood run from his ears; standing in stark contrast to the pale flesh of his lifeless face.

Books are scattered everywhere.

As the adventurers search the scene, they learn the following.

- A successful DC 5 Wisdom (Medicine) check reveals that Garda died from a single blow to his head. If the check succeeds by more than 10, it reveals he was killed approximately less than two hours ago.
- A leather thong on his belt has been cut. Cassra has a similar device on her belt that carries a ring of keys.
- Three books are still on the desk, however; two small books bound in red leather and a larger white book. The white tome and one of the two red books lays open on the table beside the body.
- A large, gilded scroll of parchment is on the floor. A successful DC 10 Intelligence (Arcana) check reveals this to be a used scroll which formerly contained a *detect magic* spell.
- If Cassra is asked about the key ring, a concerned look crosses her face.

"Garda had keys to the archives," Cassra says, wiping her mouth with her sleeve, "It looks like our killer now has access to things within the Library that he shouldn't."

EXAMINING THE BOOKS

There are a number of books around Garda's body. Some are notable.

- **Two Small, Red Leather Books.** These books comprise the collected memoirs of Ren o' the Blade. Most of them are on the ground at the foot of the table while a few still remain on the shelves. Two of the books are on the table beside Garda's body. One is the book stolen from Marten Foss. It is currently closed. The other, however, is open. An adventurer who actively searches the open book and succeeds at a DC 15 Intelligence (Investigation) check notices that a few pages have been excised from the book using what must have been a very sharp knife. This check is made with advantage if they found the pages removed from the other book.
- **One Large, White Leather Book.** This book is *The Weave: A Practical Observation of Impractical Occurrences* that was stolen from Aya Glenmiir. It, too, is open on the table beside Garda's body. An adventurer who actively searches and succeeds at a DC 15 Intelligence (Investigation) check notices that a few pages have been excised from the book using what must have been a very sharp knife. This check is made with advantage if they found the pages removed from the other book.

Both of these books have something in common; the missing pages both appear to detail the subject. Any character who has first noticed the missing pages or had them pointed out to him notices this common subject with a successful DC 10 Intelligence (Investigation) check.

Based on the entries before and after the missing pages, it seems that the removed pages themselves referenced a Pool of Radiance—a rare magical phenomena caused by a small breach in the Weave, the source of all magic in Faerûn. Specifically, it seems that they referred specifically to the Pool of Radiance that was once active beneath Valjevo Keep here in Phlan.

At the adventurer's mention of this, Cassra gasps audibly. However, before she can say anything:

An ear-splitting and ground shaking noise shatters the silence of the archives and the sound of collapsing brick, mortar, and bookshelves fills the wake as it fades away.

All around you, shelves and books begin to fall.

The noise was the sound of Ellison using (and subsequently destroying) the *horn of blasting* that he stole from Aya Glenmiir. The noise and vibration has caused some of the **more precariously balanced bookshelves to collapse** and fall. Each adventurer must succeed at a DC 11 Dexterity saving throw or take 4 (1d8) points of bludgeoning damage from falling books and shelving. Those who succeed take only half damage. Any adventurer who fails by more than 5 is trapped underneath an immense pile of books and must be dug out, a process that requires an hour's worth of digging and moving large, heavy bookshelves.

Leaving the small room, they find that a majority of the bookshelves in the archives have toppled over. Opanrael is not going to be pleased with the prospect of cleaning up this mess.

DEVELOPMENT

If the adventurers don't figure it out on their own, Ellison has gone deeper into the archives. While Cassra knows where to take them, she states that she has broken her arm in the chaos following the loud noise. She motions the adventurers in the direction of the sub-basement but says that she must turn back.

The door to the sub-basement is not difficult to find, in fact because the bookshelves in the main room of the archives collapsed. It is clearly visible about 40 feet away to anyone with darkvision or who happens to be carrying a light source. Climbing over the bookshelves to

the door takes a little time, but requires no check.

ARCHIVES

The adventurer's investigations lead them down into the library's sub-basement.

GENERAL FEATURES

Area. The ceiling in the archive is 15 feet high at the outer edges and slopes up to 30 feet high in the center of the room. A large vent has been cut into the ceiling at its highest point. The archive itself is an enormous square, 100 feet to a side.

Light. There are no light sources in the archives. The only light is that which the adventurers have brought with them.

Sound. Distant moans, scuttling, scratching

Character Movement. The toppled shelves extend only 40 or so feet out from the walls, but are considered difficult terrain.

1. MAIN ARCHIVE

The main room of the archive once held thousands upon thousands of volumes of the written word; fact and fiction alike. When the Zhentarim took control of Phlan, however, much of it was burned.

This huge room is littered with the ruined remains of bookshelves, desks and other furniture. The middle of the room is barren, but is blackened with the soot of century-old flames, and charred bones are strewn about.

A huge hole appears to have been blasted into the far wall; the ground littered with bricks and debris.

There is little of value here. However, three **shadows** awoke when Ellison disturbed the chest in The Secret Cache, and remain in this room. They attack the adventurers when they reach the center of the room.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** remove one shadow
- **Strong party:** change shadows to specters
- **Very strong party:** five specters instead of three shadows

2. THE SECRET CACHE

Shortly before Phlan was destroyed in 1356 DR, Denlor—along with the scribes and librarians of Mantor's Library—hid some of their most valuable treasures away in this room. It was sealed and remained

so until Ellison used Aya's *horn of blasting* to open it. He quickly scoured the cache took what was most readily available. In his haste, he accidentally sprung a trap on the chest and was poisoned. Having done his research, he knew that he was close to the sewers. And so, Ellison used the *horn of blasting* once more to break through to the tunnels below Phlan. In so doing, however, the horn exploded; destroying it and seriously wounding Ellison.

This room is approximately 30 feet deep and half as wide. Its walls are lined with shelves laden with books, and miscellaneous objects. At the far end of the room, a silver chest rests on a wooden table.

A second, similar hole has been blasted into the right wall, beyond which the sound of running water can be heard. On the blackened and charred floor around this second hole are the remains of a horn; shattered nearly beyond recognition.

The horn on the ground is the destroyed *horn of blasting*; broken beyond repair.

Any adventurer that inspects the chest and succeeds at a DC 15 Intelligence (History or Arcana) check recognizes the sigil embossed on the chest as that of Denlor; a wizard who once resided within Phlan. The chest's lid is currently open.

The chest is of remarkable construction with a fascinatingly complex lock. Any adventurer who actively searches the lock and succeeds at a DC 10 Wisdom (Perception) check notices a tiny needle jutting from the keyhole, the point of which smudged with barely perceptible blood.

Inside the chest, a series of racks and boxes on clever, articulated hinges unfold and spread out; allowing access to multiple different storage spaces simultaneously. The chest is currently open in this fashion.

An adventurer who is actively searching the chest and also succeeds at a DC 15 Wisdom (Perception) check notices that the chest has a hidden compartment.

The hidden compartment of the chest is lined in red satin. Resting at the bottom is a headband made of polished bone, bearing the same sigil as was found on the front of the chest. This headband is a *headband of intellect*. A small vial of liquid also sits next to the headband—a *potion of healing*.

DEVELOPMENTS

Any adventurer examining the hole in the right wall sees a rope anchored to one of the nearby shelves, leading downward into darkness. The sound of running water

can be heard within. Characters with a light source see a pair of walkways running along a channel of moving water—a sewer, by the smell of it.

This hole has also been created by Ellison using a *horn of blasting*. Poisoned and now wounded, Ellison leapt into the darkness to escape.

TREASURE

The chest and the contents of the shelves are all quite valuable and the Library will pay handsomely for their safe return. Should the adventurers inform Opanrael or Cassra about the contents of the room or otherwise return them to the Library, they are awarded 50 gp.

Within the chest is a *headband of intellect* owned by Denlor, as well as a *potion of greater healing*.

SEWERS OF PHLAN

The hole leads down into the sewers and ruins beneath Phlan. Unknown to Ellison, the sewers are infested with carrion crawlers. His own expedition led him directly into the clutches of three of the fearsome monsters; an encounter he barely survived by using a *scroll of fireball* stolen from Aya Glenmiir.

The newer portions of the sewers were dug in a simple grid, so it is quite easy to navigate towards the spillway leading to the Stojanow River by sound. The sound of running water is easily heard, but echoes off of the many walls and intersecting tunnels. Eventually, the adventurers come to the spillway that feeds the sewers from the Stojanow River.

GENERAL FEATURES

Area. The sewers are 15 feet wide and 10 feet tall. 5-foot-wide footpaths are on either side of a 5-foot-deep channel running down the middle. This channel is filled with foul, quickly-moving water.

Channel. Any adventurer who falls or jumps into the channel is covered in filth and offal, and must succeed at a DC 15 Constitution saving throw or be poisoned until they are able to wash themselves off in a large body of fresh water (such as the Stojanow River) or complete a short rest. Additionally, the water moves fairly quickly. Anyone in the channel must succeed at a DC 10 Strength (Athletics) check or be pushed 15 feet down the channel.

Light. There are no light sources in the sewers. The only source of light is that which the adventurers bring with them.

POISONED

A poisoned creature has disadvantage on attack rolls and ability checks.

THE SPILLWAY

Water from the Stojanow River above flows from the west into a steep, 10-foot-wide spillway which empties into a 30-foot-wide, 5-foot-deep pool in the middle of a circular chamber. A 15-foot-wide walkway rings the 60-foot-wide chamber. The pool flows into the channel that the adventurers have been following up to this point.

The roar of water fills the air as the tunnel you were in opens into a large, 60-foot-wide circular chamber. Water cascades down a steep spill way on the far side of the chamber into a pool in the middle of the room. A stairway runs alongside the spillway to the daylight above.

Two large, undulating shapes move on the opposite side of the chamber near a section of the floor that is blackened and charred—as if by an intense flame.

Two **carrion crawlers** are here, feeding on the remains of a third, slain by Ellison. When he encountered the carrion crawlers, Ellison used the *scroll of fireball* that he stole from Aya Glenmiir; slaying one of the beasts, but wounding the others. He managed to escape, but not before further injuring himself and losing his backpack in the process.

The carrion crawlers attack the adventurers on sight. Due to injuries suffered in the fight with Ellison, each of them has only 35 hit points remaining.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or very weak party:** remove one carrion crawler
- **Strong party:** the carrion crawlers are at full (51) hit points
- **Very strong party:** add one carrion crawler; all carrion crawlers are at full (51) hit points

DEVELOPMENTS

Near the dead carrion crawler (now three-quarters eaten) and the blackened portion of the floor lay a mangled backpack; its contents spilled out onto the floor. Beside the backpack is a length of parchment. A successful DC 15 Intelligence (Arcana) check reveals that it was once a *scroll of fireball*.

The backpack contained a set of common clothes 35 gp in silver and gold coins. Among the other items in the backpack is a collection of documents.

- A piece of paper with what appears to be a list of book titles. Most of them have been stricken through, but three have check marks next to them; *Lords and Lineages*, *The Weave: A Practical Observation of Impractical Occurrences*, and *Ren o' the Blade Memoirs*.
- A rough map showing Phlan and its surroundings. The map details a location about half a day's ride east along the Phlan Path and is labeled with the word "Rythnax" which has been circled. No check is required to deduce that the area indicated on the map is the Twilight Marsh—a large swamp east of Phlan.
- An unsigned note that reads:

"Ellison

Once you have secured what you can to aid us in our search, meet with Rythnax in the marsh east of the city, along the Phlan Path. Slay any that discover your work. Do not fail us again."

In addition to the spilled contents of the backpack, any adventurers succeeding at a DC 10 Wisdom (Perception) check see a smattering of fresh blood near the backpack that leads away towards the steps. A successful DC 10 Wisdom (Medicine) check determines that this blood belonged to some sort of a humanoid.

The spillway emerges into the open air at the base of Phlan's exterior wall on the banks of the Stojanow River.

TREASURE

While the carrion crawlers keep no treasure, any adventurer who is brave enough to search the pool and succeeds at a DC 10 Intelligence (Investigation) check is able to retrieve 15 gp in various coins.

PART 3: THE DRAGON'S SWAMP

The adventurers have discovered that Ellison is headed east along the Phlan Path towards the Twilight Marsh. They have a rough idea of where, but may still be unsure as to why. The only clue they have is the letter found in his ruined backpack. To learn more, they must follow the map east.

RYTHNAX'S LAIR

Rythnax is a **black dragon wyrmling** sent by the Cult of the Dragon to secure and transport the information that Ellison was charged with collecting. He has established a small lair in the Twilight Marsh during his wait.

GENERAL FEATURES

Area. The swamp claimed by Rythnax is a grim one, a gray and joyless marsh overshadowed by tall, foreboding trees. Buzzing, biting insects fill the air.

Water. The area is predominately knee-deep water with numerous patches of dry, albeit somewhat soggy, land. The patches of land (including the main area with the dragon's lair and campfire) are depicted on the map. Other areas are difficult terrain.

Light. Despite the thick tree growth in the swamp, the area is well-lit if the adventurers arrive during the day. Otherwise, the 20 foot area around Ellison's campfire is dimly lit; all else is dark.

Sounds. Frogs croaking, water splashing, insects buzzing

Smells. Stagnant water, acidic tang in the air

Fog. Rolling patches of fog lightly obscure creatures standing within.

The map leads you east along the Phlan Path, and before long, the Twilight Marsh lay before you—dark and foreboding.

On the horizon a large mound rises from the swamp with a gaping, black hole in the side. In front of the hole, a small campfire dances in the gloom.

A man sits by the fire beside what you assume is a large, black dog, curled up at his feet. Those assumptions quickly melt away as the form unfurls a pair of leathery black wings and cranes its neck towards you before muttering something in a strange, guttural tongue.

Ellison is here, tending the grievous injuries he

sustained in his escape from Phlan. **Rythnax**, a black dragon wyrmling, is here as well.

If any of the characters speak Draconic, they hear the dragon say "Ooooh, visitors." in a deep, gravelly voice.

EMERALD ENCLAVE

Members of the Emerald Enclave have heard rumors of a very young black dragon in the Twilight Marsh that has been threatening the lizardfolk here, attempting to press them into his service. Rythnax fits that description, and if asked, he gladly boasts of his command of the "pitiful dull-scales" that live nearby. It has been passed to those of the Emerald Enclave that this dragon is upsetting the balance of the swamp, and must be destroyed.

If the dragon is killed (instead of driven off), members of the Emerald Enclave earn **one renown point**.

ROLEPLAYING ELLISON

Ellison is tired and injured. He hasn't slept at all over the last two days. In that time, he has been poisoned, blown up, and ravaged by carrion crawlers. The only thing that keeps him going is his desire to rest; he's been burning the candle at both ends for nearly a ten-day, and it's taken its toll. He distrusts Rythnax, but has no choice at this point. He is willing to talk, but should the adventurer's attack he defends himself; he has gone through too much to give up now, and death is merely a chance for what he's long been denied—a chance to finally get some rest.

ROLEPLAYING RYTHNAX

Despite his alignment, Rythnax loves having visitors; at least for a while, anyway. He is young, boastful, and brash; and appreciates an audience to his wild and outlandish stories of strength, cunning and ferocity. He bores quickly though, and lashes out at anyone he feels doesn't sufficiently appreciate his tales.

Ellison is visibly distraught upon realizing at the adventurer's arrival. In describing him, read or paraphrase the following.

- He looks tired, as if he hasn't slept in many days, and appears to be ill.
- His left leg appears to be freshly bandaged, but blood has already soaked through.
- He has extensive burns on his hands and arms as well as his face as if something he was holding caught fire or exploded.

Both Ellison and Rythnax will indulge the adventurers in a modicum of discussion; they do not immediately attack the adventurers outright and without provocation. Both

answer a handful of questions, but eventually Rythnax gets bored and attacks. Ellison and Rythnax combined have the following information, but Ellison only provides it if asked. Ellison acts as an interpreter for Rythnax if no one in the party speaks Draconic.

Ellison divulges the following information in the course of discussion with the characters.

- He was sent to find information about the Pool of Radiance from the Library.
- The books stolen from Marten Foss contained first-hand accounts of Pools of Radiance; something no other book in the Library's possession did.
- The book stolen from Aya Glenmiir was more practical observation and, more importantly, theory on the properties and functions of Pools of Radiance.
- He stole *Lords and Lineages* for purely personal reasons; Ellison believed that it would contain proof that he belonged to a noble house of Phlan.
- While there was a House Berenger in Phlan, it turns out that he was of no relation.
- A successful DC 10 Wisdom (Insight) check reveals that Ellison does not wish to fight the adventurers.
- If asked, he confirms this; stating that he is here to deliver the pages to Rythnax and upon so doing, is going to leave Phlan and the Cult behind, and never look back.

Rythnax, however, is quite the chatterbox. He engages in polite conversation that smacks of sarcasm and derision. He freely divulges the following.

- Rythnax has the pages missing from the stolen books in a pack and taunts the adventurers—insisting that he's taking them to his masters and that the adventurers are powerless to stop him. Any adventurer succeeding at a DC 10 Wisdom (Perception) check sees that the dragon is wearing a sort of harness with a steel-banded pack on his belly.
- The dragon claims to be well paid to serve as a courier and enforcer for the Cult obviously because they are terrified of him.
- He is the genius behind the whole theft; Ellison is simply a mindless lackey.

- Rythnax puffs out his chest in an obvious attempt to draw attention to a gaudy bronze amulet hanging around his neck. The symbol engraved into the amulet can be identified by anyone succeeding at a DC 15 Intelligence (Arcana or History) check as a sigil in use by the Cult of the Dragon.

It is possible to **talk Ellison into surrendering**. An adventurer who succeeds on a DC 15 Charisma (Intimidation or Persuasion) check convinces the Scroll Thief to surrender. He assures the characters that he has no intention of returning to the service of the cult. Ellison is not lying in this statement. If successful, Ellison does not join Rythnax in fighting the adventurers.

Should Ellison surrender, or should the adventurers have asked two questions of Rythnax, the dragon shouts (in Draconic) "You're boring me!" and attacks.

If the adventurers successfully convince him to surrender, Ellison flees into the safety of Rythnax's cave. Otherwise, the Scroll Thief joins Rythnax in attacking the characters. He has one scroll remaining from those that he stole from Aya Glenmiir. In the first round of combat, he uses a scroll of *hold person* on the person who looks like a warrior, especially if they've acted dull-witted. Absent that, he targets obvious spellcasters.

As Ellison fights, it is obvious that he is not doing so to kill the adventurers. He chooses to knock out any character he drops to 0 hit points.

Rythnax, however, attacks ferociously with tooth and claw and uses his breath weapon on his first turn. Should it recharge as the fight proceeds, he does not use it again unless he is forced to flee. Despite his bravado, Rythnax has no intention of dying; he has a mission to accomplish. If reduced below 10 hit points, he uses his breath weapon and flies away.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Rythnax cannot use lair actions
- **Weak party:** Rythnax cannot use the swarming insects lair action
- **Strong party:** Change Ellison from a spy to a bandit captain; Rythnax has 44 hit points
- **Very strong party:** Change Ellison from a spy to a bandit captain; add four lizardfolk as Rythnax has swayed some local lizardfolk to join him; Rythnax has 54 hit points

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Rythnax takes a lair action to cause one of the following effects. Rythnax can't use the same effect two rounds in a row.

- Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength check or be pulled up to 20 feet into the water and knocked prone.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point Rythnax chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Magical darkness spreads from a point Rythnax chooses within 60 feet of it, filling a 15-foot-radius sphere until Rythnax dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

DEVELOPMENTS

Ellison doesn't put up a fight if subdued and subsequently captured. Upon awakening, he is genuinely thankful for the adventurers's mercy and divulges everything he knows without hesitation. He has little concern for what the Cult may wish to do to him.

- The Cult wishes to find the Pool of Radiance and somehow "wake it up." He was sent to Phlan to find out the "where and how."
- Two other cultists are named Tibeem and Spernik, joined him in Phlan, but he is not in communication with them anymore. They were sent to learn about a lost temple somewhere in the Dragonspine Mountains.
- He is unsure as to whether or not the others have met with success; they were ordered not to speak to one another about their mission.
- He stole the book from Aya Glenmiir after apprenticing with the wizard. He stole it because it is the only book he was able to locate that had practical studies of Pools of Radiance.

- He stole the book from Marten Foss because Ren o' the Blade wrote about his personal experiences with the Pool of Radiance beneath Valjevo Keep. He believed that it had information on the Pool's location.
- He stole the book from Agin Lamarck for personal reasons; he was raised believing that he belonged to House Berenger—a noble house that once resided in Phlan—and he wanted to know the truth.

If the adventurers let him go, he is thankful, but remains in the swamp. He rests for a few days before leaving.

TREASURE

All of Ellison's possessions were lost in the fight with the carrion crawlers. The only thing he managed to get away with was Aya's *scroll of hold person* and Agin's copy of *Lords and Lineages of Phlan*. If he hasn't used the scroll, it's on his person; the book is on the ground beside where he was sitting, wrapped carefully in a blood-stained shirt.

Rythnax, on the other hand, has a small collection of coins and other items in his lair. A total of 300 gp in coins and gems are nestled amongst the rotting vegetation and bones lining the floor of his lair, as well as a suit of splint armor, a magnifying glass, and a *scroll of dispel magic*.

If Rythnax is slain, the pages that were removed from the stolen books are stowed tightly in his pack. They are wrapped in waxen paper and bound tightly with string. There is no indication to who the pages are to be delivered. The amulet he wears is finely crafted and worth 50 gp as an art object. Despite this, however, it serves as definitive proof that the Cult is active in Phlan.

A shirt is folded carefully around the copy of *Lords and Lineages* that was stolen from Agin.

HARPERS

Harper characters that copy down the information from the stolen pages on the Pool of Radiance and return that information to the faction (or abscond with the original pages) earn **one renown point**.

CONCLUSION

Both Cassra Brandywine and Aleyd Bural are pleased upon hearing of the adventurers's success in tracking down and confronting the Scroll Thief. If they brought Ellison in to stand trial for his crimes, he is convicted of the theft and the murder of Garda Greenleaf. However, he escapes Stojanow Gate before the Black Fist is able to mete out his punishment.

If Rythnax escapes from the adventurers, Opanrael, Cassra, and the adventurers can only guess as to what was contained in the pages that he escaped with.

If the package is intercepted and the wyrmling slain, the adventurers and leadership of the library now have a very real—and more terrifying—idea of why the Cult is in Phlan.

REWARDS

Make sure note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Rythnax	450
Carrion crawler	450
Bandit captain	450
Spy	200
Specter	200
Lizardfolk	100
Shadow	100
Thug	100
Halfling guard	25

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Thoroughly investigating the thefts	50
Returning the stolen works to Cassra	50
Suitably impress Marten Foss	25
Gain Aya's confidence	25
Detect Agin's falsehood	25

The **minimum** total award for each character participating in this adventure is **450 experience points**.

The **maximum** total award for each character participating in this adventure is **600 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Rythnax's hoard of coins and gems	300
Splint armor	100
Payment from Knight Bural	75
Magnifying glass found in Rythnax's hoard	50
Keeping Agin's secret	50
Rythnax's amulet	50
Treasures in the secret cache	50
Ellison's ruined backpack	35
Aya's reward	25
Marten's reward	25
Payment from Cassra	25
Carrion crawler's treasure	15

HEADBAND OF INTELLECT

Wondrous item, uncommon, requires attunement

This headband made of bone bears the sigil of the wizard Denlor, whose tower still stands in the city. A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF HEALING

Potion, common

A description of this item can be found in the *Player's Handbook*.

SPELL SCROLL: DISPEL MAGIC

Scroll, uncommon

This *spell scroll* contains a single *dispel magic* spell. A description of *spell scrolls* can be found in the basic rules or *Dungeon Master's Guide*.

SPELL SCROLL: HOLD PERSON

Scroll, uncommon

This *spell scroll* contains a single *dispel magic* spell. A description of *spell scrolls* can be found in the basic rules or *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

REOWN

All faction members earn **one renown point** for participating in this adventure.

Harper characters earn **one additional renown point** for returning or copying the pages Rythnax possessed.

Order of the Gauntlet characters that revealed themselves to Marten and won a sparring match with his prize student earn **one additional renown point**.

Emerald Enclave characters earn **one additional renown point** for slaying Rythnax.

Lords' Alliance characters earn **one additional renown point** for outing Agin Lamarck as a false noble.

Zhentarim characters earn **one additional renown point** for turning in Ellison to stand trial.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

FAVORS AND ENMITY

The characters have the opportunity to earn the following enmity during the course of play.

Favor of Ellison Berenger. Instead of killing him, you have demonstrated mercy towards Ellison. He is thankful—even if you turned him in to the Black Fist. This favor has no immediate benefit, but should he face the adventurers again, their mercy is not forgotten.

DM REWARDS

You receive **200 XP** and **ten downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

RYTHNAX, BLACK DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +4

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

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

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

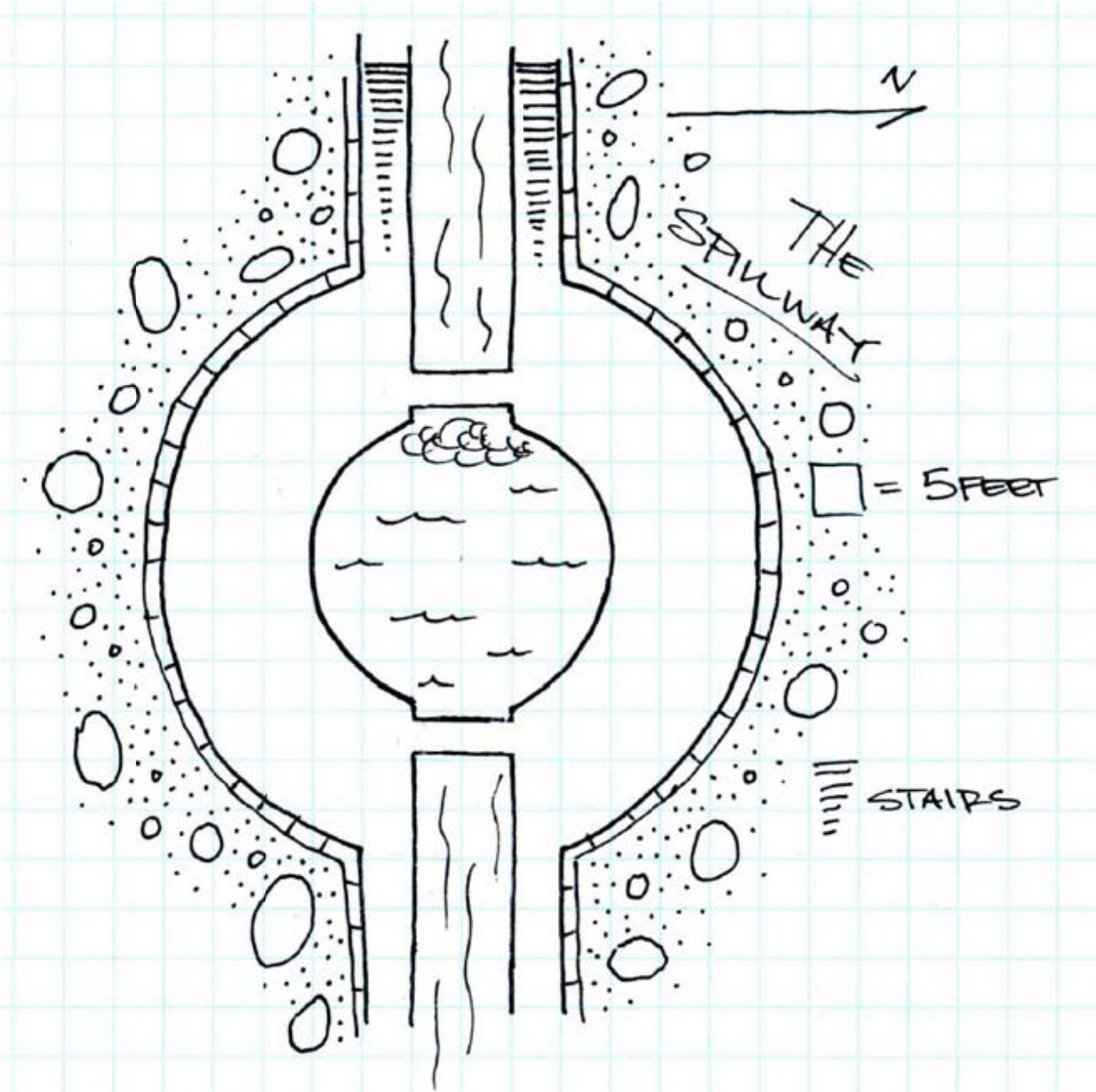
ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

APPENDIX: MAP OF THE SPILLWAY



APPENDIX: MAP OF THE DRAGON'S SWAMP

