



# THE BALLAD OF THE FORGOTTEN SCROLLS

DEFEND A SET OF MYSTERIOUS SCROLLS WHILE UNFURLING THE SECRET BEHIND THEM  
IN THIS 5<sup>TH</sup> EDITION COMPATIBLE ADVENTURE.

# Mysterious Scrolls

In "The Ballad of the Forgotten Scrolls," players find themselves defending a mysterious backpack from various groups of assailants. The adventure begins in a tavern where they are targeted by mercenaries, followed by thieves, and finally, werewolf performers. The climax reveals the backpack contains ancient songs and poems of great significance to an elven bard, who rewards the players for its protection.

## Adventure Summary

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This outline provides a framework for your adventure, designed to be both engaging and manageable within the specified time frame. As you flesh out the details, consider the pacing and how to weave the players' backstories and motivations into the narrative to enhance their investment in the unfolding mystery.

### Session One: The Mercenary Assault

#### Part 1: Introduction

**Setting:** The Gilded Lily, a popular tavern bustling with patrons and a lively atmosphere.

**Objective:** Players are gathering to discuss a potential adventure.

#### Part 2: The Mercenary Encounter

**Encounter:** A group of mercenaries burst in, demanding a backpack they

believe the players possess.

Combat is inevitable.

**Challenge:** Designed for 4-6 players of 1st-5th level. Ensure the encounter is balanced according to party size and level.

**Outcome:** Upon defeating the mercenaries, the players find the backpack filled with ancient scrolls.

**Map:** The crowded taven interior of the Guilded Lily. Map 1.

#### Part 3: The Aftermath

**Social Interaction:** The tavern owner, a jovial half-orc named Gromm, offers thanks and rewards the party with free lodging and an invitation to the next night's event.

**Exploration:** Players can investigate the backpack and attempt to decipher the scrolls (require players to use skills or spells to understand the ancient language).

## Session Two: The Night of Revelations

#### Part 1: The Nighttime Theft

**Encounter:** Thieves attempt to steal the backpack. Include an uncommon race for intrigue.

**Challenge:** This should be a stealthy encounter, with options for players to detect and intercept the thieves.

**Map:** The 2<sup>nd</sup> floor of the Guilded Lily. Minimal lighting and narrow hallways provide cover theives in the night. Map 2.

## Part 2: The Event and Werewolves Showdown

**Setting:** The main event is a vibrant competition of performers.

**Encounter:** A group of performers, who are actually werewolves, attempt to seize the backpack during their performance.

**Challenge:** Players face werewolves in mid-transformation, adding a layer of shock and difficulty.

**Map:** A performance area with stages, a bonfire, and room for the audience, allowing dynamic combat maneuvers.

## Part 3: The Resolution

**Social Interaction:** An elven bard approaches the players post-battle, revealing the significance of the scrolls as the lost songs of his people.

**Reward:** The bard rewards the party with minor magical items (consider items that would be useful for performers or travelers).

### Additional Notes:

**Non-player Characters:** Introduce interesting NPC races throughout the adventure to add depth and intrigue. Consider including a gnome bard, a tiefling innkeeper, or a dragonborn merchant among the patrons.

**Mystery Elements:** Incorporate clues about the scrolls' significance and the attackers' motives throughout the encounters to maintain mystery and intrigue.

**Player Engagement:** Ensure each player has moments to shine,

whether through combat, skill use, or role-playing.

**Flexibility:** Be prepared to adapt the story based on player actions and decisions. The adventure should feel responsive to their choices.

## Adventure Background

In a realm where ancient magic sings through the air and history is written in the stars, a forgotten piece of heritage has surfaced. The "Ballad of the Forgotten Scrolls" is an adventure designed for a party of 4-6 characters ranging from 1st to 5th level. It begins in the bustling tavern of The Gilded Lily, where fate thrusts our heroes into a perilous journey to protect a backpack filled with enigmatic ancient scrolls. These scrolls, written in a language lost to time, are said to contain the songs and poems of an ancient elven civilization, holding power unknown or forgotten.

This adventure is divided into two sessions, each designed to last about 3 hours. The heroes must defend themselves against mercenaries, thieves, and werewolf performers, all seeking the backpack for their reasons. The adventure weaves combat, mystery, and social interaction, culminating in a revelation about the scrolls' significance and a rewarding conclusion.

## Session One: The Mercenary Assault

As the adventurers gather in The Gilded Lily to discuss their next quest, the air is thick with anticipation. The tavern, known for its robust ales and lively atmosphere, is the perfect backdrop for beginnings. However, tonight, it becomes a stage for conflict.

**DM Note:** *Set the scene by describing the diverse patrons, the warm glow of lanterns, and the scent of spiced mead in the air. Encourage the players to introduce their characters and interact with the environment or NPCs.*

### Part 1: The Mercenary Encounter

**Setup:** Without warning, the tavern doors burst open. A group of mercenaries storms in, scanning the room until their eyes lock on the adventurers' table. They demand the backpack, believed to be in the adventurers' possession. The leader, a grizzled and serious man, makes it clear: they will not leave without it.

Level	Monsters
1-2	1 Thug , 4 Bandits
3-4	1 Bandit Captain, 2 Thugs, 4 Bandits
5	3 Thugs, 2 Bandit Captains, 1 Knight

**DM Note:** *The mercenaries should know very little of the backpack, its contents, and their employer to avoid revealing too much.*

**Tactics:** The lesser mercenaries spread out, attempting to flank the party, while the veteran mercenaries barrel straight in to engage the strongest-looking characters. Their leader hangs back initially, directing his minions and stepping in to fight any character who seems to be turning the tide.

**Adjusting the Encounter:** If the encounter proves too dangerous, consider having some of the mercenaries flee after taking a hit. If the encounter proves too easy; introduce environmental hazards such as overturned tables, swinging chandelier, or have the mercenaries take a hostage.

**Victory:** After the mercenaries are defeated, the adventurers find a mysterious backpack tucked behind their table. Inside, ancient scrolls are written in an archaic language. If deciphered, with a DC 15 Intelligence (History) check, they reveal fragments of songs and stories from a bygone era. Players who know Elvish have advantage on this check.

**Treasure.** Besides the scrolls, the mercenary leader carries a key to a small chest hidden in his room at a nearby inn. The chest contains 50 gp, a silver dagger, and a map hinting at the scrolls' origin.

### Part 2: The Aftermath

**Role-playing Gromm:** The tavern owner, Gromm, is a half-orc with a booming laugh and a generous heart. He thanks the adventurers profusely,

offering them free room and board. He invites them to stay for tomorrow's event, a competition of performers, hinting it could be quite the spectacle.

**DM Note:** Use Gromm to provide background information on the tavern, the upcoming event, and rumors of recent troubles in the area. This is also an opportunity for players to role-play, gather information, and prepare for what lies ahead.

## Conclusion of Session One

As the night wears on, the adventurers have time to ponder the night's events and the mysterious scrolls. Little do they know, this is just the beginning of their troubles. Encourage players to discuss their plans and expectations for the event, setting the stage for the next session.

## Session Two: The Night of Revelations

Session 2 of "The Ballad of the Forgotten Scrolls" has player's surprised by thieves in the night, an event with a werewolf showdown, and the resolution with the elven bard.

### Part 1: The Nighttime Theft

**Encounter:** After a night of rest in the comfort of The Gilded Lily, the adventurers are awakened by the silent whispers of danger. Thieves have infiltrated the tavern, intent on stealing

the mysterious backpack.

**DM Note:** Consider making one of the thieves an uncommon or monster race to add flavor.

Level	Monsters
1-2	1 Spy, 2 Scouts
3-4	4 Spies
5	1 Assassin, 2 Scouts

**Setup:** The thieves attempt to enter the adventurers' rooms using a mix of stealth and lock-picking. The adventurers might be alerted to their presence by a DC 15 Wisdom (Perception) check. If alerted, they can choose to ambush the thieves or confront them head-on.

**Tactics:** The thieves use hit-and-run tactics, attempting to grab the backpack and escape rather than engage in a full fight. If one grabs the backpack, the others cover their retreat with non-lethal attacks, blocking doorways and grappling to hinder the party.

**DM Note:** Familiarize yourself with chase mechanics if the thieves succeed. If the thieves get away, have the party track the thieves down by a blood trail or something similar.

**Adjusting the Encounter:** For a more challenging or less stealthy approach, have the thieves set traps outside the rooms or use magic items

to create distractions elsewhere in the tavern

**Outcome:** Successfully thwarting the theft attempt reveals that the thieves were hired by a mysterious figure known only as "The Silver Cloak," adding to the intrigue of the scrolls' importance.

## Part 2: The Event And Werewolf Showdown

The next evening, The Gilded Lily is transformed for the performance competition. The adventurers are among the audience, enjoying the festivities, unaware that danger lurks among the performers.

Level	Monsters
1-2	2 Wererat
3-4	1 Werewolf (Alpha), 3 Wererat
5	4 Werewolf

**DM Note:** *Flavor the Wererat's as werewolves. And stronger werewolves as alphas.*

**Setup:** Midway through their performance, the troupe's leader signals the attack. The musicians throw off their cloaks, revealing their true werewolf forms, and leap towards the adventurers, intent on retrieving the backpack. A DC 15 Wisdom (Insight) check reveals something is amiss, and avoid player's becoming surprised.

**Tactics:** The werewolves focus on

isolating and quickly overpowering individual party members, using their strength and speed. They attempt to grab the backpack and flee, transforming into wolves to escape if necessary.

**DM Note:** *Werewolves carry can spread their curse with their bite attack. Consider if this is something your player's are ready for. If not, have the werewolves performers markedly avoid spreading the curse.*

**Adjusting the Encounter:** For higher-level parties, consider adding an Alpha Werewolf with enhanced stats. For lower-level parties, reduce the number of werewolves or allow the crowd's chaos to provide opportunities for the adventurers to gain the upper hand.

**Victory:** Defeating the werewolves in front of the shocked crowd cements the adventurers' reputation in the town. Among the werewolves' belongings, the party finds a cryptic note hinting at the scrolls' power to awaken an ancient forest guardian, increasing the stakes of their protection.

## Part 3: The Resolution

In the aftermath of the event, as the town buzzes with tales of the adventurers' bravery, a serene elven bard named Elenaril approaches them. He reveals that the scrolls contain the lost Ballads of the Aelorien, songs of power and memory from his people's

ancient past.

**Role-playing Elenaril:** Elenaril is calm and dignified, with a sadness in his eyes. He explains the significance of the scrolls and begs the adventurers to allow him to take them home. In return, he offers rewards from his people's treasure.

**Reward:** Elenaril gifts the party with minor magical items suited to their journey. Suggestions include a Cloak of Elvenkind, a Wand of Magic Detection, or a set of Instruments of the Bards for any musically inclined characters.

**Conclusion:** With the scrolls safely returned to their rightful owner, the adventurers have not only gained a powerful ally in Elenaril but also ensured the preservation of a piece of the world's history. The Ballad of the Forgotten Scrolls becomes a tale told throughout the land, a testament to the adventurers' bravery and their role in uncovering the mysteries of the past.

## Adventure Hooks for Future Sessions

The Silver Cloak remains at large, their motives unclear. Tracking this mysterious figure could lead the adventurers into a deeper web of intrigue and danger.

The awakened forest guardian hinted at in the werewolves' note could become a focal point for a new adventure, perhaps seeking the party's help to restore balance to an ancient woodland realm.

This concludes "The Ballad of the Forgotten Scrolls." Through this adventure, the party has navigated through unexpected battles, uncovered ancient mysteries, and forged new alliances. As the DM, you have the freedom to expand upon the world's lore, introducing new challenges and stories that stem from the events of this adventure.

