

THE CONVENTICLE OF CHAOS

M.T. BLACK

Adventure Designer

Adventure Code: CCC-BMG-PHLAN 3-1

Optimized For: APL 3



After years of strife, Phlan is entering a new era of prosperity. Under the strong leadership of Jhessail Greycastle, external dangers have been beaten back, the city defenses have been strengthened, and the guilds are flourishing. But fresh threats have arisen within the city walls. Strange beasts stalk the night, bringing swift death in their wake, whilst a new criminal gang is vying for control of the streets. Can our heroes uncover the truth before more lives are lost?

A four-hour adventure for 1st - 4th level characters

Development and Editing: Robert Adducci, Shawn Merwin

Proofing and Layout: Encoded Designs

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

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

Special Thanks: Jeff Stevens, Daggus Bolt, Daniel Norton, Maria Meike Monet, Marcus Quoyeser, Krystal Galloway, Tony Thompson, George Eliot ("The Choir Invisible")

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, 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.

©2016 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 Conventicle of Chaos*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

*This is part one of the Coin Spinner Trilogy set in Phlan and is designed for **three to seven 1st - 4th level characters**, and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.*

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

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. Become familiar 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.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling--play loses momentum when this happens. At the same time, make sure that players don't finish too early; provide them with a full play experience.

Adventure Primer

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your player's characters to the action.

Adventure Background

After years of strife, Phlan is entering a new era of prosperity. Under the strong leadership of Jhessail Greycastle, external dangers have been beaten back, the city defenses have been strengthened, and the guilds are flourishing.

But fresh threats have arisen within the city walls. Strange beasts stalk the night, bringing swift death in their wake, whilst a new criminal gang is vying for control of the streets. Can our heroes uncover the truth before more lives are lost?

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Brother Thorn Gladtide is a human acolyte in the service of Deneir. He is nearing middle age, is balding, and has a pot belly.

Calypso is a tiefling sorcerer, a former adventurer who is now the Chancellor of Phlan.

Chance Wildlight is a Coin Spinner underboss and a priest of Beshaba.

Desirae Whitmoon is a human bookmaker, who also works most evenings as a waitress at the Laughing Goblin.

Ivor Hammerfall is a dwarven smith who has recently been doing work for the Coin Spinners.

Oreval Evenhand is a human scribe and the proprietor of the Scriptorium Emporium.

Phineas Sludge is a human bandit captain. He is the owner of the Bastion of Inebriation, and a senior member of the Welcomers.

Shale Hardcrow is a human thug. She is the captain of the Howling North, and is currently smuggling goods out of Phlan on behalf of the Coin Spinners.

The Conventicle is a secret and illegal chapel dedicated to Beshaba, the Maid of Misfortune.

The Howling North is a Cormyrian smuggling ship.

Valjevo Castle is the seat of government in Phlan.

The Bastion of Inebriation is a disreputable tavern in the Docks area.

Wendri Coppertoos is a halfling veteran, and captain of the Black Watch in the Docks.

Adventure Overview

The adventure is broken down into four parts:

Part 1. The Chancellor tasks the adventurers with investigating a strange, lethal beast prowling the city streets. The adventurers encounter Chance Wildlight. She is a leader of the Coin Spinners, a new criminal organization.

Part 2. The adventurers investigate some leads, and are possibly joined by Brother Thorn. They learn more about Coin Spinner activities, which include protection rackets, and gambling on vicious blood-sports.

Part 3. The adventurers find their way to the Howling North, a Cormyrian smuggling ship. On board, several strange beasts attack them. Clues in the cabins lead them to some important Coin Spinner connections.

Part 4. The adventures are led to the Conventicle of Chaos, an old, abandoned, illegal temple to Beshaba. There they meet Chance Wildlight again, and she draws them into a bizarre and deadly game.

Adventure Hooks

Choose an appropriate reason for the party to become involved with this adventure. Different characters in the party might have different motivations.

Mercenaries. The characters are primarily interested in coin, and hear that the Chancellor is looking for adventurers and offering a handsome fee.

Local Heroes. The characters have defended Phlan in previous adventures, and have developed a heroic reputation in the city. The Chancellor sends word that Phlan needs their help again.

Humanitarians. The characters are living in the Docks district and have several friends there. One of their friends, a young pauper, is killed one evening by a strange beast. The characters approach the Chancellor, offering to help track the beast down.

Emerald Enclave. Exotic beasts are being smuggled out of Phlan and across the Moonsea. The Enclave want to put a stop to this cruel and illegal trade, and find out the source of the beasts.

The Harpers. There is a new criminal organization in Phlan, and they appear to be very dangerous. The Harpers have asked their members to do all in their power to thwart their plans.

The Zhentarim. There is a new criminal organization in Phlan, and the Zhentarim hierarchy want to know more about them.



PART 1. THE CHANCELLOR AND THE COIN SPINNER

Flattery and insults raise the same question: What do you want?

—The Lord Sage of Phlan

Meeting Calypso

The adventure opens in Valjevo Castle, in the study of Calypso, the tiefling Chancellor. Read the following:

The Chancellor's study smells of old parchment and brimstone.

Bookshelves line the walls of this small room, crowded with volumes old and new. A lone painting of a ship on the far wall struggles to break the bibliophilic monotony.

"Come in, please, sit down," says a figure behind a small wooden desk. Petite horns emerge from her forehead, a slender tail lies coiled beside her legs, and her skin is the color of plums. This is Calypso, the celebrated Chancellor of Phlan.

She stares for a moment with slightly raised eyebrows, then smoothly says, "I'm glad you could come—I've heard many good things about you! And I can certainly use all the help I can find these days.

"But before we get started, who is the leader of your party?"

If an argument develops, Calypso frowns slightly and says, "Don't worry, it doesn't matter". If the players nominate a leader, she says, "very good", and directs her comments to that person.

The Mission

"Did they tell you anything about this little job? No? Well, it involves some trouble down near the docks..."

Calypso shares the following:

- The city is very prosperous presently, with lots of trade and new construction.
- The Black Watch are responsible for keeping the peace and are doing a respectable job, though they are stretched.

- The last few nights, however, there have been reports of a strange creature prowling the streets. Details are sketchy, but it has killed four people so far—the most recent on the previous night.

- Calypso wants the adventurers to investigate, and can offer 150 gp for the job.

If the adventurers wish to negotiate over the fee, Calypso goes as high as 200 gp.

You can roleplay the negotiation out, or make opposing Charisma (Persuasion) rolls. Calypso is an experienced negotiator, and gets +5 on her rolls. Rather than a single opposing skill roll, make it best of three rolls.

Roleplaying Calypso

Calypso is a tiefling sorcerer, a former adventurer who is now the Chancellor of Phlan. She is aligned with the Zhentarim.

- **Ideal:** I prize freedom and despise tyranny. Chains are meant to be broken, as are those who would forge them.
- **Bond:** Phlan is my home – I must do all I can to protect it.
- **Trait:** Flattery is my preferred trick for getting what I want.
- **Flaw:** I'd rather eat my robes than admit when I'm wrong.

Leads

Assuming the adventurers accept the mission, Calypso shares the following leads:

- Wendri Coppertoos is captain of the Black Watch in the dockside district. She sent in the initial report.
- Brother Thorn Gladtide is a disciple of Deneir who maintains a small shrine near the docks. He has taken responsibility for burying the bodies.
- Phineas Sludge runs a tavern called the Bastion of Inebriation down near the docks. He is a senior member of the Welcomers, and hears about most things in that district. He is very dangerous, though, and also rather crude.
- There seems to be a new criminal gang operating in the city, but Calypso has few details so far.

She then asks if the adventurers have any questions.

Questions

Following are some of the questions the adventurers might ask, and Calypso's answers:

- **What does the beast look like?**
The report was vague. It's said to be about the size of a wolf, but runs on two legs. It is very fast.
- **Who were the people killed?**
The bodies were not identified. They were most likely vagrants or paupers.
- **What happened to the corpses?**
Brother Thorn took responsibility for burying them.
- **How did you learn about the beast?**
Wendri Coppertoos supplied the preliminary report.
- **Who are the Black Watch?**
The Black Watch are the town guard.
- **Why don't the Black Watch investigate?**
They are fully occupied keeping the peace on the streets. Anyway, an investigation of this sort requires specialists.
- **Who are the Welcomers?**
They were once a thieves guild in Phlan. But they redeemed themselves in recent years through service to the city, and are now a sort of labor guild. There are still some very rough characters in the organization.
- **What can you tell us about the new criminal gang?**
Very little, so far. They are involved in typical criminal activity—smuggling, fraud, racketeering, gambling, theft, and so on. They are especially violent.
- **Where can we find Wendri Coppertoos?**
In the Docks Watch House, right next to the Portside Authority building.
- **Where can we find Brother Thorn?**
He maintains a shrine to Deneir on Parkside Gate Road, near the docks.
- **Where can we find Phineas Sludge and the Bastion of Inebriation?**
The Bastion is on Stovepipe Alley, near the Dockside Market. Phineas is almost always there.

Once the adventurers have finished asking questions, go to the next section.

Coin Spinner Shakedown

The adventurers most probably head toward the Docks, which lie on the south side of the city. However, the following encounter can take place regardless of where they choose to go.

The street is less crowded here. The houses and shops are narrow and tall, and packed together closely.

Up ahead is a disturbance. A frightened and frail old man stands outside a small brick shop called the Scriptorium Emporium. Shelves bulging with scrolls and tomes can be seen through large open windows.

The old man is **Oreval Evenhand**, a scribe and the proprietor of the Scriptorium Emporium, which is a library that also provides scribal services. Before him stands a lean woman with a tattooed face, and with a group of thugs at her back. One of the thugs holds a lit torch in his hand.

The woman is **Chance Wildlight**, an underboss in the Coin Spinner gang and a priest of Beshaba. The adventurers catch the tail end of their conversation.

"Please, Chance, I need another week," says the old man.

"We'll let the coin decide, Oreval," says the tattooed woman. "Tymora says you get another week, Beshaba says we burn your shop to the ground!"

With that, the woman tosses a silver coin high into the air. She catches the coin, slaps it on her arm, and cries "Beshaba! Time to burn!"

For more about Chance, see **Part 4: The Conventicle**. There are some bystanders, but none of them interfere. A DC 10 Intelligence (Religion) check reveals that Tymora is the goddess of good luck, also known as Lady Luck, while Beshaba is the goddess of bad luck, also known as the Maid of Misfortune.

If the adventurers intervene

If the adventurers interfere in any way, Chance warns them that this is "Coin Spinner business". She soon loses patience with any discussion, and orders her crew to "take care of them", at which point they attack. Three **thugs** and a **berserker** accompany her.

The thug with the torch throws it into the Scriptorium before drawing his weapon – meaning the adventurers must decide whether they can spare someone to help save the shop while the rest deal with the gang (see **Burning Books**, below).

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** remove the **berserker** and a **thug**.
- **Weak:** remove the **berserker** and add a **thug**.
- **Strong:** add two **thugs**.
- **Very Strong:** add two **thugs** and a **berserker**.

Chance Retreats

Chance is a **priest**, but believes a common street brawl is beneath her. She leaves her gang to take care of matters if a fight breaks out, and makes her escape via an alley. If the adventurers manage to pursue her, she uses spirit guardians to delay them. See **Part 4: The Conventicle** for more information on Chance.

If the adventurers do nothing

The thug with the torch tosses it into the Scriptorium. Chance and her gang take a few moments to watch the blaze take hold, and then leave.

Burning Books

The torch hits the back wall of the Scriptorium, where the dry manuscripts and books burst into glorious flame. Oreval screams, "Please, gods, no!" and races inside.

There is a large barrel of water in the back corner, with a small and large bucket near it. Oreval picks up the small bucket and begins dousing the flames, quite ineffectually.

If one of the adventurers uses the large bucket, they may have more success. Have the player make a DC 13 Strength (Athletics) check each round that they are bailing. If they succeed three times before failing twice, then they douse the flames. Otherwise, the flames take hold of the whole shop, which eventually burns to the ground (along with some shops and homes around it).

Oreval does not leave the shop while it's burning – he perishes in the flames unless dragged out.

Oreval Evenhand

If the adventurers assist Oreval, he talks to them after the trouble is taken care of.

Oreval tells them the following:

- He is a scribe, and has been most of his life. He has no close family.
- About a month ago the tattooed woman, Chance Wildlight, showed up at his shop with some thugs.
- She told him she was part of the Coin Spinners, a new organization in Phlan. She told him he was now required to pay "fire insurance"—5 gp per week.

- Chance usually sent one of her thugs to collect the money.
- Oreval has been trying to keep up the payments, but he is not wealthy. Last week he was unable to make the payment, resulting in the visit today by Chance.

Oreval can tell them nothing else about the Coin Spinners, except that he is very frightened of them.

XP Award

For preventing the shop from burning down, award each character 75 XP.

Treasure

Oreval has no money, but if the adventurers save his life and his shop, he gives them a spell scroll of invisibility. The gang carry 29 gp worth of coins between them.

Roleplaying Oreval Evenhand

Oreval is a human scribe and the proprietor of the Scriptorium Emporium.

- **Ideal:** The path to power and self-improvement is through knowledge.
- **Bond:** I'm seeking enlightenment through my studies, but it still eludes me.
- **Trait:** I like to boast that I've collected and read the greatest books ever written.
- **Flaw:** I value my books above just about everything else, including life itself.

The Coin Spinners

Originating in Luskan, the Coin Spinners are a quasi-religious criminal organization that has recently established itself in Phlan. They revere both Tymora and Beshaba, believing both gods to be aspects of the one divine being—Tymora representing good fortune, and Beshaba representing misfortune.

Character. Chaotic and unpredictable behavior characterizes the gang. While some members are philosophically and spiritually committed anarchists, others simply like plunder and violence. There is sometimes tension between the genuinely devout and those who are just looking to line their own pockets.

Criminal Activities. As a criminal organization, they are heavily involved in gambling, as well as smuggling, extortion, robbery, counterfeiting and slave-trading. With the Welcomers abandoning some of these activities, the Coin Spinners have been able to expand their operations rapidly in Phlan.

Violence. The Coin Spinners do not hesitate to use violence to achieve their goals. Some of the devout members see violence as an almost sacramental means

of spreading chaos, while others are merely vicious. Prize-fighting, hunting and other blood-sports are very popular in the gang.

The Coin. One peculiarity of the Coin Spinners is their use of chance to make important decisions. Many of them carry a unique silver coin for this purpose, inscribed on one side with the antlers of Beshaba, and on the other with the coin of Tymora.

“Let the coin decide” is one of their catchphrases.

The coin is often used when passing judgement on some offense. This means that a minor wrong might result in very severe consequences, whilst a major transgression might see the offender gently warned and sent away with a purse full of gold. This unpredictability makes the Coin Spinners especially feared.

To Part 2

The conversation with Calypso should lead the adventurers to the Docks district, to seek out Wendri Coppertoos, Brother Thorn, or Phineas Sludge. These encounters are described in **Part 2: Dockside Diversions**.



PART 2.DOCKSIDE DIVERSIONS

Clearly crime must pay, or else there would be no crime.

—The Lord Sage of Phlan

If the adventurers follow one of the leads provided by Calypso, they make their way to the Docks. This is the mercantile heart of the city, but is also a hub for crime. What is generally referred to as “the Docks” includes the dockside strip itself, as well as several surrounding streets.

After becoming familiar with the general features and population of the area (see below), go to the appropriate heading, depending on whether the adventurers are seeking out **Wendri Coppertoos**, **Brother Thorn** or **Phineas Sludge**.

Tip: The adventurers need only follow one of the leads in order to progress. If you are time-constrained, you can discourage them from following multiple leads by simply making the other NPCs absent when they call on them.

If the adventurers did not ask the Chancellor for directions, there is a 25% chance that a random stranger can direct them to one of these (quite well-known) people.

General Features

Buildings. Several flat-topped warehouses front the docks. Other buildings of note include the Portside Authority, the Dockside Market, and the Laughing Goblin Inn.

Wharves. There are nearly 20 wharves of varying shapes and sizes, most of them fully utilized.

Crane. There is a large crane used to move cargo.

Cargo. There are several enormous piles of crates stacked near the wharves.

Ships. There are nearly three-score vessels currently docked in Phlan, from tiny fishing boats up to great Cormyrian Cogs and Sembian Carracks.

Water. The water is 5 feet below the level of the dock and is calm.

Construction. There is a good deal of construction going on in the dock area. A new wharf is being built, alongside several new warehouses and other buildings. Several older structures are being torn down.

Population

The dockside and surrounding streets are thrumming with activity. The crowds are a bustling meld of laborers, sailors, merchants, artisans, entertainers, adventurers, and opportunists—alongside some less reputable elements.

If you require a random NPC, you can choose one from the following list:

- **Travok Oldchill**, a loud-mouthed sailor with a nose ring
- **Ivoman Boldthorn**, an obnoxious artisan with gnarled fingers
- **Freya Grimlaw**, an impressionable baker with a short neck
- **Arveeri Stormlink**, a suave merchant with bright eyes
- **Tander Fleetdew**, a proud fishmonger with stiff hair
- **Gondur Quickchill**, a romantic butcher with a thin moustache
- **Stogor Longshield**, a trustworthy sailor with sea green eyes
- **Janus Grimhill**, a wise fisherman with a missing hand
- **Alestra Frostsong**, a selfish peddler with tree-trunk legs

Wendri Coppertoos goes to Court

Wendri Coppertoos is captain of the Black Watch in this district. She can be found in the Docks Watch House, a small brick building next to the Portside Authority, on the Dockside Way.

The door is open. When they enter, read the following:

The room is compact and plain, with gray brick walls and uneven flagstones on the floor. Sitting behind an oversized desk made of raw wood, is a weary-looking halfling, dressed in chainmail.

She looks up as they enter, her quill poised in mid-air. “Yes? What do you want? I’m busy.”

Roleplaying Wendri Coppertoos

Wendri is a halfling veteran, and captain of the Black Watch in the Docks. She is also a lapsed Harper.

- **Ideal:** It is the spirit and not the letter of law that keeps justice alive.
- **Bond:** I protect those who cannot protect themselves.
- **Trait:** I judge people by their actions, not their words.
- **Flaw:** I'm overworked and tired. I constantly think about quitting.

Wendri listens impatiently to the adventurers, and then looks at them a moment with pursed lips and narrowed eyes.

Finally, she says, "I think I can help you, but I need *your* help first." She then explains:

- She urgently needs to go to Phlan's court (the Hall of Justice) to consult with a magistrate.
- There is no-one from the Black Watch available to look after the Watch House while she is away.
- If the adventurers look after the Watch House for "an hour, two at most", she promises to share what she knows about the attacks when she returns.
- They simply need to wait in the Watch House and help anyone who comes through the door.

In fact, Wendri is not at all surprised to see the adventurers. She was the one who reported the attacks to Calypso in the first place, and she expected Calypso would send someone to investigate.

Wendri wants to see the attacks stopped, but she is also desperate for some help. And so, she refuses to aid the adventurers, unless they do as she asks.

Assuming they accept her offer, Wendri gives them two keys, one of which locks the front door of the Watch House, and the other of which opens two lockup cells out the back (currently empty). She then leaves, her final words being, "Please don't kill anyone".

There are some papers in her drawer, but they are not interesting, mostly half-written reports of minor crimes.

Trouble comes in Twos

Things at the Watch House are quiet for about half an hour, and then two people rush in almost at the same time:

- **Sara Greatward** tells them that there is an enormous brawl happening at the Laughing Goblin.
- **Flint Grimcrow** begs them to come and save his friend, who is threatening to jump to her death.

The adventurers need to decide who (if anyone) to send to each of these incidents, and whether to leave anyone at the Watch House.

Brawl at the Laughing Goblin

The Laughing Goblin Inn is on the Dockside Way, just a few hundred feet from the Watch House. It is possibly the busiest and wildest inn that Phlan has.

When the adventurers arrive, thirteen sailors are out front having a brawl. They are armed with clubs and knives. Roughly half of the sailors are from a Sembian ship named the Red Hood, and the rest are from a Cormyrian ship named the Monkey King. The brawl began with an argument over which nation produced the better sailors.

To conduct the brawl, note the following –

- The sailors have the stats of **commoners**.
- Every three rounds, one of the sailors is killed.
- Any PC making a DC 13 Charisma (Intimidation) check can scare two sailors away from the fight.
- The fight ends of its own accord after nine rounds.

XP Award

If only two people die in the brawl, award each character 25 XP. If only one person dies in the brawl, award each character 50 XP. If no-one dies in the brawl, award each character 100 XP.

The Jumper

Flint Grimcrow leads the adventurers to the Temple of Gond on Parkside Gate Road, a few hundred feet from the Watch House.

Flint's friend, **Katera Farcott**, has climbed up the inside of the steeple and is now standing behind the parapet, threatening to leap off onto the street, 40' below. A small crowd has gathered to watch, including the two young disciples of Gond who were on duty that day—and who have no idea what to do.

Calling up to Katera from the ground does no good, but she does not object if a single person joins her behind the parapet, and she talks to them for a while. She explains that her problems are many:

- She broke up with her spouse and no longer has a home.
- She has been without a job for many months (she is a domestic worker) and is almost out of coin.
- She has run up a large debt (30 gp) with the Welcomers, and they are now making threats.

For every minute or two that the PC talks to Katera in a calm and sympathetic manner, you can make a DC 12 Charisma (Persuasion) check. If the PC succeeds three times before failing twice, Katera is persuaded to come back down safely. Otherwise she jumps off the steeple, and is killed by the fall.

The adventurers may, of course, have magical or other means to persuade or force Katera to come down.

XP Award

For preventing Katera from dying, award each character 50 XP.

What Coppertoos Knows

Wendri Coppertoos returns to the Watch House after two hours. She says, “I trust things were quiet while I was away...?”

She then keeps up her side of the bargain, and tells them the following:

Tip: Don’t simply read this information out. Rather, try and reveal it through a dialogue with your players.

- She and her guards are aware of the rumored beast stalking the streets around the docks.
- She has not met anyone who has seen the beast, but talk suggests it is 2-3’ high, and walks on two legs.
- She knows that Brother Thorn has buried the attack victims. She saw one of the corpses herself—it was torn up, as if attacked by a lion or something similar.
- She thinks the beasts might have something to do with the Coin Spinners, a new gang that is operating in Phlan.
- The Coin Spinners are very violent, and they are also turning Phlan into a smuggling hub, with contraband flooding out of the city and across the Moonsea.
- No-one knows how the contraband is getting into the city in the first place.
- It is rumored that they’ve been smuggling wild beasts to participate in vicious blood-sports and prize-fights.
- Word on the street is that a Cormyrian caravel currently docked in Phlan, called the Howling North, is involved in the smuggling.
- Wendri has asked the Port Authority to inspect the Howling North, but nothing has happened.
- Wendri suggests the adventurers might visit the Howling North after sunset, and investigate.

Brother Thorn Buries a Body

Brother Thorn Gladtide may be found in the shrine of Deneir, on Parkside Gate Road.

Roleplaying Brother Thorn Gladtide

Thorn is a human acolyte in the service of Deneir. He is nearing middle age, is balding, and has a pot belly.

- **Ideal:** My talents were given to me to benefit the world.
- **Bond:** I chose this monastic existence because I could not have the one I loved.
- **Trait:** I am a hopeless romantic, and I greatly enjoy watching tragedies and love stories at the theatre.
- **Flaw:** I yearn for a more exciting life.

Deneir is the god of art, cartography, glyphs, images, knowledge, literature, and scholars. He is sometimes called the First Scribe.

Read the following:

The shrine of Deneir is tiny, comprising just an open wooden room squeezed between two larger stone buildings. The walls are painted with frescoes depicting scholars, sages, philosophers, and the like.

An alcove at the back of the room contains a large wooden eye, painted purple with a triangular pupil. Resting on the eye is a thick white candle, which is burning brightly. Before the alcove are three neat wooden pews.

There is a door at the back of the room, which is otherwise empty.

The door leads to a small back room, where Brother Thorn is.

The room has a cot, a writing desk, and a little bookshelf with the following tomes:

- Juvenile Amusements by Aunselrus
- Metrical Lore of Place by Baerus
- The Poems of Lethmarra Ornstil
- Romance of the Rose by Thaulatiiya
- Saga of the Kings by Malakhar Rhenta
- Sir Mastramm and the Red Knight by Theln Roaringhorn

The Corpse

Brother Thorn is happy to talk, and can tell them the following:

- There have been four people killed by the strange beast. All the bodies had bite and claw marks.
- Thorn has not seen the beast himself, nor has he met anyone who has seen it. It is all “tavern talk”.
- None of the bodies were identified—no-one came to claim them.
- Thorn has taken responsibility for burying the bodies (in pauper’s graves). He sees this as his religious duty. The larger temples have shown no interest.
- Rumors suggest that the Coin Spinner gang is somehow involved.
- The fourth corpse has not yet been buried—it’s wrapped in canvas in an alleyway behind the shrine. He is waiting for the corpse cart to come and take it.
- The adventurers can inspect the corpse if they wish.
- He has no further information himself. He (reluctantly) suggests they talk to Phineas Sludge, a Welcomer. Phineas “knows everything” that goes on in the area.

If the adventurers examine the corpse, they observe a middle-aged woman who has been disemboweled, and had her throat torn out. An Intelligence (Nature) check reveals:

- **DC 10:** jaws and claws caused the injuries.
- **DC 15:** the creature responsible was probably around 2-3' high.

Grave of an Unknown Pauper

Brother Thorn asks the adventurers to help him bury the body. If they agree, the gravedigger comes along after about an hour with a cart, loads the corpse, then takes them to the Valhingen Graveyard, outside the city wall. There he has dug a very shallow grave.

After the corpse is interred, Brother Thorn says to the adventurers:

Friends, the burial rites of Deneir require those present to each recount one way in which the deceased has influenced their life for the better.

For myself, she has made me realize the importance of being a friend to the friendless, so that none may die and be buried alone.

He then invites each of the adventurers to share something. After that, he speaks the final words of the burial rites:

May she join the choir invisible
Of those immortal dead who live again
In minds made better by their presence;
In hearts stirred to generosity,
In spirits inspired to daring kindness,
In thoughts sublime that pierce the night
like stars,
And with their mild persistence urge all minds
To consider issues more vast and grand.
May she be to others
The cup of strength in some great trial.
May she feed pure love, and
Beget the smile that knows no cruelty.
Let her memory bring the presence of good,
And may the good grow stronger with
the memory.
May she join the choir invisible
Whose music is the gladness of the world.

The gravedigger then begins burying the body, and Brother Thorn leads the adventurers back to the city.

XP Award

If the adventurers make a sincere attempt to honor the deceased, award each character 50 XP.

Brother Thorn Makes an Offer

When they have returned to the shrine, Brother Thorn makes a proposal to the adventurers. He is concerned about the strange beast on the streets, and wishes to see the matter resolved. Therefore, he would like to accompany them.

He is clearly no warrior, but he does possess some celestial abilities (he is an **acolyte**, except he has *spare the dying* instead of *sacred flame*).

If the adventurers accept his offer to help, he is extremely excited. He tells them he just needs a moment to get ready, then comes out wearing a fresh scholar's gown, and with a huge book under his arm.

If asked what the book is, he says it's *Romance of the Rose* by Thaulatiya, one of his favorites. He read that adventuring was nine parts boredom and one part excitement, so he thought he'd bring something to read when things got dull. He reluctantly leaves the book behind if told to.

Brother Thorn is like this with the adventurers, very excited but also very naïve. He often tries to relate the action to something he has read in an epic poem or romance.

In combat, he stands in the safest place and uses his magic to buff the adventurers, and possibly perform useful actions with thaumaturgy.

When they are ready to go, he suggests once more that they go and see Phineas Sludge.

Phineas Sludge Proposes a Game

Phineas Sludge may be found at the Bastion of Inebriation, which he owns. This thoroughly disreputable establishment is on Stovepipe Alley, behind the Dockside Market.

Wedged between a pair of neglected warehouses stands a square tower, the remains of some ancient fortification. It is perhaps 30' across the base and 60' high, and is made of worn gray stone, topped with decaying crenellations. A sign above the thick wooden door reads "The Bastion of Inebriation".

If they enter, read the following:

The floor of the Bastion is crammed with chairs and tables, with a worn bar set against the far wall. Several large wooden balconies cling precariously to the walls, each packed with even more tables. They are connected to the ground via a rickety wooden staircase, which winds up around the interior.

The Bastion is crowded, with patrons ranging from the destitute to the despicable. The air is thick with smoke and loud conversation.

The barkeep is named **Faen Eventhrall**, a fierce older woman with a withered face. Just about anyone in the room can direct them to **Phineas Sludge**—he is on the topmost balcony. It takes some time to climb the stairs, and they often need to squeeze past people coming down.

There is a single large table on the top balcony, where Phineas sits with six **thugs**, as well as various non-combatant lackeys. He frowns in annoyance when the adventurers climb onto his balcony.

An Indecent Proposal

Phineas listens to their request with a frown and a slight sneer. He says that he has information that can help them, but they need to offer something valuable in return. After rejecting their suggestions, he says, “How about we play a little game?”

Phineas proposes they engage in a belching contest (his lackeys roar with laughter at this). The adventurers must select one member of their party to compete with Phineas—whoever belches the loudest wins the contest. They are to play best of five rounds.

If the adventurers win, Phineas tells them all he knows. If Phineas wins, he cuts off the loser’s little finger to add to his collection (the bone necklace around his neck is made of little fingers).

To play the game, the selected PC must add both their Strength and Constitution bonuses to a d20 roll. Phineas gets +6 on his roll. The highest roll wins the round. There are five rounds.

If the PC loses the game, Phineas removes the finger with his sharp dagger (the PC suffers 1d2 slashing damage). Phineas then offers to play again with someone else. He does this with up to three adventurers before losing interest.

If the adventurers threaten Phineas or try to double-cross him, the thugs attack. There are a further twelve Welcomer thugs in the Bastion, who all make their way up to the top balcony if any violence starts.

XP Award

If the adventurers defeat Sludge, award each character 50 XP.

Roleplaying Phineas Sludge

Phineas is a human **bandit captain**. He is the owner of the Bastion of Inebriation, and a senior member of the Welcomers. He is in his late 20s, is very obese, and has a large mop of curly red hair. Part of his left ear is missing. His attire is slovenly, and he wears a necklace made of small bones.

- **Ideal:** The natural order decrees that the strongest should rule.
- **Bond:** I plan to restore the Welcomers to their former glory.
- **Trait:** I am always calm, no matter what the situation. I never let my emotions control me.
- **Flaw:** I have revoltingly bad manners.

The Welcomers

The Welcomers were once the major thieves guild in Phlan, but redeemed themselves during the conflict with the ancient dragon known as Vorgansharax.

They are no longer seen as a criminal organization, but rather act as a sort of labor guild—one that is not afraid to use “alternative” methods when required. However, there are many within the ranks, such as Phineas Sludge, who long for the “old days” of outright criminality.

The Sludge Report

If Phineas loses, he shares everything he knows:

- There is a new criminal gang in the city called the Coin Spinners.
- They are extremely violent (“random acts of violence too—not controlled violence as employed by the Welcomers”), and often participate in very vicious blood-sports.
- The Coin Spinners are engaged in gambling, extortion, robbery, and counterfeiting. These are activities that the Welcomers used to control.
- They are especially active as smugglers. Contraband is flooding into the city from somewhere, and then out across the Moonsea.
- No-one can work out how the material is making its way into Phlan in the first place.

- One of the items they appear to be smuggling are exotic beasts. They are using these beasts for their local blood-sports, as well as smuggling them to other cities on the Moonsea.
- Phineas knows nothing else about the nature of the beasts.
- A Cormyrian Caravel called the Howling North is being used as a smuggling vessel. Phineas suggests the adventurers investigate it “after dark”.

Phineas has nothing else to share, and dismisses the adventurers. If they refuse to leave, or are otherwise

annoying, he suggests that his thugs show them the “quick way” to the ground floor...

To Part 3

The conversation with Wendri Coppertoos or Phineas Sludge should prompt the adventurers to investigate the Howling North, which is described in ***Part 3: The Howling North***.



PART 3. THE HOWLING NORTH

Lawbreaking very often punishes itself.
—The Lord Sage of Phlan

The adventurers have been directed by **Wendri Coppertoos** or **Phineas Sludge** to the *Howling North*. This ship is docked at one of the quieter piers.

The adventurers can find out the location of the ship by asking at the Port Authority building. A random stranger in the Docks area has a 10% chance of knowing where the *Howling North* is. Searching every pier to find the ship takes about 2 hours.

The Ship

There is a map of the Howling North at the end of this document.

The *Howling North* is a Cormyrian caravel, originally built in Suzail. She is roughly 55' long and 18' across the beam. The ship has a main deck with a sterncastle and forecastle, and a single large cargo hold below decks. There are two small cabins beneath the sterncastle – the captain's cabin and a combination galley/workshop.

Including the captain, there are 15 crew on the ship, and they are human except for a few dwarves. Every crew member has the statistics of a **thug**. The captain's name is **Shale Hardcrow**.

Per the logs in the Port Authority, the *Howling North* is a merchant ship, primarily involved in the grain trade. In truth, the Coin Spinners are using the *Howling North* to smuggle contraband out of Phlan—including exotic beasts (see below).

Note that the captain is not a Coin Spinner herself; rather, she is an ordinary smuggler working with the Coin Spinners for this job.

Roleplaying Shale Hardcrow

Shale is a human thug. She is the captain of the *Howling North*, and is currently smuggling goods out of Phlan on behalf of the Coin Spinners. She is in her late 30s, is very lean, and has short, dark hair.

- **Ideal:** The sea is freedom—the freedom to do anything.
- **Bond:** The ship must come before all else.
- **Trait:** Thinking is for other people. I prefer action.
- **Flaw:** Once someone questions my courage, I never back down, no matter how dangerous the situation.

Approaching by Day

While in dock, the crew tend to go out to taverns and the like at night, and return to the ship during the day to sleep. If the adventurers approach the ship by day, they find the gangplank guarded by two crew, who are **thugs**. A further nine **thugs** are sleeping on the deck, while the captain is sleeping in her cabin.

If the adventurers attempt to board the ship, the crew on guard block them. They know they have contraband below decks, and so cannot be persuaded or intimidated into letting the adventurers board. If an argument starts, then the captain emerges from her cabin and tells the adventurers to be off.

If a fight breaks out, then 1d4+3 **thugs** wake each round and join in the fray, until everyone is fighting.

Tip: Discourage your players from starting a fight with the crew, as they are likely to be overmatched.

If the adventurers plant themselves on the pier to keep a close eye on the ship, the captain warns them to be gone. If they don't leave, she and the crew approach the adventurers, threatening violence.

There are a few other people on the pier, but they make themselves scarce when trouble begins.

Below Decks

If the adventurers manage to defeat the crew, they find nine velociraptors in the cargo hold, chained together with iron collars. The chain passes through the collars and is nailed to the hull at each end.

Interrogation

If any of the crew are captured and interrogated, they tell the following –

- The *Howling North* has been a smuggling ship for around ten years.
- A few months ago, a woman named Chance Wildlight approached them.
- She wanted to engage them to smuggle contraband to various ports across the Moonsea.
- The contraband included precious metals and exotic beasts.
- They do not know where the contraband was sourced from, but suspect it comes into the city via some sort of magical means.
- They found out later that Chance was part of a new criminal organization named the Coin Spinners.
- They fear the Coin Spinners, as they have a reputation for being unpredictable and violent.

Approaching by Night

If the adventurers approach the ship by night, read the following:

The ship seems unnaturally still and dark, and there is no sign of the crew. Only a single light is visible, coming from a door beneath the sterncastle. By its dim rays, you see that the cargo hatch is open, and there are two motionless lumps nearby.

If the adventurers board the ship, they see the two lumps are the remains of two crew members, who have been savagely torn. They also hear a low growling and chewing coming from the partially open door to the captain's cabin, where the light is coming from.

Raptor Attack

If the adventurers approach the cabin door, they see three **velociraptors** devouring the remains of the captain. The creatures smell the adventurers as soon as they approach, and immediately attack.

One round later, six more **velociraptors** leap up through the cargo hatch, howling with hunger. They spread out, attempting to hit the party from the flanks.

Closing the door

The adventurers may try to close the cabin door and cargo hatches to contain the beasts. The cabin door is very flimsy, and the **velociraptors** tear through it in two rounds.

The cargo hatch is even weaker, being just a wooden frame with a canvas covering. The **velociraptors** tear through it in a single round.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** remove five **velociraptors**.
- **Weak:** remove two **velociraptors**.
- **Strong:** add two **velociraptors** and a **deinonychus**.
- **Very Strong:** add four **velociraptors** and two **deinonychuses**.

Clues in the Cabin

Assuming the adventurers deal with the raptors, they can search the cargo hold and the two cabins.

Cargo Hold. The cargo hold has nothing of interest aside from the chain which was restraining the raptors. The adventurers see that it was once nailed to the hull of the ship, but that it was pulled free.

Galley/Workshop. This small cabin contains a stove and cooking utensils, alongside a carpenter's bench and tools. A quick search locates an interesting piece of paper (**Player Handout 1**):

19th Eleint, 1492.

Let it be known that Ivor Hammerfall of Hammerfall Smithy, corner of Milsor Road and Well Lane, has sold to Captain Shale Hardcrow of the Howling North, twelve iron collars and an iron chain, for the price of thirty-three gold and seven silver pieces.

Shale Hardcrow

There is nothing else noteworthy in this cabin.

Captain's Cabin. The captain's cabin contains a bed and small table, as well as charts and various navigational tools.

The ship's log book is sitting on the table, and it shows the Howling North has made voyages all over the Moonsea in recent years, to places like Hillsfar, Mulmaster, Hulburg and the like.

A loose piece of paper in the log book has the following written on it (**Player Handout 2**):

4/1 Frostspike to win
Stake is 35 gold pieces
(Desirae Whitmoon c/o Laughing Goblin)

Treasure

Beneath the bed is a small, unlocked strong box with 80 gp, a small ruby (20 gp), and a potion of healing. There is nothing else of value in the cabin.

From Day to Night

During the day, the ship is fully crewed, the sailors are in control, and the raptors are secured below. By evening, only two crew and the captain remain, and they have been killed by the now loose raptors. What happened?

As the evening came, most of the crew headed into town to visit taverns and various other establishments. Only two crew and the captain remained.

The raptors grew increasingly aggressive below decks, and finally pulled the chain loose from the hull. One of the crew raised the hatch to see what was happening, and the raptors leapt through and attacked, quickly killing everyone on board.

Tip: You want to allow about an hour for the final part of the adventure. If you are behind schedule, skip over the skill challenges below, and simply have Ivor or Desirae direct the adventurers to the Conventicle without any fuss.

Ivor Hammerfall the Smith

Hammerfall Smithy lies on the corner of Milsor Road and Well Lane. The adventurers have the address from the bill of sale they found on the Howling North.

As the adventurers approach the shop, read the following:

There is an enormous, crash, and the air is suddenly filled with shrieks and cries.

A few moments later, they come to the shop itself, and see that it has collapsed, scattering wood and stone debris everywhere.

If the adventurers listen, they hear Ivor crying for help from beneath the rubble. A crowd has gathered to look, but no-one is helping; they are concerned about the adjacent buildings, which now look highly unstable.

Rescuing Ivor

If the adventurers wish to free Ivor, it requires all of them to help. They need to make an extended skill check. Make a series of DC 12 group skill checks for Strength (Athletics). If the adventurers succeed three times before they fail three times, then they successfully rescue Ivor. If they fail, they are unable to free Ivor, and he dies beneath the rubble.

If Ivor is rescued, he is badly injured. Furthermore, his hands and feet are bound.

The adventurers may try to persuade the crowd to help. If someone succeeds on a DC 12 Charisma (Persuasion) check, then a sizable number of the crowd assist with clearing the rubble. If this happens, the adventurers all have advantage on their Strength (Athletics) checks.

Roleplaying Ivor Hammerfall

Ivor is a dwarven smith who has recently been doing work for the Coin Spinners. He is squat and strong, and has a red beard.

- **Ideal:** Work hard and good things must surely come your way.
- **Bond:** Everything I do is to support my young family.
- **Trait:** My language is as foul as an otyugh nest.
- **Flaw:** Sometimes I'm too greedy for my own good.

What Ivor Knows

Ivor is very grateful if he is rescued, and shares the following information if asked:

- He has been a smith in Phlan for many years, making an honest living.
- A few months ago, a woman named Chance Wildlight approached him to do some metalwork—chains and collars mostly. The pay was very good.
- He subsequently learned she was part of the new criminal organization, the Coin Spinners. He kept working for them, though, as the coin on offer was too good to turn down.
- He now knows quite a lot about the Coin Spinner philosophy and operations [he knows all the information in the box on page 6].
- He thought that his chains and collars were being solely used to restrain exotic beasts, which the Coin Spinners use in their blood-sports; they also smuggle the beasts across the Moonsea.
- He recently heard that they are planning to smuggle slaves, an activity he wants nothing to do with.
- He has spent the last two weeks trying to disentangle himself from the organization.
- This evening a group of **thugs** visited and said he was being released from his contract, but that his shop was being pulled down as a warning.
- They then forced him to toss the infamous coin—if it came up Tymora he would go free, if Beshaba, he would be restrained in the shop when it collapsed. The coin came up Beshaba.
- The only actual Coin Spinner he knows is Chance Wildlight, though he doesn't know how to contact her.
- He has an address where he sometimes dropped off his work—**13 Stovepipe Alley**. He thinks they may have kept the exotic beasts there.

XP Award

If the adventurers save Ivor's life, award each character 75 XP.

Desirae Whitmoon The Bookmaker

Desirae Whitmoon is a waitress at the Laughing Goblin, though her real business is bookmaking, and she often takes bets as she is serving drinks. The adventurers have her name from the betting slip they found on the Howling North.

Desirae gives odds on just about anything, but she has recently been covering the prize-fighting and blood-sports that the Coin Spinners have been operating. She gives a kickback on the action to Chance Wildlight.

Roleplaying Desirae Whitmoon

Desirae is a human bookmaker. She has long blonde hair, which is always carefully braided.

- **Ideal:** Live and let live. Meddling in the affairs of others only causes trouble.
- **Bond:** I'm trying to pay off an enormous gambling debt I incurred when I was young and stupid.
- **Trait:** I'm a born gambler who can't resist taking a risk for a potential payoff.
- **Flaw:** I turn tail and run when things go bad—sometimes before.

Just about anyone in the Laughing Goblin can point Desirae out. However, word has already come to her that a group of nosey adventurers are meddling in Coin Spinner business. The exact moment the adventurers are directed toward her, she sees them and dashes away, through the kitchen and out into a side street. The streets are busy, regardless of the time of day or night. The following section explains how to run the pursuit.

Chasing Desirae

The following urban chase rules assume the adventurers are pursuing a single NPC, called the quarry (in this case, Desirae). The rules are as follows:

- At the start of each round, the DM rolls on the **Chase Complication Table** below, and the adventurers must follow the resulting instructions.
- Each PC must then make a chase check. This is done by rolling a d20 and adding both your Constitution bonus and your Dexterity bonus (when chasing someone through crowded city streets, your stamina and agility matter more than pure speed).
- The DM makes a chase check on behalf of the quarry (Desirae gets a total bonus of +3).
- If a PC's check is higher than the quarry's, the PC records this as a "success". If the adventurers check is lower than the quarry's, the PC records this as a "failure".
- If a PC records three failures, they drop out of the chase. They are either too tired to continue, or have lost sight of the quarry. If all adventurers drop out of the chase, the quarry escapes.
- If a PC records three successes, they have caught and restrained the quarry.
- It is assumed that the adventurers are taking the dash action during the chase. If they wish to take a different action, they may do so. However, having completed their action, they must drop out of the chase (having lost too much ground to continue).

XP Award

If the adventurers catch Desirae, award each character 75 XP.

Chase Complication Table

D10 Complication

- | | |
|------|--|
| 1 | A beggar steps in front of the adventurers, pleading for alms. Make a successful DC 10 Dexterity (Acrobatics) check to avoid the beggar, or have disadvantage on your next chase check. |
| 2 | A cart pulls out in front of the adventurers, blocking their path. Make a successful DC 12 Dexterity (Acrobatics) or Strength (Athletics) check to clear the cart, or have disadvantage on your next chase check. |
| 3 | The quarry disappears down a side alley. Make a successful DC 12 Wisdom (Perception) check to quickly see where they go, or have disadvantage on your next chase check. |
| 4 | There is a thick snarl of traffic ahead, including pedestrians, vehicles, and animals. Make a successful DC 12 Intelligence check to find your way through the maze of traffic, or have disadvantage on your next chase check. |
| 5-10 | No complication |

Tip: You can increase the excitement of this encounter by encouraging the players to describe what their successes and failures look like in game terms.

What Desirae Knows

If Desirae is captured, she can easily be bullied into sharing the following information:

- She is a bookmaker, and has been for several years.
- She has recently been taking bets on the prize-fights and blood-sports being operated by the Coin Spinners.
- She now knows quite a lot about the Coin Spinner philosophy and operations [she knows all the information in the box on page 6].
- The only actual Coin Spinner she knows is Chance Wildlight, though she doesn't know how to contact her.
- She does have an address—13 Stovepipe Alley. Chance occasionally asked her to leave her kickbacks there. She'd be met at the door by a nameless thug, and handed over the coin.
- She doesn't know what is in the building, but she suspects it is where some of the blood-sports are held.

Treasure

Desirae has 50 gp in her purse.

To Part 4

Through their discussion with **Ivor Hammerfall** or **Desirae Whitmoon**, the adventurers know that **13 Stovepipe Alley** is somehow connected to the Coin Spinners.

If the adventurers were unable to speak to Ivor or Desirae, you could have the adventure end in failure. Alternatively, you could have a message arrive from the Chancellor, saying that she has received a tip about **13 Stovepipe Alley**, and asking the adventurers to investigate.



PART 4. THE CONVENTICLE

Better an ounce of luck than a pound of gold.

—The Lord Sage of Phlan

Stovepipe alley is long, narrow, and full of refuse. It mostly consists of blank walls and decrepit terraces. The few businesses facing the alley are either disreputable or abandoned.

Number 13 does not appear to be a proper building at all; it is simply a door in a brick wall, squeezed between an old brewery and a boarded-up terrace. The door is locked, and is on the northern side of the alley.

Opening the Door

The door is made of wood, and has an old and tarnished brass lock in the very center. There is no door handle.

As it happens, the key was lost some time ago, and so the door has been enchanted. If someone says, “Open in the name of Beshaba” or “Open in the name of Tymora”, the door unlocks itself and opens. The door automatically closes and locks itself after five minutes.

A DC 12 Intelligence (Arcana) check reveals there is an enchantment on the door, and that it is triggered verbally.

The lock can be picked with a successful DC 10 Dexterity (Thieves Tools) check. Otherwise, a successful DC 14 Strength check breaks the door down.

Down, Down, Underground

Beyond the door is a steep set of stairs leading down. The corridor is 5’ wide and the ceiling about 8’ high. The walls and stairs are made of old stone blocks. There is no light.

The stairs descend about 50’ and open onto a 30’ long tunnel heading north. A faint glow can be seen at the end of the tunnel, which opens onto the Conventicle of Chaos.

What is this place?

This secret conventicle is several hundred years old, and was originally built as a secret place of worship for an illegal cult of Beshaba. After the cult died out, it was used by various clandestine groups for any number of secret purposes, and then stood unoccupied for a good many years.

The Coin Spinners recently appropriated it for some of their operations.

The Conventicle of Chaos

There is a map of the Conventicle at the end of this document.

This large chamber has eight walls, made of ancient and worn stone blocks held together by crumbling mortar. There are seven doors, each set in a different wall, as well as the open passage leading from the stone stairs.

A domed ceiling towers above you, dozens of feet high. It is also the source of a faint yellow glow that lights the whole chamber. There is a recessed stone balcony wrapping around the walls, about two-thirds of the way up.

A low growling comes from behind some of the doors.

The balcony is 35’ above the floor, with the ceiling another 10’ higher. Climbing the wall requires a DC 13 Strength (Athletics) check every 10’.

The original cultists used this as their worship chamber, with the balcony as their pulpit. The seven niches once held icons and other paraphernalia, though the Coin Spinners have covered them with doors and are using them for entirely different purposes, as described below.

Anyone succeeding on a DC 16 Wisdom (Perception) check can identify one of the doors with a creature behind it (see below).

A Chance Return

Chance Wildlight is standing on the balcony, and calls a greeting to the adventurers as they enter. She is in a somewhat talkative mood, and shares the following if the adventurers speak to her:

- She has been expecting the adventurers, having learned of their investigation through her contacts.
- The chamber they are in was once a secret chapel dedicated to the “Maid of Misfortune”, but the Coin Spinners are now putting it to “more exciting” uses.
- The strange beasts they are tracking are originally from Chult. She will not say how they are being brought into Phlan.
- One of the creatures recently escaped and caused some trouble around the docks, but they managed to recapture it.

- The beasts are mostly being exported across the Moonsea, but Chance has been keeping a few for a little game she has developed.
- She calls her game “Beasts and Boons”, and it is played in this chamber. It is popular, and the balconies are usually packed with well-to-do townsfolk.
- The gods have decreed that the adventurers will play the game tonight, “to an empty house, worse luck!”

Chance chats with the adventurers for a little while longer, before saying:

Enough—time to see if Beshaba or Tymora is with you tonight!

Every few moments, a bell will ring and you must choose a door. Behind each door is something nice or something nasty. Defeat all the nasties, and I am in your power.

Let's play...

If the adventurers attack Chance or retreat up the passage, she steps back from the edge of the balcony (out of sight) while using *thaumaturgy* to open **Door 3** and **Door 5** (see below).

The Game of Beasts and Boons

The doors on the map are numbered. They spring open when touched, and cannot be closed again until all have been opened. Assume a door can be opened as a free action.

Every round, Chance rings a small hand bell. If the adventurers have not opened a door by the end of the round, Chance uses *thaumaturgy* to open one for them. She chooses the monster doors first.

Following are the effects of each door:

Door 1: When this door is opened, the room is flooded briefly with pale blue light. All the adventurers in the chamber receive 1d6+2 healing.

Door 2: This door opens onto a short corridor and a stone, spiral staircase, winding up 35' to the balcony above. The staircase is only 3' wide. If the adventurers climb the staircase, go to “Balcony Battle” below.

Door 3: When this door is opened, four **velociraptors** leap out and attack the adventurers.

Door 4: When this door is opened, 30 small bags are revealed, each containing 20 gp. The bags are enchanted, and immediately begin whizzing across the room, bouncing off the walls, the adventurers, and the monsters.

If someone chooses to spend their action catching the bags, they can catch several bags equal to 1d4 plus their dexterity bonus.

Roleplaying Chance Wildlight

Chance is a Coin Spinner underboss and a **priest** of Beshaba. She usually operates around the Docks, and is responsible for creating the blood-sport known as the Game of Beasts and Boons. She has several spinning coins tattooed on her face.

- **Ideal:** Life is as chaotic as a storm, and that's what makes it so exhilarating.
- **Bond:** I am utterly devoted to Beshaba, the Maid of Misfortune.
- **Trait:** I'm as changeable as the wind.
- **Flaw:** I have no empathy for the suffering of others.

Charming Chance

Chance's extreme sociopathy means she has advantage on saving throws against *charm person*. And even if charmed, her behavior is unpredictable as she has no real understanding of friendship.

No Chance?

If the adventurers killed Chance Wildlight in Part 1, she is replaced in this scene by **Fortunato Mistbolt**, who has identical statistics.

At the end of each round, 10 of the bouncing bags hit the walls and explode in a shower of gold dust.

Door 5: When this door is opened, four **dimetrodons** thunder out and attack the adventurers.

Door 6: When this door is opened, there is a loud boom, and a shockwave rolls through the chamber. Every creature must make a DC 10 Dexterity saving throw or be knocked prone.

Door 7: When this door is opened, a **deinonychus** stalks out and attacks the adventurers.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** remove two **velociraptors** and three **dimetrodons**. Replace the **deinonychus** with a **velociraptor**.
- **Weak:** remove a **velociraptor** and two **dimetrodons**.
- **Strong:** add a **deinonychus**.
- **Very Strong:** add a **velociraptor**, a **dimetrodon** and two **deinonychuses**.

Balcony Battle

Once the adventurers climb the stairs to the balcony, Chance meets them in the narrow doorway at the top, ensuring she cannot be flanked. Any surviving dinosaurs pursue the adventurers up the stairwell.

Chance is a **priest** and is accompanied by a **thug**. She casts *spirit guardians* in the stairwell as the adventurers approach, and sends her **thug** down the steps to intercept them. She then summons her *spiritual weapon*, which is shaped like a morning star, and uses it to attack from range.

Chance fights to the death. If taken alive, she casts *inflict wounds* on herself and dies. Her final words are, "It's no use, the portal cannot be closed..."

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** remove a thug, and Chance does not have level three spells.
- **Weak:** remove a thug, add two bandits.
- **Strong:** add two thugs.
- **Very Strong:** add three thugs and a berserker.

Treasure

In Chance's pockets are a *stone of good luck* and a purse with 100 gp. The hand bell she rang is finely wrought, and worth 20 gp.

Conclusion

If the adventurers kill all the dinosaurs and Chance, the Chancellor is delighted and pays what she promised. She is also pleased to learn the new intelligence the adventurers have gathered about the Coin Spinners.

If the dinosaurs escaped from the Conventicle, she is much less happy, telling the adventurers that there were several fatalities due to their incompetence. She then gives them only half of the promised fee.

In either event, she asks the adventurers to stay in town, as she has another job in mind for them...

Rewards

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

Experience (Min/Max XP: 900/1200)

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.

Combat Awards

Name of Foe	XP Per Foe
Acolyte	50
Bandit	25
Bandit Captain	450
Berserker	450
Deinonychus	200
Dimetrodon	50
Priest	450
Thug	100
Velociraptor	50
Veteran	700

Non-Combat Awards

Task or Accomplishment	XP Per Char
Saving the Scriptorium	75
Stopping the brawl	0-100
Honoring the dead	50
Defeating Sludge	50
Saving Ivor's life	75
Catching Desirae	75

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Calypso's fee	150-200
Thug's coin	29
Howling North Strongbox coin	80
Howling North Strongbox ruby	20
Desirae's coin	50
Conventicle magic money bags	300
Chance's coin	100
Fine hand bell	20

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 detailed in the D&D Adventurers League Dungeon Master's Guide.

Potion of Healing

Potion, common

This item can be found in the Dungeon Masters Guide.

Spell Scroll of Invisibility

Scroll, uncommon

This item can be found in the Dungeon Masters Guide.

Stone of Good Luck

Wondrous Item, uncommon

This item can be found in the Dungeon Masters Guide.

Player Rewards

For completing this mission, the characters earn downtime and renown as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

DM Rewards

In exchange for running this adventure, you earn DM Rewards as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

DM Appendix: NPC Summary

The following NPCs are featured prominently in this adventure:

Brother Thorn Gladtide is a human acolyte in the service of Deneir. He is nearing middle age, is balding and has a pot belly.

Calypso is a tiefling sorcerer, a former adventurer who is now the Chancellor of Phlan. She is aligned with the Zhentarim.

Chance Wildlight is a Coin Spinner underboss and a priest of Beshaba. She usually operates around the Docks, and is responsible for creating the blood-sport known as the Game of Beasts and Boons. She has several spinning coins tattooed on her face.

Desirae Whitmoon is a human bookmaker, who also works most evenings as waitress at the Laughing Goblin. She has long blonde hair, which is always carefully braided.

Ivor Hammerfall is a dwarven smith who has recently been doing work for the Coin Spinners. He is squat and strong, and has a red beard.

Oreval Evenhand is a human scribe and the proprietor of the Scriptorium Emporium.

Phineas Sludge is a human bandit captain. He is the owner of the Bastion of Inebriation, and a senior member of the Welcomers. He is in his late 20s, is very obese, and has a large mop of curly red hair. Part of his left ear is missing. His attire is slovenly, and he wears a necklace made of small bones.

Shale Hardcrow is a human thug. She is the captain of the Howling North, and is currently smuggling goods out of Phlan on behalf of the Coin Spinners. She is in her late 30s, is very lean, and has short, dark hair.

Wendri Coppertoos is a halfling veteran, and captain of the Black Watch in the Docks. She is also a lapsed Harper.

Appendix:

NPC / Monster Statistics

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

Actions

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

Bandit

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

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.

Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Dimetrodon

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage.

Deinonychus

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Pounce. If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

Actions

Multiattack. The deinonychus makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning 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.

Velociraptor

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

Actions

Multiattack. The velociraptor makes two attacks: one with its bite and one with its claws.

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Appendix. Map



Howling North

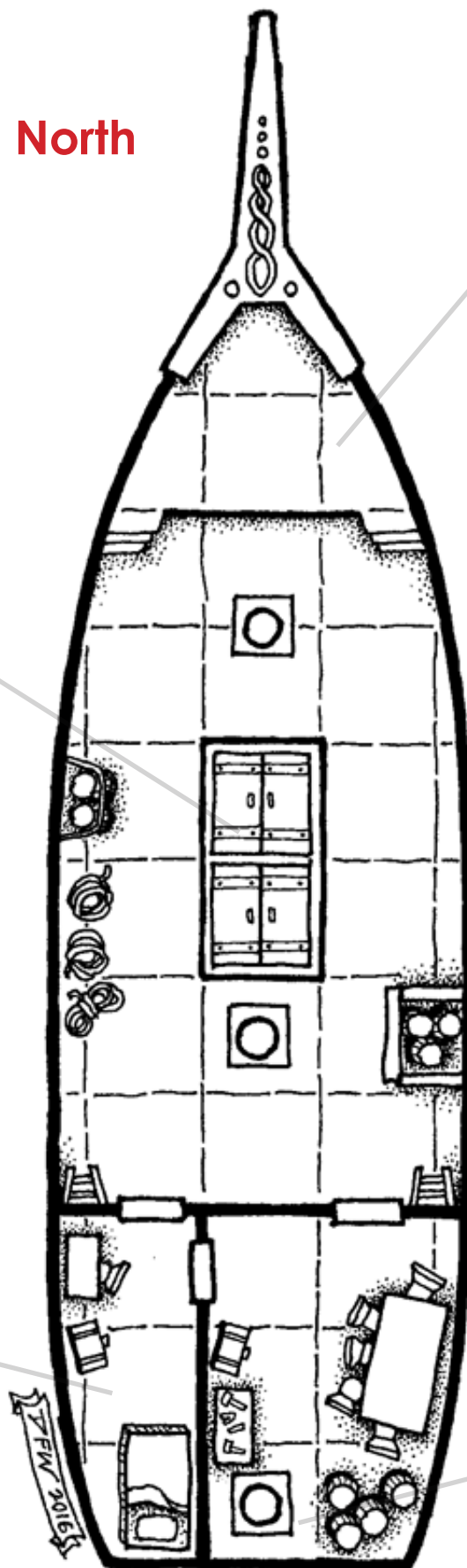
Forecastle

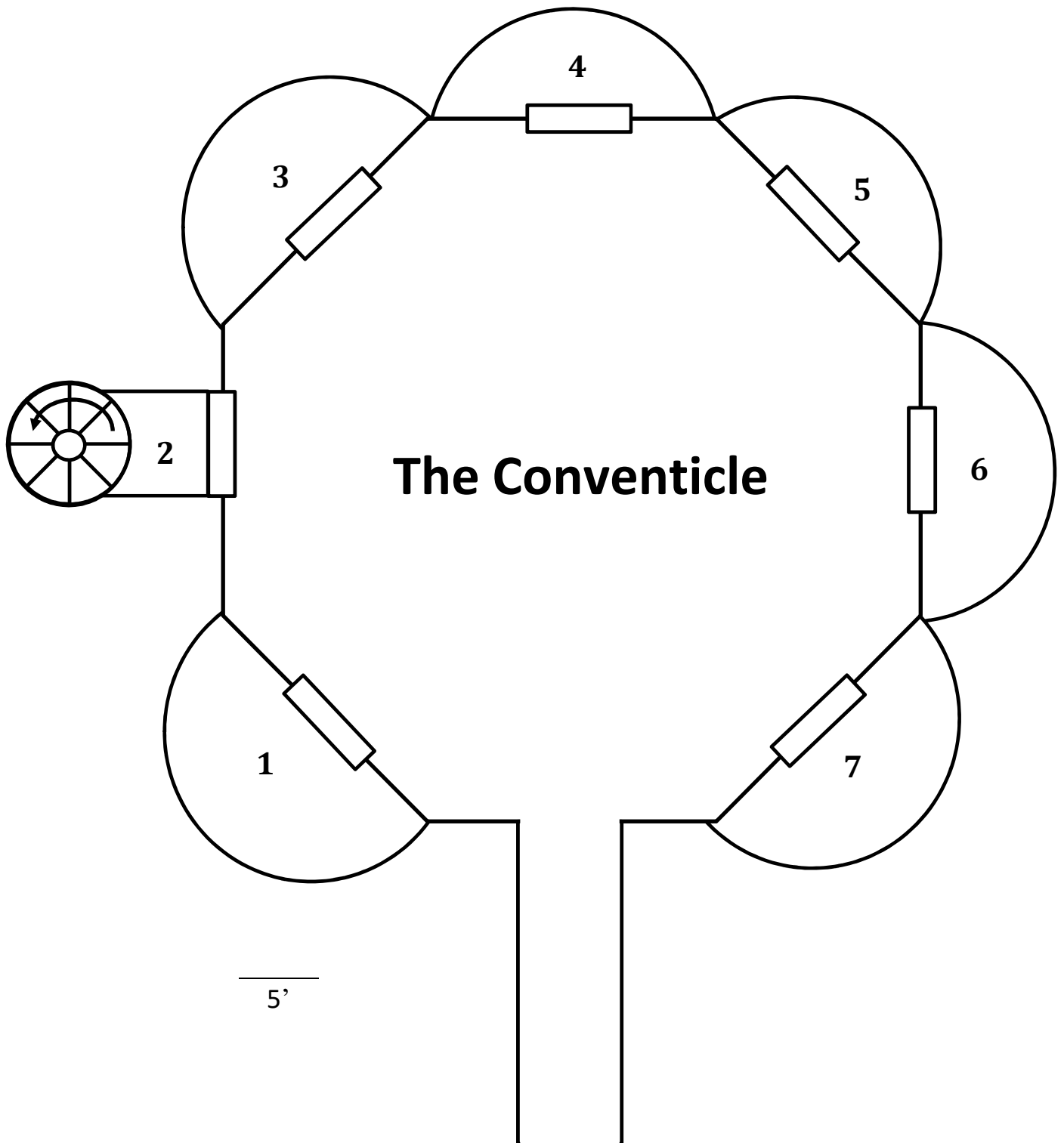
Cargo Hatch

Captain's Cabin

1 square = 5'

Galley / Workshop





19th Eleint, 1492.

Let it be known that Ivor Hammerfall of Hammerfall Smithy, corner of Milsor Road and Well Lane, has sold to Captain Shale Hardcrow of the Howling North, twelve iron collars and an iron chain, for the price of thirty-three gold and seven silver pieces.

Shale Hardcrow

4/1 Frostspike to win
Stake is 35 gold pieces
(Desirae Whitmoon c/o Laughing
Goblin)