



Out The Back



The town of Phlan has had a lot of trouble, but at least today there aren't any dragons in the sky.

You've received a mysterious summons from a citizen of Phlan asking for your help, with the promise of a chance to do some good, what are you waiting for?!

A Four-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

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Adventure Primer

"The truth is rarely pure and simple."
-Oscar Wilde

Background

PHLAN has enjoyed relative peace recently. Between the occupation and reclamation, the town has faced its share of turmoil, but is now in the process of rebuilding.

The adventures have received a mysterious summons, asking for help on a secret mission that concerns the town. **IYRIA**, posing as a common worker, claims to have witnessed a town guard being bribed by a noble. The reality is that she is in fact a criminal herself, wanted by the guards for theft and targeted by **THE WELCOMERS**, the local thieves' guild for poaching on their territory.

Having been duped by **IYRIA**, the adventurers must devise a means to extract her from the town, and make their way to the hidden **SAFE HOUSE** in the countryside.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 4 hours to play. These episodes are introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Mount Up!** The adventurers are recruited to help secretly transport an important witness out of the town. This is the **Call to Action**.

- **Episode 2: My Way or the Highway.** The adventurers contend with obstacles both inside and outside the town as they attempt to complete their mission. Along the way they have the opportunity to learn more information about Iyria. This is **Story Objective A**.
- **Episode 3: Oh, So It's Like That?!** Upon reaching the safe house, the party is ambushed by the Welcomers and then confronted with Iyria's truth. What they choose to do with her is up to them. This is **Story Objective B**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **4 hours**.

Story Objectives Only. To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

The Jig Is Up!

Iyria is a bad guy but she's not a BAD guy. She's robbed a few nobles who probably won't even notice the stuff she took. She has no motivation to fight or kill anyone. Although she would never admit it, she feels way in over her head and just wants to escape. Any camaraderie or affection she might develop for the party is genuine, but it doesn't mean she will lose sight of her main goal, getting away!

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Mount Up!

Estimated Duration: 30 minutes

Scene 1.

Early evening in Phlan still sees quite a bit of activity in the town. Our adventurers, having found a mysterious note slipped into their packs, have arrived at the location detailed in the note (**Player Handout 1**), a non-descript building in the heart of the town. Here they have a chance to meet their employer, Iyria, and learn the job (as she presents it) as well as get acquainted with each other as they plan their next move.

- **Curiosity killed the cat.** Adventurers are generally a curious lot by nature, the mysterious note has peaked your interest.
- **For even more justice!** If some sort of crime is afoot good citizens would be compelled to assist.

Area Information

This area features:

Dimensions & Terrain. The basement of an abandoned building. This 25-by-40 foot room has a creaky but sturdy set of stairs leading up to the long out of use café. The basement has the faint smell of mold and damp. A few shelves line the walls of the basement, containing nothing more than a couple of moth eaten empty sacks. A single round table sits in the center of the table with a collection of mismatched chairs surrounding it.

Lighting. The main floor is unlit, while the basement itself is dimly lit by Iyria's candle and hooded lantern. Both are set upon a table in the center of the room.

Creatures/NPCs

Iyria, a moon elf **Master Thief**, is sitting at the table when the party arrives, waiting.

Objectives/Goals. Iyria very much needs to enlist the **unwitting** help of the adventurers. Between being hunted by both the town guard and the Welcomers, she knows that if she does not make it

out of Phlan soon she will certainly be captured or worse.

What Does She Know? Iyria knows that she cannot reveal the truth to the adventurers or they are more likely to turn her over to the authorities. Instead, she spins them a tale. She has stolen from nobles of the town **and** the Welcomers (her *gloves of thievery*)

Iyria tells the party that she observed a guard captain receiving a bribe from a nobleman. However, after reporting it, she fears for her life and wants the help of the adventurers to sneak out of town to an abandoned cabin (really an abandoned Welcomer safe house). The cabin is to the northeast of Phlan, in between Torath's March and the Quivering Forest.

Iyria has only had a little bit of time to construct her cover story, if the adventurer's ask more about her, Iyria reveals the following:

- She lives alone in the town
- She works as a weaver
- She found the cabin while visiting friends

Treasure & Rewards

Iyria carries the following items on her person:

- **Magic Item.** Iyria's gloves are, in reality, a pair of the *Welcomers Gloves (gloves of thievery)*, she keeps them hidden in a pouch when not using them.
- **Magic Item.** Iyria's boots are *Boots of False Tracks* (not currently activated).

Call to Action

The objective of this adventure is to escort Iyria safely out of Phlan without drawing any unwanted attention. Once outside, the adventurers must continue escorting Iyria to the safehouse near the Quivering Forest.

Episode 2: My Way or the Highway (Story Objective A)

Estimated Duration: 120 minutes

Setting Description

Trade and tourism have been encouraged and rising as a means of helping the town's restoration. The streets are filled with merchants, travelers, tradesmen, sailors, and entertainers. It's early evening and the bustling urban streets provide the best cover to smuggle out Iyria.

Prerequisites

The characters have completed **Mount Up!** And accepted the Call to Action

Story Objective A

Throughout this objective, the characters must handle the various hurdles that block or slow their journey to Iyria's safe house.

Area Information

This area features:

Dimensions & Terrain. The streets are 25 foot wide and head southward and northward.

Lighting. Early evening, the sun still shines above the horizon, casting long shadows.

DM Notes

The party should have at least a general idea how they want to leave the town. Whether it is by walking out the gate, stowing away on a barge or some other clever ruse. Allow your party to come up with whatever idea they think will work best. For any relevant knowledge checks (such as History or Insight) use a base DC 14 and grant advantage for good roleplaying.

Scene 2A: City Slickers

As they move through the town with Iyria, she talks about how the town's getting better for tradesmen, noblemen, and tourists yet things are still incredibly hard on those who've never left Phlan during the years of turmoil, those who couldn't: the poor. She expresses genuine regret at her ability to leave the town, and her sense of abandoning it.

Characters with **Passive Perception** of 16, notice a person with a missing ear, stealing from a tourist. Iyria notices if a character sees them, and tells them that they are the Welcomers and that they are to be avoided at all costs. She lies and says the thieves'

guild preferred targets are adventurers. She tells them she will alert them if she sees them.

A **DC 21 Wisdom (Perception) check** will notice that Iyria is trying to hide her face from the Welcomer specifically. Iyria tells the character that she does not want to be robbed herself, this is a lie of course.

As the players move through the town with Iyria, a bar fight suddenly breaks out. Two **Bandit Captains** and two **Martial Arts Adepts** drunkenly engage in a bar fight that spills out into the street. Some town folk flee, but others stand back and cheer.

Iyria stresses to the party that the bar fight is drawing too much attention, and they must act quickly.

DM Notes

This scene has a lot of potential for variability. If your party likes to fight, feel free to roll initiative, however other parties may prefer to look for a non-violent way out such as sneaking or talking, all of these options should be viable.

Creatures/NPCs

No notable features.

Objectives/Goals. The people in the street have simply had too much to drink, they know nothing of value to the characters.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak/Weak:** The brawlers are quite far into their cups, giving them disadvantage on attack rolls
- **Strong/Very Strong:** Add an additional **Bandit Captain** and **Martial Arts Adept**

Scene 2B: Extree! Extree!

The streets narrow and the players hear the call of a newsie. A young human boy steps in the way of the group and offers the party a broadsheet for the price of one copper, (**Player Handout 2**). If none of the players wish to pay for it, Iyria offers to pay the boy the single copper. Iyria passes a homeless man with a mangy dog and hands him a silver piece, and then the dog a piece of her rations.

Allow the players time to read over the broadsheet. Having made a sale, the newsie scampers off down the back alleys and twisting streets. Iyria will feign casual interest in all of the stories, hoping to avoid any specific discussions about the story of recent robberies in the area.

Objectives/Goals. The newsie is just trying to earn some coin, he will definitely say whatever it takes to convince the party to buy his paper.

DM Notes

This is meant as an opportunity to allow the players to discuss their course of action and provide some setting information to them. Consider printing multiple copies of the handout for larger party sizes.

Creatures/NPCs

The newsie is an adorable child of ten or so years of age.

Scene 2C: Halt! Who Goes There?

As their travels through the town continue, the party comes across a crime in progress. A pair of street toughs (**Commoners**) have knocked over a fruit merchants cart and are attempting to steal several melons and apples.

Iyria encourages the party to leave it alone, stating it's none of their business, or perhaps stating that their mission is too important to be delayed.

Should the party choose to intervene, the teenagers hold no threat, which should be made clear to the party. The teenagers use the commoner stat block and can easily be grappled and held until guards can arrive. If the party chooses to ignore the hooligans, describe how they grab the fruit and laugh and run off, calling insults to the merchant.

If the party does wait for the guards, two **Guards** arrive, use this as an opportunity to roleplay deception. Iyria is frantic and hates the idea of being caught. She goes along with whatever the party says providing Advantage on **Charisma (Deception)** checks. Luckily, these guards are a bit lazy and all too happy to believe whatever the adventurers say, especially since they just helped do the guards job by stopping these thieves.

DM Notes

Although there is no real risk of exposure, play up the tension and Iyria's concern and fear at being caught by 'corrupt' guards.

Creatures/NPCs

Guards, commoners and other townsfolk. The town is heading to sleep soon, but there are still a few shops closing up and people walking.

Scene 2D: Here Kitty, Kitty

Moving through the town, the group will inevitably pass through a poorer area, one that has been deemed least important to rebuild. More buildings than in any other area lay in ruins with very few signs of reconstruction occurring.

The sounds of sniffing and crying reach the ears of the group, drawing their attention to a young half-elf girl, around seven years old. Despite her urgency, Iyria immediately moves towards the girl to see what is wrong. The child immediately explains that her cat, Mr. Whiskers, has gone missing. She begs the adventurers to assist her in finding Mr. Whiskers, a task that Iyria strongly supports.

The child can tell the party a few things about Mr. Whiskers, some of which will help them in their search:

- Mr. Whiskers is a very smart kitty
- He loves fish
- He is an extremely good cuddler
- He likes to hide in small spaces
- He doesn't like loud noises

Mr. Whiskers, has in fact, hidden in a small space, he is tucked under a small bush on the other side of the road. He is within earshot, but of course he is a cat and won't come just because he is called. To find his hiding spot, the players must succeed on a **DC 14 Survival check**. Mr. Whiskers doesn't know the adventurers however and is unlikely to come out. The players can try to coax him out of the bush by succeeding on a **DC 14 Animal Handling Check**. Clever players who offer up some fish or think to ask the little girl to help can gain advantage on the roll.

Curious players may question Iyria's interest in the child. In truth, she just has a soft spot for kids. She did not know that little girl but would have sought to help any child in distress.

Objectives/Goals. The young girl knows how much she misses Mr. Whiskers!

Scene 2E: Over, Under or Around

Eventually, the party must make an effort to exit the town. If they reviewed the broadsheet, they are likely to head towards the site of the wall reconstruction. The site has a pair of guards who are only casually attending to their duty. The adventurers can attempt to a **DC 14 Dexterity (Stealth) check** to sneak past the guards and leave the town. They can also attempt to subdue the guards or deceive them, the DM is encouraged to let the players steer their own course during this encounter. Award inspiration for clever ideas and good roleplaying.

The party may wish to explore other options to escape the town. Remember that it is late at night, hiring a ship is not a possibility (especially with the rumors of a sea monster) and doesn't send them in the direction of the safe house. Leaving through the main gate is an unlikely possibility. The town closes the gates at night for security and won't open them for the party. If the adventurers try to press the issue, they call out for assistance and a roaming patrol joins, making it clear the adventurers will need to find another way out (the construction site).

Scene 2F: On the Road Again

Having successfully escaped Phlan, the party now proceeds overland to Iyria's safe house. Along the way, they are set upon by monsters from the Quivering Forest that have been stirred up by the recent bandit activity in the area. While the party may be on the lookout for bandits, it is the Fey creatures that will actually pose a threat to them.

After an hour or so on the road, the party is approached by a group of evil Fey in disguise, who have left the safety and secrecy of the Quivering Forest to hunt humanoids. Just recently, they ambushed several of the bandits that had been plaguing the area.

An **Annis Hag** and her six **Redcaps** call out to the party, hoping to lure them in and then attack. Using illusion magic, the hag is disguised as a woman and the Redcaps as her children. The Fey are clustered around a broken down wagon and tell the adventurers that they were set upon by bandits who broke their wagon, took their valuables and killed

their father, the Fey point to the corpse of a dead bandit left on the ground near the wagon (the remaining three bandit corpses are stashed inside the broken wagon).

The hag and her 'children' beg the party to aid them in repairing their wagon and take them to the safety of Phlan, using this opportunity to mix in amongst the party in the hopes of getting the drop on them.

The Fey do not want the adventurers to look inside the wagon and ruin their ruse. If the party begins to question the Fey, they are only able to provide flimsy excuses to why they would be traveling at night. Once it becomes clear that the party no longer believes their story, they drop their illusion and attack.

The Fey are nasty creatures whose only goal is to hurt the party, laughing madly each time they strike a blow.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak/Weak:** The bandits took a couple down before falling, remove two **Redcaps**
- **Strong/Very Strong:** Add an additional **Annis Hag** disguised as an older daughter

If the players question the presence of Fey in the area, Iyria can explain to them that the many Fey live in the Quivering Forest, making it a dangerous place and often avoided. She will add that this is why she believes the cabin she is traveling towards will be a good hiding place.

Following the battle, the party might be inclined to take a short rest. Iyria urges them on saying there is no time for stopping, the 'evil noble' and his agents could find her at any moment. In truth, there is no noble and the Welcomers are already preparing their trap. Should the party choose to take a short rest they do so successfully. If they attempt to spend more than the hour, consider sending more Fey from the forest to drive them on.

Area Information

This area features:

Dimensions & Terrain. The road is well maintained, the forest at their side is thick and dense, hiding the movements of the beasts and creatures within, and the grasslands are gentle and easily navigated.

Lighting. Night has fallen; a full moon provides dim light to our adventurers without darkvision.

Treasure & Rewards

One of the bandits in the wagon was carrying a Potion of Heroism.

Scene 2G: Finally, Bandits... Sort Of

One of the bandits, Ricket (**Bandit Captain**), the Fey attacked managed to escape, although he was injured. Upon hearing the approach of the adventurers, he calls out for help. He has a gash in his side that is infected and knows that if he does not receive assistance it is unlikely that he will live much longer.

Ricket is used to lying about his activities to people he encounters and plans to do so when the adventurers approach. Ricket often tells people he is a traveling messenger, which explains his rough appearance and why he is often on the road at strange times. This well practiced story gives Ricket advantage on **Charisma (Deception)** rolls to convince the party that he is a simple courier.

Ricket is able to lie fluently about his work. He says that he is delivering a message to a merchant in Phlan (he refuses to give a name, stating that he's paid well for his discretion). He claims ignorance of the message as it is sealed. Adventurers that think to ask to see the letter find Ricket waving a folded parchment with a wax seal on it. Ricket refuses to allow the party to examine the letter more closely. If asked where he was traveling from, Ricket claims to be coming from Hulburg.

In this particular instance, Ricket also expands on his story, stating that he was attack by a pair of bandits that he managed to fend off, but not before taking a nasty wound to the side. Ricket will ask the party for assistance in tending his wound. A **DC 16 Medicine check** reveals that the wound looks a little too irregular to have been made by a sword (it was in fact made by the Hag's claws).

The party may or may not discover Ricket's lie. If they do, they can do with him as they please, he's in no position to stop them. Some players might wish to restrain him and bring him along to face justice later. Iyria will argue in favor of letting him go (who is she to judge?!), stating that he will slow the group down and that it would also compromise her secrecy and safety.

In the event that the party is adamant about bringing him along, Iyria eventually gives up her arguments with the party, not wishing to waste more time talking when it could be spent moving.

Ricket poses no threat to the party in his injured state, should they choose to cut him down they can do so with ease.

Creatures/NPCs

Ricket is a human bandit who is seriously reconsidering his life choices. His friends are dead and he himself is badly injured.

Playing the Pillars

COMBAT

The Fey are nasty creatures that delight in violence and pain, even each others. They cackle each time a creature is brought down.

EXPLORATION

The town of Phlan is under reconstruction. Piles of construction supplies abound. Characters may be able to use this to hide or **slip around** encounters.

SOCIAL

Ricket might be hurt, but he's still a smooth operator. His cover story is solid and he's got a bit of charm to help sell it.

Episode 3: Oh, So It's Like That?! (Story Objective B)

Estimated Duration: 90 minutes

Scene 3.

The characters have reached the safe house only to be confronted by the Welcomers and the truth about Iyria.

Prerequisites

Having navigated the town of Phlan and survived the overland route to the safe house allows the characters to advance to episode 3.

Story Objective B

In this portion of the adventure, the characters are attacked by a group of Welcomers intent on getting revenge on Iyria and her allies (the party). Having her true identity revealed, the characters must decide what to do with her.

Area Information

This area features ample places for people to hide or take cover. It's a natural area mostly untouched by humanoid hands.

Dimensions & Terrain. The safe house is a small rundown cottage, 25-by-40 feet, in a clearing just outside the Quivering Forest. The house is built very close to the trees without breaking the boundary. Surrounding the area are tall grasses and a few small boulders and rocks

Lighting. Regardless of how long the group spent in the previous section, it should still be night time. The night sky is dimly lit by a full moon.

Scene 3A. Ninja Attack!

Having tracked Iyria and the characters out of Phlan, the Welcomers wait in ambush. Seeing Iyria, the Welcomers break cover and attack. They are not shy about letting her know why they have come, shouting things like 'no one steals from us and lives' or 'you thought you could get away with it?!'.

The Welcomers' ambush squad consists of two **Master Thieves**, a **Mage** (with mage armor and greater invisibility pre-cast), and two **Swashbucklers**. The Welcomers are clever enough to play to their strengths and wait in hiding, at the start of combat, player's with a Passive Perception of 15 or lower have the surprised condition.

Iyria does what she does best during this fight, looks out for herself. She uses her action to hide and dodge and only joins combat if it looks like the party is in dire straits.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak/Weak:** The Welcomers rushed to get here and didn't have time to assemble their entire force, remove one **Master Thief**
- **Strong/Very Strong:** The Welcomers are not taking any chances, add an additional **Master Thief**

Playing the Pillars

COMBAT

The Welcomers are clever rogues and will use their bonus actions to hide, giving them advantage and Sneak Attack as frequently as possible.

EXPLORATION

If playing on a mat, be mindful to draw in the boulders and rocks that the Welcomers (and players) can use to hide. If using theatre of the mind, be sure to include them in the area description.

SOCIAL

The Welcomers are incensed with Iyria and are out for blood. They are unwilling to negotiate.

Wrap-Up: Concluding the Adventure

At this point the party is likely to question Iyria about her true nature and then must decide what to do with her. The truth about her thefts are revealed, Iyria stole her *gloves of thievery* from the guild and has been burglarizing the nobles of Phlan. She also confesses that it was all a con to get the party to assist her escape from the Welcomers. Depending on your adventuring party, you may find radically different responses to Iyria's deception. Here are some of the general responses you are likely to encounter from a party. If none of these fits exactly, remember that Iyria does not wish to fight and doesn't mind giving up her gear as she already had the gold and jewels she stole smuggled out aboard a ship.

No harm, no foul

The party might choose to allow her to go free without much convincing. In this case, she gives them her *Welcomers Gloves (gloves of thievery)* and *Boots of False Tracks* as a thank you gift for assisting her and an apology for her deception. If pressed about her next destination she is vague and mentions that she has heard Ylraphon is nice this time of year.

Talk me into it

Iyria is charismatic and will try hard to convince the party that she has seen the error of her ways. Explaining that she has learned that a life of crime is not for her and she is just happy to have made it out alive. Iyria is, in fact, a career thief and this is all a lie, but she feels she owes the adventurers a bit of a debt at this point. To help sell her lie, she will happily give up her magic items.

Do the crime, do the time

If the party decides that Iyria should be returned to Phlan to stand trial for her crimes, she puts up no fight, she's too tired at this point. In that case, the town officials thank the party and allow them to keep her nefarious gear for themselves (*Welcomers Gloves (gloves of thievery)* and *Boots of False*), better these items get put to good use in the hands of honest adventurers! Luckily for Iyria, a few days later she is able to escape her cell and slip out of Phlan in the hold of a cargo ship.

How dare you!

In the event that the party attacks Iyria, she uses her Cunning Action to Disengage and/or Dash into the Quivering Forest where she is able to quickly lose the party. In this case the party does not acquire any of Iyria's valuables. Deciding to cut down Iyria just for lying makes the adventurers arguably worse criminals than she is!

Treasure & Rewards

At the conclusion of this adventure, the adventurers have the chance to obtain the following magic items:

- **Magic Items.** *Welcomers Gloves (gloves of thievery)* and *boots of false tracks*
- **Consumables.** potion of heroism

Adventure Rewards

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session:

Character Rewards

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

The characters earn the following player rewards for **completing the adventure**:

Advancement

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically feature cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item

Characters completing the adventure have a chance to obtain:

Welcomers' Gloves (gloves of thievery).

These soft, black leather gloves have a small *W* embroidered in silver thread on the back.

This item can be found in **Appendix 5**.

boots of false tracks.

Only humanoids can wear these boots. While wearing the boots, you can choose to have them leave tracks like those of another kind of humanoid your size.

This item can be found in **Appendix 6**.

potion of heroism

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required). This blue potion bubbles and steams as if boiling.

This item can be found in **Appendix 7**.

Downtime Activities

This adventure does not contain any Downtime Activities.

Story Awards

This adventure does not contain any Story Awards.

Dungeon Master Rewards

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

Iyria (Ear ee uh). A thief who is sympathetic to the common person. She has a soft spot for kids and animals. She must leave the town even though she's grown attached to it. She can't be convinced to stay, but she can be convinced to help others. Deceptive as she is perceptive, she's not above lying to protect her own interests.

- **Personality:** *I would rather make a new friend than a new enemy*

Ideal: *You can only trust yourself in this world*

Bond: *I hate seeing children go without*

Flaw: *At the end of the day, I'm quite selfish*

Iyria the Thief

Iyria uses the **Master Thief** stat block with the following modifications:

- Iyria has 60 ft. darkvision
- Iyria can read and write Common as well as Elvish
- Iyria cannot be put to sleep by magic
- Iyria has advantage on saves vs. being charmed

- **Phlan.** A bustling town in the midst of reconstruction. The damage done to the town has impacted the poor the most. The first half of the adventure takes place within the town itself.
- **Old Cottage.** Unassuming, remote, and small. This location does not change during the adventure. This is the setting for the final confrontation between Iyria and the Welcomers.

Appendix 2: Creature Statistics

Annis Hag

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Con +5

Skills Deception +5, Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP)

Actions

Multiattack. The annis makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Crushing Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.

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 language

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 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.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning 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.

Martial Arts Adept

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).

The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

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

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

Mage

Medium humanoid, any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses darkvision 60 ft., passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor**, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (2 slots): *greater invisibility**, *ice storm*

5th level (2 slots): *cone of cold*

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

It's a trap!

- The mage is part of the Welcomers ambush and as such has pre-cast both Mage Armor and Greater Invisibility before the party arrives.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) 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 thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with his shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Redcap

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Persuasion +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

Swashbuckler

Medium humanoid, any non-lawful alignment

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

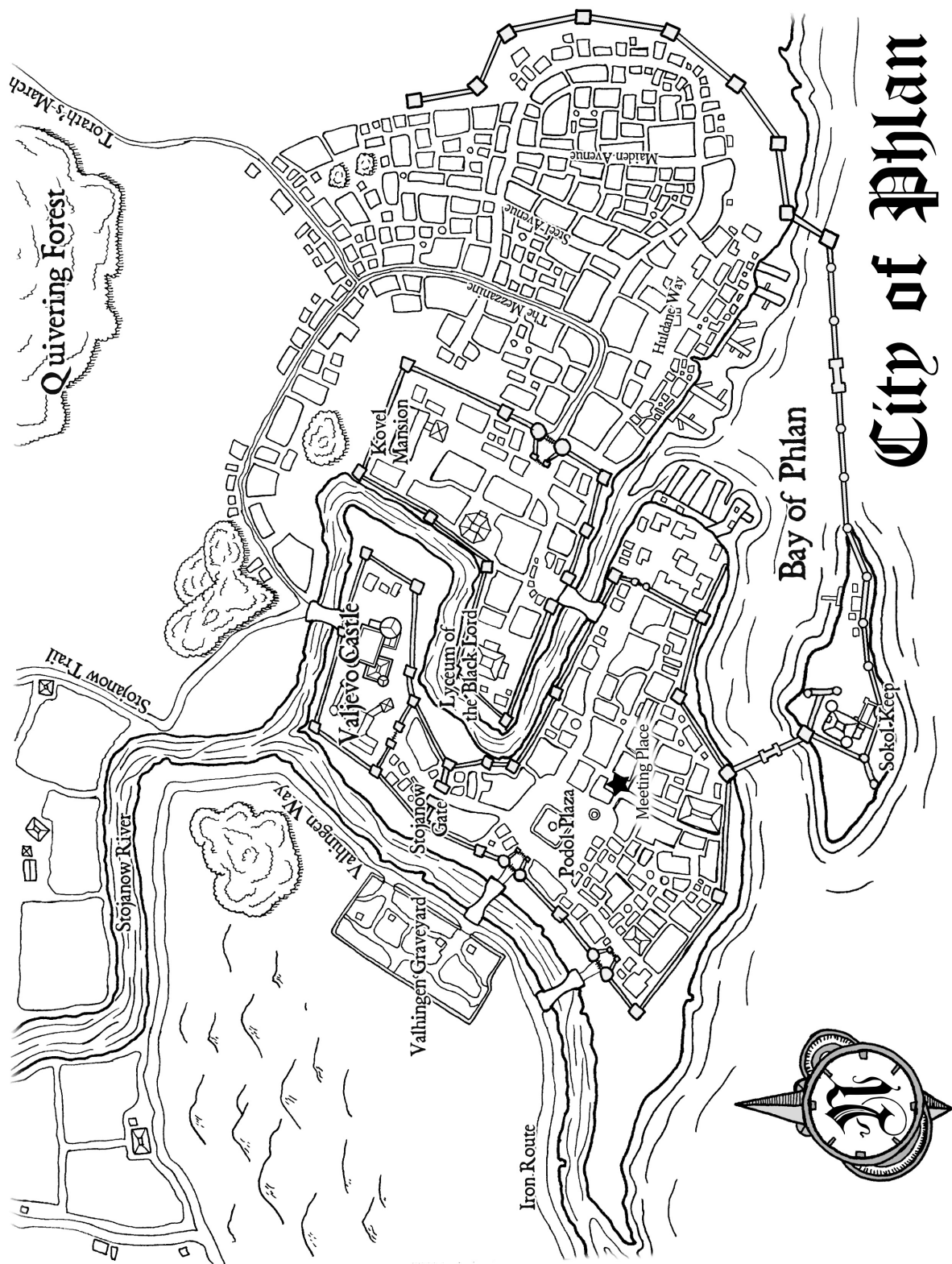
Actions

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Appendix 3: Map of Phlan (Player Handout 1)



Appendix 4: The Phlan Tribune (Player Handout 2)

The Phlan Tribune

Published daily

1 copper

TROUBLE IN THE HARBOR!

Workers in the harbor district have been refusing to work, claiming they saw a great beast rise out of the water. Some reports claim the creature was a mass of writhing tentacles while others report seeing nothing but a giant gaping maw. While the city has sent investigators, many dockhands are refusing to work until the situation is resolved. Leaving crates of cargo sitting waiting to be loaded and unloaded, a sure problem for the cities infrastructure!

BUSINESS!

Recent guild activity has reached an agreement to be revealed soon. Sources indicate that a new trade arrangement with a neighboring town will bring a wealth of new opportunities. At this time the nature of the deal is still undisclosed.

THEFT!

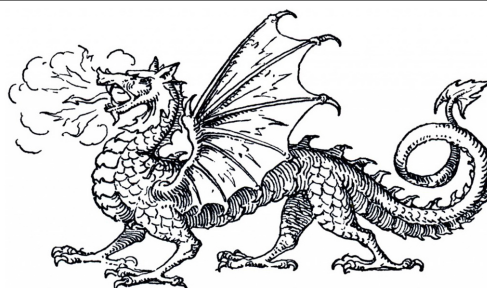
A recent string of burglaries has plagued nobles. Officials have promised to launch an investigation into the activities of the 'Welcomers'. Until a resolution has been reached officials have warned residents to secure their belongings and make sure to lock their doors.

BANDITS!

A series of reports has been recieved indicating bandit activity along Torath's March. Travelers are advised to stay alert, travel in large groups and bring armed escorts whenever possible.

RECONSTRUCTION!

Efforts to rebuild the city continue. As the city continues to recover from the many horrible threats crews are working hard to refortify the city. A large contingent of laborers has been dispatched to rebuild the eastern wall which was heavily damaged.



Appendix 5: Magic Item

Characters completing this adventure's objective unlock this magic item.

Welcomers' Gloves (Gloves of Thievery)

Wondrous item, uncommon

These gloves are invisible while worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks to pick locks.

This item is found in the *Dungeon Master's Guide*.

These soft, black leather gloves have a small *W* embroidered in silver thread on their back.



Appendix 6: Magic Item

Characters completing this adventure's objective unlock this magic item.

Boots of False Tracks

Wondrous item, common

Only humanoids can wear these boots. While wearing the boots, you can choose to have them leave tracks like those of another kind of humanoid your size.

This item is found in *Xanathar's Guide to Everything*.

Appendix 7: Magic Item

Characters completing this adventure's objective unlock this magic item.

Potion of Heroism

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.

This item is found in the *Dungeon Master's Guide*.

Appendix 8: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?
<http://dnd.wizards.com/playevents/organized-play>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of 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. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players 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 advancement and treasure checkpoints, downtime days, and renown. These values are updated 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 Players 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 This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

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