

D&D
ADVENTURERS
LEAGUE



Tangled Woods

A Song of Fates Part 4



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Song of Fates part 4

The normally joyous festival of Highharvestide fast approaches the Moonsea but denizens of Thentia are not celebrating. Thanks to recent bad harvests along the River Thent and an increasingly impassible harbor, famine looms. Survival may depend on the arrival of every single larder-laden wagon. Could more trouble than bandits stand between the farmers and the walls of Thentia this season?

A Two-Hour Adventure for 1st-4th Level Characters

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Adventure Code: CCC-TAROT01-04

Optimized For: APL 3

Version: 1.7

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Introduction

Welcome to *Tangled Woods*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

The City of Thentia faces food shortages, bandits, storms, and yet another threat that very few are aware of. Items of supposedly great power are hidden throughout the city and many quietly strive to acquire them.

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

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 the players don't finish too early; provide them with a full play experience.

Adventure Primer

*And the sunlight clasps the earth,
And the moonbeams kiss the sea;--
What are all these kissings worth,
If thou kiss not me?*

- Percy Blysshe Shelley, Love's Philosophy

Events in a Time Past

Many an adventurer has heard of the Deck of Many Things, a Deck in which you pulled cards and received either great treasure, or terrible ruin. Few scholars have tales of a special Deck. It is said to be a mix of the original Deck and ancient Vistani magic, and called the Tarot Cards of Fate. Each card is unique in nature, and said to be even more powerful than a traditional Deck, it is long thought Fate had decreed the Cards separated, and each lost to antiquity.

With events such as the Spellplague, unleashing arcane chaos and the Blue Fire, loosening the magical shackles and the return of parts of Faerun from the Demiplane of Dread, rumors of Cards promising great power have been emerging throughout the lands.

Currently known to a select few greater powers, who have access to great libraries or performed epic rituals of divination, they have become aware of an ancient Prophecy that tell of great power gained by those who have acquired the most Tarot Cards.

Quickly, they sent mortal agents spread across the Moonsea and Sword Coast searching for any hints and obscure lore or legend that would reveal the hiding places of the Tarot Cards of Fate, intent on acquiring as many as possible. As more knowledge of the Cards leaks out, a mad race to acquire their power will truly commence.

Events in a Time Present

The Devil, Moon, and Lovers cards have already been revealed. Now Empress of the Tarot Deck of Fate unmask herself at Summer's Lily, a farmstead north of Thentia on the border of Thar. One man endeavors to create a new agricultural abundance, thus ending the city's dependence on foreign imports. Another, driven by overprotective feelings for a former lover, threatens that enterprise. And in the wings, pitting them against each other for her own ends, a dryad tries to protect her home.

Widar Patja hired Arno Wirtanen of Goldenfields to build farms along the River Thent to increase regional food production and transform the desolate Gray Land. He invested money and his bloodline to see the project succeed. However, a revanchist dryad named Nettelia driven mad by a strange disease sows chaos and violence to uproot the fledgling settlement. She manipulates Danyel, a lovelorn Rider of Thentia, into attacking Widar's enterprise. The Empress card locks these principals in a vicious cycle until the Agents of Fate intercede.

The Empress card represents fertility, productivity, nature and nurture. Its power influences even those attempting to possess it.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

The Golden Balance. Buyers and sellers gather here daily, hammering out exchanges that Widar's clerks ensure, for a small fee, comply with the Watchlord's trade decrees. Secretly, The Golden Balance is the rebuilt temple of Waukeen and every fee paid is a tithe to the Coinmaiden.

Nettelia (Neht-ELL-ee-ah). She is a dryad who calls the moors around Thentia home. Her true name sounds like the rustling of reeds in a summer breeze but less musical folk call her Nettelia.

Danyel Oseku (DAN-yull O-se-koo). This mustached Rider of Thentia believes the worst about his ex-girlfriend's new beau. His misconceptions stem from a new woman in his life.

Widar Patja (VIE-dar PAT-ya). A mover and shaker, Widar is from a long line of movers and shakers in Thentia. He hires the characters to protect his latest investments.

Summer's Lily. Located on the southern border of Thar, Arno named his fledgling farm "Summer's Lily" in honor of the love and trust that blossomed between he and his wife during her first summer away from the creature comforts of Thentia. Arno hopes the druids and acolytes he brought from Goldenfields can magically terraform the land.

Torag (TORE-ag). This half-ogre prefers chatting with plants to razing and pillaging. Don't let his gentle demeanor fool you. Arno didn't ask Torag to leave Goldenfields just because he's good with a hoe.

Kielo Wirtanen (KEY-el-oh VER-than-en). Widar's eldest child shares her father's entrepreneurial instincts. Kielo agreed marrying Arno made good business sense. The fact that he's handsome only compounded her interest.

Arno Wirtanen (ARE-no). Enticed from Goldenfields by Widar and his grand tales of transforming the moors to feed the Moonsea, Arno is an industrious human of simple desires. With a plot of land to call his own and a wife as a partner, he's fully committed to seeing Summer's Lily flourish.

Adventure Overview

This adventure has an unusual structure. Part 1 begins in the middle of the action before players have the opportunity inquire about details. Part 2 facilitates investigation before moving towards a resolution in Part 3.

The adventure is broken down into 3 parts:

Part 1. The characters are dropped *in media res* on the road to a farm. They have been hired by Kielo Wirtanen's father to escort her, Arno, and their harvest to Thentia. On the way, they encounter Kielo's former boyfriend Danyel Oseku, now a Rider of Thentia. Trouble on the road and apparent trouble at the farm demand action, but not everything is what it appears to be.

Part 2. Due to the influence of the Empress card over Danyel, the adventurers are flung back to this morning before they left Thentia. Widar and other denizens of Thentia can answer questions about Danyel's accusations and Summer's Lily's occupants.

Part 3. Touched by the Fates, the adventurers return to Summer's Lily to break the time loop. They may side with Danyel, dooming Summer's Lily and worsening the famine, or end the threats to the vulnerable farm.

Adventure Hooks

The characters could have been drawn into the story in several ways, one of which involves a faction.

Touched by the Fates. The character was touched by Fate in a previous Song of Fate adventure. Their deeds are known in Thentia and Widar asked for their help.

Faction assignment (Emerald Enclave). The faction leaders dispatch members to gather firsthand information about recent strange behaviors reported about local fauna, and, if possible, restore nature's balance. Distribute **Player Handout 1** to members of the Emerald Enclave faction. The party also receives one **Elixir of Health**.

Filthy Lucre. There's always caravan work to be had in Thentia. Traveling from the city overland in any direction is normally dangerous and lucrative. Recent rumors of a Bandit King organizing miscreants in the area caused the daily rate for caravan guards to spike.

Part 1. On the Road

Estimated Duration: 40 minutes

The characters start in the middle of their journey on a trade road north of Thentia heading towards the border of Thar. Some players may find this start jarring and that's ok. Get to the action quickly!

General Features

The trade road to Summer's Lily has the following features.

Terrain. A path through the moorlands (*swamp*) barely wide enough for a single wagon winds past the occasional cultivated field, orchard, or small farmhouse cut into the wetlands along the River Thent. Mostly, however, it's reedy vegetation close to the river, mid to low grasses and brush where the road drifts way from the river, and muck and mire.

Weather. This autumn day is cool and sunny.

Light. An afternoon sun overhead provides adequate light.

Smells and Sounds. The air is alive with the quacks and honks of aquatic fowl and insects buzzing, but stinks of mud and decay.

A. Ambushed

Wispy white clouds drift lazily across the pale-blue sky above this cool autumn afternoon. So far the trek north through the moorlands has been uneventful save for the occasional startled badling of ducks or friendly shouts from the boats headed down the River Thent. You're out here battling bug swarms, damp boots, and boredom because a man named Widar hired you to escort some farmers and their goods to Thentia in time for Highharvestide. You are to wait for "Torag" at a cairn of white stones near Thar's border; he will lead you to the farm.

Widar was cagey because the Bandit King's thugs have been waylaying all but the Riders of Thentia. Based on what you've seen, the threat seems greatly exaggerated. That's fine by you. You'll collect the extra pay thanks to those rumors regardless if you actually have to earn it.

Because of the meandering trade way, not even a proper road, it's a little over a half day to the farm on foot. The way is obvious... in most places. A worn path hugs the river, snaking through long grasses and around homesteads, hummocks, and ponds. But at several points the soggy ground is simply too wet to hold a proper mark without paving. Instead of constructing a rudimentary road, however, the traders, Riders, and others who must travel the marsh have stacked mounds of stone to roughly indicate the least treacherous route.

After rounding a particularly quaggy section, you rejoin the well-worn path on drier ground. Then the tall cattails on the riverside shiver and part!

Five feral hogs (**boars**) hidden in the brush ambush the party.

Tricks of the Trade

Consider the following guidance for running this encounter. The initial surprise round is designed to prevent the characters from winning before Danyel can arrive in round 2 and demonstrate the difficulty the characters will have facing him in Part 3. DMs may choose to run it differently, but keep an eye on the clock.

Nature's Wrath. Characters with a passive Perception score of less than 13 are surprised. The boars use **Charge** on their first turn, targeting druids and Nature domain clerics first, then arcane spellcasters and other clerics.

Danyel Oseku, a Rider of Thentia (**knight**) riding a war rothé (**giant boar**) (*see Thentian War Rothé*), arrives in round 2 on initiative count 20 (losing all ties) and aids in the combat.

If a character has a passive perception of at least 15, they notice the following in round 2 at the beginning of initiative count 20 before Danyel arrives. This flash of light comes from the influence of the Empress card and marks a pivotal moment when the characters can intervene because they have received or will receive the Story Award **Touched by the Fates**.

From the corner of your eye you notice light itself break at odd angles and form into expanding symmetries that quickly engulf everything.

Read the following when Danyel arrives.

A gleaming figure atop a stocky horned beast charges up from the direction you came. "For Thentia!" the mustached lad cries. He then sets his steel-tipped lance and crashes headlong into melee.

As an honorable knight, Danyel attacks any hog targeting the character with the fewest remaining hit points first. **Leadership** is already active when he joins. He uses it to assist martial characters with their attacks and all characters with their saves.

Thentian War Rothé

The Riders of Thentia are well known around the Moonsea for their unusual choice of mounts. Thentia's proud protectors prefer rothé, sure-footed beasts resembling musk oxen that are particularly adapted for traversing the rocky slopes surrounding the city.

Rothé have darkvision out to a range of 30 feet. Most riders equip their steeds with barding, typically scale or chainmail. In this module, Danyel's war rothé uses the giant boar stat block and wears scalemail barding, giving it AC 14.

Adjusting this Encounter

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

- **Very Weak/Weak:** Remove 1 **boar** and the **Relentless** ability from all boars.
- **Strong/Very Strong:** Increase passive Perception score needed to avoid being surprised to DC 15. Replace 1 **boar** with 1 **giant boar**.

Developments

After the encounter, Danyel stops to speak with the travelers he rescued on the road.

Once the last feral hog has been put down, the young man tips his lance to his shoulder. "Greetings and well met, travelers. I am Danyel Oseku, a Rider of Thentia," he says from his taurine mount. The muscular beast regards you with large, distrustful brown eyes and exhales hotly.

"You're obviously quite capable," he continues, glancing at the dead hogs. "Will you help me? Apologies for my rudeness but I have little time to waste. A warlord has kidnapped my friend."

Although he doesn't realize it, Danyel is riding to the same destination as the characters but with very different expectations. He intends to "rescue" his ex-girlfriend from a warlord's stronghold. Danyel can provide the following information.

Key Information. DMs should attempt to have NPCs convey all key information to the characters. Discovering key information empowers the players to make meaningful choices.

- Danyel and Kielo (he calls her by her maiden name, Kielo Patja) were in love before he accepted his commission as a Rider of Thentia. He returned to Thentia because she is now old enough to wed and he intends to marry her.
- A warlord called the "Lord of the Wilds" kidnapped Kielo from Thentia during the Greengrass festival in the spring. He holds her in a stronghold on the southern edge of Thar.

Helpful Information. DMs can use helpful information to expand and explain key information.

- The Riders are a force of approximately sixty mounted soldiers whose chief duty is keeping the approaches to Thentia safe. A handful of Riders, including Danyel, patrol the trade ways.
- The Oseku family of Thentia is closely connected to trade with Glistar, including organizing and protecting overland caravans through Thar.
- Danyel has been away from Thentia for the past 4 years. He trained in the House of Swords in Glistar and patrols from Glistar to the crossroads leading to Melvaunt and Thentia.
- War-bands of ogres, orcs, and goblins inhabit Thar. They regularly attack caravans traveling through the Great Gray Land.
- The Warders, Thentia's city watch, reported the Lord of the Wilds has several half-ogre henchmen. Danyel suspects the Lord is organizing Thar's evil denizens to raid Thentia, Glistar, Melvaunt, and other cities of the Moonsea. Kidnapping Kielo is only the beginning!

Roleplaying Danyel

Danyel is an honorable if rash young man who sees himself as a storybook hero on a quest to save the princess. He wants to convince the characters his goal is just and praiseworthy. Because Danyel is under the influence of a dryad's Fey Charm, savvy players may notice his story doesn't add up. If pressed or contradicted, Danyel cites honor and duty and insists on quick action because Kielo is in danger while captured by evil half-ogres.

Quote: "Trade is the lifeblood of Thentia. I gladly spill mine to keep the city's flowing."

B. Mistaken

After Danyel explains his mission and establishes his beliefs and motives, read or paraphrase the following:

After another half mile across soggy ground, you spot a bell-shaped mound of white stones ahead but no “Torag.” Danyel urges you forward.

“Aha! Our enemies are near.” He indicates a slight path of parted and broken rushes to the east before bolting in that direction. You scramble to keep up but the Rider soon gets far ahead.

Cresting a rocky ridge covered in dense stands of yellow-flowered shrubs, you discover several squat stone buildings huddled together below. Rectangular plots of cultivated land bounded by trenches and low earthen walls surround the dwellings. Humanoids busy themselves in the fields. Some of the larger humanoids tote wooden barrels marked with a rose and a sheaf of grain. Others, smaller and clad in brown cloaks, cast handfuls of soil from the barrels onto the ground before still others stoop to whisper to the land.

A large humanoid points at the ridge and shouts “Bandits!” Danyel on his sure-footed beast angles across the steep ridge towards the dwellings as farmers move to intercept you.

Terrain Feature: The Ridge

The characters are on a 35-foot high ridge that overlooks the farm. There is a 10-foot wide path that leads down. Otherwise, the ridge is steep. Characters attempting to walk or climb down the ridge must make a DC 13 Dexterity save or tumble down, taking 10 (3d6) falling damage and landing prone at the bottom. Characters who are pulled, pushed, or heaved off the ridge take the falling damage automatically.

Torag, two **half-ogres**, and five farmers (**commoners**) confront the characters while others chase Danyel. Danyel rushes towards the farmhouses and isn’t involved in this encounter.

Adjusting this Encounter

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

- **Very Weak:** Remove 2 **half-ogres**.
- **Weak:** Reduce the **half-ogres** hit points to 22.
- **Strong/Very Strong:** Give **Torag** the **Multiattack** ability: two attacks with his warhammer.

Tricks of the Trade

Consider the following guidance for running this encounter. This encounter shows evidence contradicting Danyel’s story of a warlord’s stronghold. DMs may choose to run it differently, but be sure to provide the following details about the location and its inhabitants.

What Stronghold. The commoners and half-ogres wear simple, roughspun cotton tunics and wield farming implements (commoners) or wooden fence posts (half-ogres) as improvised weapons. The farmers have loaded a wagon near the buildings with crates, barrels, and baskets marked with a silhouette of a flower. A DC 12 Intelligence (Nature) check identifies the flower as a Lily of the Valley. Characters who observe the rose and grain marks on the barrels toted into the fields and make a DC 12 Intelligence (Religion) check recognize the symbol of Chauntea, the Grain Goddess.

Swords to Ploughshares. These are farmers, not adventurers, and they fight like it. **Commoners** should crowd around the closest one or two characters. **Torag** and the **half-ogres** fight more intelligently and viciously, focusing their attacks against characters with low AC first until their target drops to 0 hit points before moving on. If combat occurs atop the ridge, the half-ogres will attempt to use the shove or heave action (see **Half Ogres of Summer’s Lily**) to send characters over the edge.

Half-Ogres of Summer’s Lily

The half-ogre farmers who accompanied Arno from Goldenfields easily clear large rocks and tree stumps from fields using their giantish size and strength. These skills can also be used to defend those fields. This ability is represented by the following action option.

Heave: As a bonus action, a half ogre may toss a Small or Medium creature it has grappled up to 15 feet horizontally in a direction of its choice. The creature must make a DC 10 Dexterity or land prone.

Chauntea (Chawn-TEE-ah)

The goddess Chauntea embodies the eternal cycle of agriculture: sowing and reaping, seeding and harvesting, breeding and butchery, shearing and weaving. Her faithful are often found in rural communities sharing lore about farming and cultivation and getting their hands dirty alongside farmers.

Developments

Stop this encounter forty minutes after starting the adventure no matter the status and read the following before proceeding to Part 2.

The light all around you breaks at odd angles, blinding you. The sounds of battle fade as your body... becomes... very... heavy...

Part 2. The Before

Estimated Duration: 30 minutes

The Empress card sends the characters back in time to the start of the day. They have seen the disaster Danyel will cause and may prevent it if they gather enough information.

The characters have three potential sources of information to interview in Thentia and the option to investigate Danyel's roadside campsite.

A. Thentia

The characters awaken in Thentia at a popular local inn called The Beacon. They receive the benefits of a **long rest** but, due to the Empress card's time warping effect, activities that typically follow a long rest such as preparing a new list of spells are unavailable.

The Beacon

Characters are presumed to have stayed the night at this popular location. It is location 29 on **Map: Thentia** located in the Appendix.

You awake to a few stiff straws poking your lower back. You're lying atop a mattress in a cozy, neat and oddly familiar room. As you try to piece together where you are after blacking out, the smells of fish stew and baking sweet bread carry your mind back to Thentia and yesterday's breakfast at The Beacon... of fish stew and sweet bread. Blinking, you search around. You recognize the wooden chest, the cloak pegs next to the door, your traveling companion in the next bed...

You open the door to The Beacon's hallway. The two sailors from yesterday are still discussing the assassination of Seireri Moongleam and its effects on the upcoming election of the Watchlord.

Eventually you step outside the inn. A thin Gur man seated on a threadbare carpet across the street calls to you. "You seem a step ahead of everybody this morning and yet stumble about as if two steps behind, yes? Perhaps a reading can clear up some of your confusion."

Characters who have played previous *Song of Fates* modules will recognize the Fortune Teller. Proceed to **The Golden Balance** if they do not stop to have their fortune told.

Developments

If the characters stop to have their fortune read, ask one player to roll 1d6. Refer to **Appendix: Tarot**

Reading. The roll corresponds to the card pulled. Insert the card reading where indicated in the box text below or paraphrase as you see fit.

You approach the Fortune Teller. He quickly shuffles his grimy deck, draws and lays the cards out in a peculiar arrangement.

"I see, I see," he mutters to himself. "Yes, very interesting." The Fortune Teller gestures over the arrangement. "Fate has brought you here. Serve Fate you must, fulfill its Purpose. The cards say [insert card reading from Appendix One]. You will soon confront a familiar challenge. Remember your mistakes; don't repeat them, yes. Today is a good day for different choices. But the cards also say you should keep your appointments."

The Fortune Teller looks past you to an approaching group of rowdy teenage roustabouts and rubs his hands together greedily. "Shoo, shoo! Off you go! Make room for paying customers! Got to make a living, you know."

The Fortune Teller refuses to answer any questions.

Unless they already have it, each character receives the "**Touched by the Fates**" story award even if they do not stop for the Fortune Teller.

If the party stops to talk to the Fortune Teller, each character receives a boon based on the card drawn as described in **Appendix: Tarot Reading**. Only a single card may be drawn. All boons granted by the card reading end at the conclusion of this adventure.

The Golden Balance

The characters have an appointment this morning to meet with Widar Patja at the Golden Balance. It's close to The Beacon, located near the Seaside Docks.

You have agreed to meet a local wheeler and dealer named Widar Patja at the Golden Balance. You easily find the place near Seaside Docks. Painted in gold on the sign hanging above the door is a balance scale tipped towards the right. Inside, it's a raucous trade hall where merchants, ship captains, caravaneers, artisans, and more gather to hammer out the agreements that are the lifeblood of Thentia.

Widar is a paunchy, middle-aged man with salt and pepper hair, three day's growth of beard, and green eyes. As you enter, he signals you to join him at a standing table on which he has rolled out a map.

He warmly greets you and thanks you for agreeing to take this meeting. Pointing to various locations on the map, he offers you 100 gold pieces for a day's work: escort some farmers and their goods from the border of Thar to Thentia before the Highharvestide festival. To help hide the farm from the Bandit King, you are to wait for a farmer named Torag at a cairn of white stones near the border with Thar. Torag will then escort you to the location.

Widar is eager to send you off as soon as possible to retrieve his daughter and her report on his Summer's Lily investment. If prompted, he can provide the following information.

Key Information. DMs should attempt to have NPCs convey all key information to the characters. Discovering key information empowers the players to make meaningful choices.

- Three years ago, he invited Arno Wirtanen to come from Goldenfields to cultivate farmland on the edge of Thar along the River Thent.
- Widar has a daughter named Kielo. He arranged for her to marry Arno to bind their agreement with ties of blood. Kielo is very intelligent and, Widar proudly asserts, inherited his instincts for business. If the venture fails, it will not be due to mismanagement.
- Arno brought druids and priests of Chauntea with him from Goldenfields.
- Torag, a half ogre, is also from Goldenfields and is Arno's chief farmhand. Widar describes him as thoughtful and polite.
- The druids recommended reviving an obscure rite for Greengrass. The rite required Arno to don the persona of the "Lord of the Wilds" and "kidnap" the "Summer Queen" from the city. Kielo, of course, should be crowned Summer Queen. The druids insisted the rite would invite Chauntea's blessings. Widar arranged it and informed the Watchlord and the Warders.
- Due to excessive rains in the spring and summer, Thentia is on the brink of a famine. Survival through the winter may depend on every single farm delivering provisions.
- If the characters specifically ask about Danyel, Widar recalls he and Kielo were childhood friends but Danyel joined the Riders several years ago. He recently returned to Thentia and asked after Kielo. He was acting strangely and didn't seem like the boy Widar remembers.

- If the characters asked about Danyel or mention their encounter with a Rider, Widar suggests they visit The Rothé & Lance. It is the barracks of the Riders. Characters can ask the Riders more about Danyel.

Helpful Information. DMs can use helpful information to expand and explain key information.

- Widar has invested heavily in Arno's venture. Widar wants to bring agricultural productivity like Goldenfields to the Moonsea. It will eliminate food instability in the region, which is not especially hospitable, and help pacify Thar.
- A regional food surplus would be especially lucrative. For example, Glistar exports precious metals and relies solely on imported food.
- Widar organized the revival of Greengrass, a springtime festival, in Thentia this year. The festival hasn't been celebrated in the city in a long time. He hoped it would be an auspicious beginning for the first productive season on the new farm.
- Arno named the farm Summer's Lily and the mark of the enterprise is a Lily of the Valley.
- Most farmers send their goods to Thentia by boat on the River Thent to avoid bandits. However, a dock has not yet been constructed at Summer's Lily and the farm is beyond where most boats-for-hire travel.
- Widar attempted to hire a captain to make the trip prior to putting out the call for caravan guards but the captains are either already hired or unwilling to risk the distant journey because of the predations of the Bandit King.
- Kielo is pregnant with his first grandchild.

Roleplaying Widar

Widar is secretly a Waukeenar but his personal ambition and devotion to Thentia are well known. This venture to create Summer's Lily is but his latest tithe to the Golden Lady. Widar presents himself and his family as long-time protectors of Thentia. He is genuinely devoted to the belief that commerce, including growing his family fortune, is the key to Thentia's survival and prosperity.

Quote: "As long as there is a Patja, there will be Thentia."

Developments

If the characters seek additional information about the Riders of Thentia and you have sufficient time, proceed to the subsection **Rothé & Lance**. Otherwise, start **B. The Road**.

Rothé & Lance

The Rothé & Lance is north of Seaside Docks, at the intersection of two major streets. It is a combination of headquarters, clubhouse, and stable for the Riders of Thentia. It is location 29 on **Map: Thentia** located in the Appendix.

You smell the Rothé & Lance long before you see the Riders' headquarters. The distinctive earthy odor of large livestock quickly overpowers the Moonsea's brine and Seaside's lumber, tar, and fish stink.

You find a Rider in the stables caring for a shaggy, big-horned breed of ox you've met before. The long mustached fellow stiffly greets you without halting his ministrations.

The Rider's name is Brackon Thistlethorn. He can provide the following information.

Key Information. DMs should attempt to have NPCs convey all key information to the characters. Discovering key information empowers the players to make meaningful choices.

- He is an acquaintance of Danyel and thinks Danyel is acting strangely.
- They met while Danyel was training to join the Riders. Even if Brackon didn't know him, he would describe Danyel's recent behavior as odd.
- Danyel asked about Greengrass. He didn't seem to comprehend Kielo's kidnapping was staged.
- Danyel arrived yesterday evening and left earlier this morning.

Helpful Information. DMs can use helpful information to expand and explain key information.

- Danyel has been away for 4 years on patrol.
- Danyel believes Arno is a warlord called The Lord of the Wilds who employs evil half-ogres as his henchman.
- Danyel believes Kielo is in danger and the Lord of the Wilds is a threat to Thentia.
- Danyel tried to recruit other Riders to rescue Kielo but none volunteered.
- If asked, both he and Danyel trained under Isen Shadowcloak (CCC-TAROT01-02 A Martyred Heart).

B. The Road

In terms of timeline, this subsection and Part 3 occur during roughly the same hours as Part 1. However, events have diverged because of the influence of the Empress card (giving the characters "memories" of events yet to occur) and their investigations.

General Features

The trade road to Summer's Lily and Danyel's campsite have the following general features:

Terrain. A path through the moorlands (**swamp**) barely wide enough for a single wagon winds past the occasional cultivated field, orchard, or small farmhouse cut into the wetlands along the River Thent. Mostly, however, it's reedy vegetation close to the river, mid to low grasses and brush where the road drifts way from the river, and muck and mire.

Weather. This autumn day is cool and sunny.

Light. An afternoon sun overhead provides adequate light.

Smells and Sounds. The air is alive with the quacks and honks of aquatic fowl and insects buzzing, but stinks of mud and decay.

After traveling for a few hours along the trade way, the characters notice a campsite. The strong odor of rothé scat causes them to stop and investigate.

You set out from Thentia by midmorning to once again plod through unfriendly wetlands. After a few hours on the road, your nostrils are assailed by something besides wet decay and muck. The foul stench of this dung is one you've become well acquainted with in the past 24 hours: rothé. "Yesterday" you passed by this campsite without paying it much mind. Today, however, is an excellent opportunity to make different choices.

The characters can stop and investigate Danyel's campsite. Present are various clues that he isn't traveling alone. A fey resident (**dryad**) of the marshes is afflicted with a strange disease that drives her mad. She fixates her madness on Summer's Lily, ascribing her anger to the farmers despoiling the wildness of her home. She charmed Danyel and convinced him to destroy the farm. Under her sway, Danyel assembled partial truths to justify his attack and hired local ruffians to aid him.

The Campsite. Characters who spend time investigating the campsite can learn the following.

- The campsite is composed of three logs arranged in a triangle around a fire pit ringed with fist-sized rocks (no check).
- DC 12 Wisdom (Perception) check of the campfire uncovers a leather pouch partially buried in the ashes. The insignia of the Riders of Thentia (DC 8 Intelligence (History) check) is burned into the leather. Inside the pouch is a bloodstone worth 30gp and gold coins totaling 45gp. Digging through the ashes automatically discovers the pouch.
- A DC 12 Wisdom (Survival) or DC 16 Wisdom (Perception) check in the campsite notices scatterings of elliptical leaves that do not belong to any nearby flora (DC 8 for both checks if the characters already found the leaves at the campsite perimeter). The leaves are brown, brittle, and stippled with black spots surrounded by yellow halos.
- A success of 18 or more on the Wisdom (Survival) check reveals the leaves were shed in an odd pattern. Based on their alignment and scattering, the leaves appear to have been dropped from a single source that moved throughout the campsite.
- DC 12 Intelligence (Nature) or DC 16 Wisdom (Survival or Medicine) check recognizes the brittle leaves and spots as signs of disease.
- DC 14 Intelligence (Nature) or Intelligence (Arcana) identifies a fey element to the leaves. Druids, Nature domain clerics, and Archfey patron warlocks make this check with advantage.

The Perimeter. Characters who spend time investigating the perimeter of the campsite can learn the following.

- A DC 10 Wisdom (Survival) check reveals hoofed prints typical of a large quadruped and several sets of humanoid footprints.
- A DC 14 Intelligence (Nature) check identifies the two-toed hoof prints as rothé.
- A DC 14 Intelligence (Investigation) check discerns one set of humanoid footprints made by riding boots with spurs.
- A DC 12 Wisdom (Survival) or DC 16 Wisdom (Perception) check discovers brown, brittle, stippled leaves (DC 8 if the characters already found the leaves in the campsite) Refer to ***The Campsite*** for additional discoverable information about these leaves.

Development

After investigating the campsite, the characters must make a choice. Encourage players to discuss all the information they have collected and decide on a final plan. If the characters want to try to get ahead of Danyel and warn the denizens of Summer's Lily, proceed to **Encounter 3A**. If the characters want to make a stand against Danyel at Summer's Lily, proceed to **Encounter 3B**. Finally, if the characters want to try to stop Danyel on the road to prevent him from arriving at Summer's Lily, proceed to **Encounter 3C**. If the characters choose a different plan, pick the encounter that best fits the location and their motivation.

Part 3. Breaking the Loop

Estimated Duration: 50 minutes

Part 3 is the final encounter. Chosen by the Empress Card to decide fate of Summer's Lily, the characters have been given the opportunity to remake today. There are three different encounters with different hazards and objectives.

Encounter 3A. Warning

Use this encounter if the characters rush ahead of Danyel to Summer's Lily to warn Arno, Kielo, and the rest about the Rider's confusion or his unknown allies. Use **Map 2** and refer to Part 1B **Terrain Feature: The Ridge**.

Cresting a rocky ridge, you discover several squat stone buildings huddled together below. Surrounding them are rectangular plots of cultivated land bounded by trenches and low earthen walls. Humanoids of various sizes labor in the fields.

The characters see **Torag, Mother Highcotton (druid)** instructing a pair of **acolytes**, two **half-ogres**, and other farmers working the fields or preparing the wagon to depart. The other farmers do not participate directly in this encounter.

Mother Highcotton & Her Acolytes

Replace the prepared spell lists for the acolyte and druid in the stat blocks with the following:

Acolyte

Cantrips (at will): *druidcraft mending, thornwhip*
1st level (3 slots): *cure wounds, entangle, fog cloud*

Mother Highcotton (Druid)

Cantrips (at will): *druidcraft, shillelagh, thornwhip*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *barkskin, spike growth*

Tricks of the Trade

Characters will likely attempt to spy on or parley with the farmers. Regardless, combat breaks out because Nettelia, a **dryad** riding a **giant boar**, wishes to see Summer's Lily destroyed and will try to use the characters in some way to do so. This objective results in the characters fighting against the combined farmers and the dryad.

Failed Surveillance. If the characters are spying on the farm, they learn no new useful information. Torag eventually spots them and orders the farmers to defend Summer's Lily against bandits. The dryad stays hidden (+15 to Stealth due to Skills + *pass without trace*). A DC 15 Charisma (Persuasion) check convinces Torag the characters aren't bandits; reduce the DC to 11 if the characters mention Widar and/or the arranged meeting at the cairn. Nettelia then arrives on a giant boar. Unless there is an easy target (a character isolated far from the party), she charms Torag (no roll), restarting combat.

Persuading the Farmers. The farmers are initially receptive to conversation if the characters immediately make their presence known. Torag, a half-ogre in a roughspun cotton shirt and leather smock, is the lead farmhand and spokesman. He is easy to persuade (DC 10 Charisma (Persuasion) check) and mentioning Widar's job gives advantage. Warnings about Danyel are met with skepticism, however, causing Torag to consult with Mother Highcotton (DC 12 Charisma (Persuasion) check), a priestess of Chauntea and the religious leader of the community. Attempts to use Deception or Intimidation immediately trigger combat. Otherwise, combat starts when Nettelia rides up behind the part on a giant boar. At 30 feet, she uses her **Fey Charm** ability on Torag, who automatically fails his save (no roll). Torag calls the characters "bandits" and orders the farmers to fight them.

Fighting the Farmers. Torag and the half-ogres focus on preventing the characters from getting to Mother Highcotton. They have the Heave action detailed in the Part 1 sidebar **Half-Ogres of Summer's Lily**.

Nature's Wrath. After successfully charming a target, Nettelia (dryad) focuses on tying down characters with *entangle*. She then moves in and out of melee with a restrained character, attacking with her club. Her giant boar mount uses its **Charge** to move the dryad into melee range then, on its next turn, disengages and retreats before charging another restrained target.

The lands around Summer's Lily are suffused with the prayers and blessings of Mother Highcotton and the acolytes of Chauntea. While at Summer's Lily:

- *Entangle* and *spike growth* do not require concentration and denizens of Summer's Lily ignore all effects of terrain altered by them.
- The land protects the druids and acolytes. When a hostile creature first comes within 30 feet of a druid or acolyte or starts its turn there, that creature must make DC 11 Strength save. On a fail, vines and long grasses grapple the creature until the end of its next turn. Any creature within an area altered by *entangle* or *spike growth* has disadvantage on the roll and, on a fail, is also restrained and takes 3 (1d6) piercing damage.

Adjusting this Encounter

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

- **Very Weak:** Remove 2 **half-ogres** and 2 **acolytes**.
- **Weak:** Remove 1 **half-ogre** and 1 **acolyte**.
- **Strong:** Give **Torag** the **Multiattack** ability: two attacks with his warhammer. Add 1 **acolyte**.
- **Very Strong:** Adjust **Torag** per **Strong** adjustment. Add 1 **druid**.

Curing the Dryad

Characters who deduce the dryad is diseased may attempt to cure her instead of killing her.

To use lay on hands or lesser restoration against a hostile creature, make a melee spell attack. On a success, expend the spell slot or 5 points from the lay on hands pool to cure the disease. Curatives that require the target to drink, such as an elixir of health, can only be applied if the dryad is unconscious, charmed, or under similar effect.

If the dryad is cured instead of killed, all characters receive the “**Madness Grows**” story award.

Development

If the characters cure Nettelia or kill her, her **Fey Charm** immediately ends on the target. If Torag was charmed, characters may then attempt to talk their way out of fighting the farmers. A character must succeed on a DC 15 Charisma (Persuasion) check to cease hostilities. The check is made at disadvantage if either Torag or Mother Highcotton is dead.

Proceed to the **Conclusion** and read the appropriate result based on the outcome of this encounter.

3B. Defending

Some groups may allow Danyel to arrive at Summer’s Lily and attack him there, expecting the farmers to help them. Muma Padurii seizes the opportunity to collect the Inverted Empress card by assisting Danyel prior to combat. If he survives, Danyel recounts a meeting with an old woman on the trade road who fed him delicious cookies and asked to touch his lance. Please see **Sugar and Spice** below for more information regarding the enchantments Muma places on Danyel and his lance.

Use **Map 2** and refer to Part 1B **Terrain Feature: The Ridge**.

Cresting a rocky ridge, you discover several squat stone buildings huddled together below. Surrounding them are rectangular plots of cultivated land bounded by trenches and low earthen walls. Humanoids of various sizes labor in the fields. One points to the ridgeline and shouts “bandits!”

As you descend slope, you hear pounding hooves closing in from behind.

Characters are caught between two sides. A boosted **Danyel Oseku (knight)** riding on his war rothé (**giant boar**) plows over the ridge and focuses on slaying critical NPCs. Four “men-at-arms” (**thugs**) accompany him. On the other side, **Torag, Mother Highcotton (druid)** (see above for her revised spell list) and five farmers (**commoners**) repel the attack.

Sugar and Spice

Due to the intervention of Muma Padurii, Danyel Oseku has the following modifications:

- He gains 5 temporary hit points at the start of each of his turns.
- His lance gains a +3 to attack and damage rolls.
- He has advantage on attack rolls with his lance while mounted.
- Hostile creatures starting their turn within 30 feet of Danyel must make a DC 11 Charisma save at the start of their turn. A creature that fails this save must roll a d4 and subtract the number rolled from any attack roll or saving throw it makes until the start of its next turn but after it rolls its save against this effect.
- **Strong** adjustment: Increase his hit points to 80.
- **Very strong** adjustment: Increase his hit points to 80. Reduce bludgeoning, piercing, and slashing damage inflicted by non-magical weapons by 3.

These stat adjustments are not included in Danyel’s stat block in **Appendix: Monster/NPC Statistics**.

Tricks of the Trade

This encounter is a three-way melee between the farmers, Danyel’s posse, and the characters. Consider each side’s objectives and this guidance when running the encounter.

Danyel Oseku. Inverting the Empress card requires Danyel to succumb to his lust for Kielo, attacking and killing at least one of the two NPCs critical for the Summer’s Lily success. Torag is its lead farmhand. Mother Highcotton is its spiritual leader; without her, the followers of Chauntea needed to transform the land will abandon the project. Danyel prioritizes killing Torag and Mother Highcotton because they are the warlord’s sub-commanders.

Fighting the Farmers. When Danyel attacks with the thugs, the farmers assume the characters are also his accomplices and attack them. Characters may attempt to convince the farmers they aren't working with Danyel but convincing them requires 3 successful DC 12 Charisma (Persuasion) checks at disadvantage due to the outbreak of hostilities. Each attempt at diplomacy requires an Action. Three failures before three successes preclude the characters from convincing the farmers before the battle concludes. The half-ogres have the Heave action detailed in the Part 1 sidebar **Half-Ogres of Summer's Lily**.

Adjusting this Encounter

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

- **Very Weak:** Reduce **Danyel's** hit points to 36.
- **Strong:** **Danyel** has **Sugar and Spice** strong adjustment. One **thug** joins in rounds 2 and 3.
- **Very Strong:** **Danyel** has **Sugar and Spice** very strong adjustment. Two **thugs** join Danyel's side in rounds 2 and 3.

Development

After all combatants on Danyel's side have been defeated, the characters may attempt to negotiate a truce with the farmers. A single DC 15 Charisma (Persuasion) check will end hostilities. The check is made at disadvantage if either Torag or Mother Highcotton is dead.

Proceed to the **Conclusion** and read the appropriate result based on the outcome of this encounter.

3C. Waylaying

The characters pick some opportune spot on the trade way from which to launch an attack against Danyel Oseku. Use **Map 1** for this encounter. He arrives with the ruffians he hired in Thentia to assail the warlord's stronghold.

Sitting tall and proud in the saddle, Danyel Oseku rides at the head of a column of men-at-arms towards Summer's Lily. The afternoon sunlight glints off his scalemail and the tip of his devastating lance.

"To arms!" Danyel shouts beneath quivering mustaches. "The Lord of the Wilds approaches!" A cold wind picks up, drawing out his shadow. Three umbral figures stand up from its long cast, drawing back the strings of smoky black bows.

Danyel Oseku (knight) and his war rothé (**giant boar**) lead the charge. Muma Padurii enhances his fighting abilities per **Sugar and Spice** (see above).

Four "men-at-arms" (**thugs**) approach in support of him while shadowy archers launch volleys of phantasmal arrows (see **Lair: Umbral Archers**). Nettelia (**dryad**) mounted on a **giant boar** eventually joins the fray.

Lair: Umbral Archers

On Initiative 20 (losing all ties), umbral archers make 3 ranged weapon attacks against the characters (+3 to hit, 3 (1d6) necrotic damage). They are insubstantial manifestations of Danyel's dark desires and cannot be damaged. Reducing Danyel to less than half his maximum hit points reduces their attacks by half (rounding down, minimum 0). When Danyel is defeated or the Fey Charm is broken, all umbral archers immediately dissipate.

These attacks have additional conditional effects.

- If Danyel or one of his allies is within 5 feet of the target and not incapacitated, the attack roll is made with advantage.
- On a hit, the target must make a DC 11 Wisdom save or be frightened of Danyel until the end of its next turn.

Tricks of the Trade

Nettelia (**dryad**) arrives to help Danyel defeat the characters before marching on to destroy Summer's Lily. This objective results in the characters fighting against the combined forces of Danyel and the dryad.

Danyel's Forces. Danyel and his allies will attempt to isolate and defeat the characters. Danyel challenges any fighter, paladin, or other character in heavy armor to honorable combat. If the character refuses his challenge, that character is frightened of Danyel until the end of combat.

Nature's Fury. The dryad riding her **giant boar** is hiding at the edge of combat (+15 Stealth due to Skills + *pass without trace*). She joins the fight when either Danyel falls below half his maximum hit points or more than half his allies are defeated. She has Danyel under her **Fey Charm** so she cannot target another humanoid until he is defeated. Otherwise, she adheres to the tactics described in **Encounter 3A**.

Adjusting this Encounter

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

- **Very Weak:** Reduce Danyel's hit points to 36 and the number of umbral archer attacks to 1.
- **Weak:** Reduce number of umbral archer attacks to 2.
- **Strong:** **Danyel** has **Sugar and Spice** strong adjustment. Umbral archers inflict 7 (2d6) necrotic damage per hit.

- **Very Strong:** Danyel has **Sugar and Spice** very strong adjustment. Umbral archers inflict 10 (3d6) necrotic damage per hit.

Development

If the characters cure Nettelia or kill her, her **Fey Charm** immediately ends on the target. See **Sidebar: Curing the Dryad** under Encounter 3A for details on curing her. The thugs and bandits Danyel hired continue to fight, hoping to salvage their trip by robbing the characters. If Danyel is still alive, he is confused but still honorable and assists the characters to defeat the ruffians. Afterwards, Danyel recounts a meeting with an old woman on the trade road who fed him delicious cookies and asked to touch his lance.

Proceed to the **Conclusion** and read the appropriate result based on the outcome of this encounter.

Conclusion

There are three possible outcomes to this adventure depending on the characters' choices.

Conclusion 1

Read or paraphrase the following conclusion if Danyel killed either Torag or Mother Highcotton.

It is a somber and uneventful journey back to the city. Widar pays you and thanks you for delivering his daughter safely, but the loss of so many innocent lives at Summer's Lily obviously troubles him. He promises to speak to the Watchlord about your unfortunate dealings with the Rider of Thentia. Hopefully the incident won't stain your reputation in the city.

Outside forces conspired to mislead a young man about Torag, Mother Highcotton, and the place known as Summer's Lily. A denizen of the moors filled his head with lies and turned him against the fledgling farm. Unwilling to believe Kielo might no longer love him, Danyel Oseku took innocent life in a misguided effort to reclaim their teenage romance. You were unable to stop him.

Without both Torag's protection and Mother Highcotton to direct the magical transformation of the land, Summer's Lily quickly fails. The remaining farmers and acolytes soon return to Goldenfields, abandoning the place to become wild again. This outcome pleases some. Others, like Widar and Kielo, lament Thentia will remain reliant on others to feed its population.

Each character receives the story award **Tarot of Fate (Empress): Inverted.**

Conclusion 2

Read or paraphrase the following conclusion if the characters caused the death of either Torag or Mother Highcotton.

Despite the chance to make different choices, you still chose a path that ended in death and destruction at Summer's Lily.

When the fighting stopped, a tall, strong human male with dark blond hair emerged from the largest of the stone buildings to confront you. Farmers working in the distant fields also converged on you, brandishing simple farming tools as weapons.

Arno Wirtanen reluctantly permitted you to accompany him, his wife, and a few remaining farmers to Thentia. Widar, troubled by the events, paid you the agreed price. However, you don't think he'll be endorsing you around the Golden Balance.

Without both Torag's protection and Mother Highcotton to direct the magical transformation of the land, Summer's Lily quickly fails. The remaining farmers and acolytes soon return to Goldenfields, abandoning the place to become wild again. This outcome pleases some. Others, like Widar and Kielo, lament Thentia will remain reliant on others to feed its population.

Each character receives the story award **Tarot of Fate (Empress): Inverted.**

Conclusion 3

Read or paraphrase the following conclusion if both Torag and Mother Highcotton survive.

Thanks to second chances, you prevented the misguided Danyel Oseku from inflicting a great tragedy on the inhabitants of Summer's Lily. After dealing with him and his troublemakers, you explained to Torag and the farm's head priestess that you are the escort Widar Patja hired to accompany Kielo and the fledgling farm's first harvest to Thentia.

A short woman with braided black hair and familiar green eyes emerged from the largest of the stone buildings to speak with you. She cradled her pregnant belly and introduced herself as Kielo Wirtanen. News of Danyel's return and his recent actions obviously troubled her.

The trip back to Thentia was pleasant. Arno drove one of the wagons while Kielo leaned against his shoulder for support. You deliver Kielo, Arno, their entourage, and the goods to the Patja estate safely. Widar is overjoyed and, after hearing how you adroitly handled the threat directed at Summer's Lily and his family, offers to pay you a bonus on top of the agreed amount. The elder Patja also promises to speak with the Watchlord on your behalf to make sure no trouble follows you from your unfortunate dealings with a Rider of Thentia.

Each character receives the story award **Tarot of Fate (Empress): Upright.** Widar also pays the group a bonus 50gp for the personal trouble.

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

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
Boar	50
Knight	700
Torag	200
Half-Ogre	200
Commoner	10
Druid	450
Dryad	200
Acolyte	50
Giant Boar	450
Thug	100

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the “target XP” award. Only epics may grant the “maximum” amount.

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

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

Treasure

The characters receive the following treasure, divided up amongst the party. 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
Widar’s Payment	100gp
Campsite Stash	75gp
Widar’s Bonus	50gp

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 whom 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*.

Torag’s Hammer

Weapon (warhammer), uncommon

Torag “crafted” this magical warhammer from the thighbone of the biggest, meanest troll to assail Goldenfields in recent memory. Those who wield it swear the weapon feeds on gore, growing slightly larger after every bloody encounter. Measurements don’t support this belief. However, Torag’s Hammer is always uncannily clean...

This item can be found in **Player Handout 3**.

Elixir of Health

Potion, rare

This item can be found in the *Dungeon Master’s Guide*.

Story Awards

During the course of this adventure, the characters may earn the following story award:

Touched by the Fates. Many Powers circle around Thentia and the Moonsea, searching for lost magical artifacts. For whatever reason, the Fates have chosen you to be involved. More information can be found in **Player Handout 2**.

Tarot of Fate (Empress): Upright. You helped Danyel see the truth about Kielo’s feelings for him and Arno before he could inflict a tragedy. The priests of Chauntea remain to attempt an agricultural miracle in Thar. A Goldenfields on the Moonsea isn’t assured but, with the Great Mother’s help (and a little from you), new fields will be cleared, soil will be tilled, and seeds will be planted in hopes of future abundance for Thentia. More information can be found in **Player Handout 2**.

Tarot of Fate (Empress): Inverted. Stoked by a mad dryad, Danyel puts memories of love before duty. You are unable to prevent the deaths of people critical to Summer’s Lily’s success. The farmers and devotees of Chauntea abandon the farm. Kielo returns with Arno to Goldenfields and vows never to return. With one less Patja calling it home, can Thentia survive what is to come? More information can be found in **Player Handout 2**.

Madness Grows. You discovered an unusual fungal growth on the dryad Nettelia that drove the fey mad. Because of your close interaction with the disease, you have advantage on future Wisdom (Medicine) checks to identify the disease in other Tarot series modules. More information can be found in **Player Handout 2**.

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of Emerald Enclave that cured Nettelia the dryad rather than killing her earn **one additional renown point**.

DM Reward

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

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Mother Highcotton. This matronly Chondathan druid from Goldenfields worships Chauntea and leads the acolytes of Summer's Lily. At Arno's behest, she employs means both magical and mundane to transform the moors into productive farmland. She agreed to help and, in exchange, he revived certain bygone rites and beliefs of the Grain Goddess.

Nettelia (Neht-ELL-ee-ah). Few trees grow in the bogs and moors surrounding Thentia. Nettelia the dryad ferociously guards hers with the help of a sounder of feral hogs she leads to forage. Her recent sporal infection exaggerates her aggressive distrust of outsiders. Afraid the farmers will cut down her tree, she enlists Danyel to help her dislodge Summer's Lily before her home is in jeopardy.

Danyel Oseku (DAN-yull O-se-koo). Training caravan guards and hiring them out earns the Oseku family a respectable living in a city of merchants but it's hardly venerable work. Danyel joined the Riders to upgrade his station and become worthy of the daughter of a Patja. He returns to Thentia after four years intending to marry Widar's daughter. Ensorcelled by Nettelia, he attacks Summer's Lily.

Widar Patja (VIE-dar PAT-ya). The Patja merchant family has inhabited Thentia for a very long time but they are not considered one of the "old families" who truly rule the city. Widar, a devout Waukeenar, is currently involved with several endeavors to honor the Coinmaiden. Among his schemes, he manages a secret temple to the goddess, The Golden Balance, and invested more than an annual tithe in Summer's Lily.

Brackon Thistlethorn (BRAK-in THIS-ell-thorn). A few years older than Danyel, Brackon is also a Rider of Thentia. His patrol route keeps him much closer to home. Long mustaches identify him as a Rider as much as his rothé mount, spurs, and lance. Brackon is the oldest son of local Tethyrian artisans.

Torag (TORE-ag). Unlike most half-ogres, Torag is thoughtful, gentle, and soft-spoken. He's a farmer like most folk born in Goldenfields. This gentle giant considers his plants his closest confidants with Arno a close second. He zealously tends and defends his fields as the chief farmhand at Summer's Lily.

Arno Wirtanen (ARE-no VER-than-en). Arno is an affable, industrious middle-aged Chondathan farmer from Goldenfields. Widar sought him out to oversee the lofty enterprise of transforming the moors near

Thentia because of his knack for getting people to follow him. Torag, Mother Highcotton, and others left the relative security of "the Granary of the North" to help build a "Granary of the Moonsea." He is married to Kielo Patja, Widar's daughter.

Kielo Wirtanen (KEY-el-oh). This young Chondathan woman may be shrewder than her father when it comes to business. While he had the idea to try to build a Goldenfields on the Moonsea by bringing some of its people to Thentia, she suggested choosing an eligible bachelor to oversee it and marrying him. Her husband Arno provides the soft skills and agricultural know-how in their partnership. She manages everything else. Kielo and Arno are expecting their first child.

Appendix. Monster/NPC 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 (50XP)

Spell Casting. The acolyte is a 1st-level spellcaster. It's 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 creature. Hit: 2 (1d4) bludgeoning damage

Boar

Medium beast, unaligned

Armor Class 11 (natural armor)
Hit Points 11 (2d8+2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9
Languages --
Challenge 1/4 (50XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

Commoner

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

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

Senses passive Perception 10
Languages Any one language (usually Common)
Challenge 0 (10XP)

Actions

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

Druid

Medium humanoid (human), any alignment

Armor Class 11 (16 with *barkskin*)
Hit Points 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	14 (+2)	11 (0)

Skills: Medicine +4, Nature +3, Perception +4
Senses passive Perception 14
Languages Druidic plus any two languages
Challenge 2 (450XP)

Spell Casting. Mother Highcotton is a 4th-level spellcaster. It's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following druid spells prepared

Cantrips (at will): *druidcraft, produce flame, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 with *shillelagh*), reach 5 ft. one creature. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or wielded with two hands.

Dryad

Medium fey, neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills: Perception +4, Stealth +5

Senses Darkvision 60ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components.

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft. one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8+4) bludgeoning damage with *shillelagh*

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Giant Boar

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10+15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages --

Challenge 2 (450XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. Hit: 10 (2d6+3) slashing damage

Half Ogre

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200XP)

Actions

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5' ft. one target. Hit: 12 (2d8+3) bludgeoning damage.

Javelin. *Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6+3) piercing damage.

Knight

Medium humanoid (any race), any alignment

Armor Class 16 (scalemail, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws: Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft. one target. Hit: 9 (1d12+3) piercing damage

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

Leadership (Recharges after a Short or Long Rest) For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

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

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)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25XP)

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 target. 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.

Torag (Half Ogre)

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200XP)

Actions

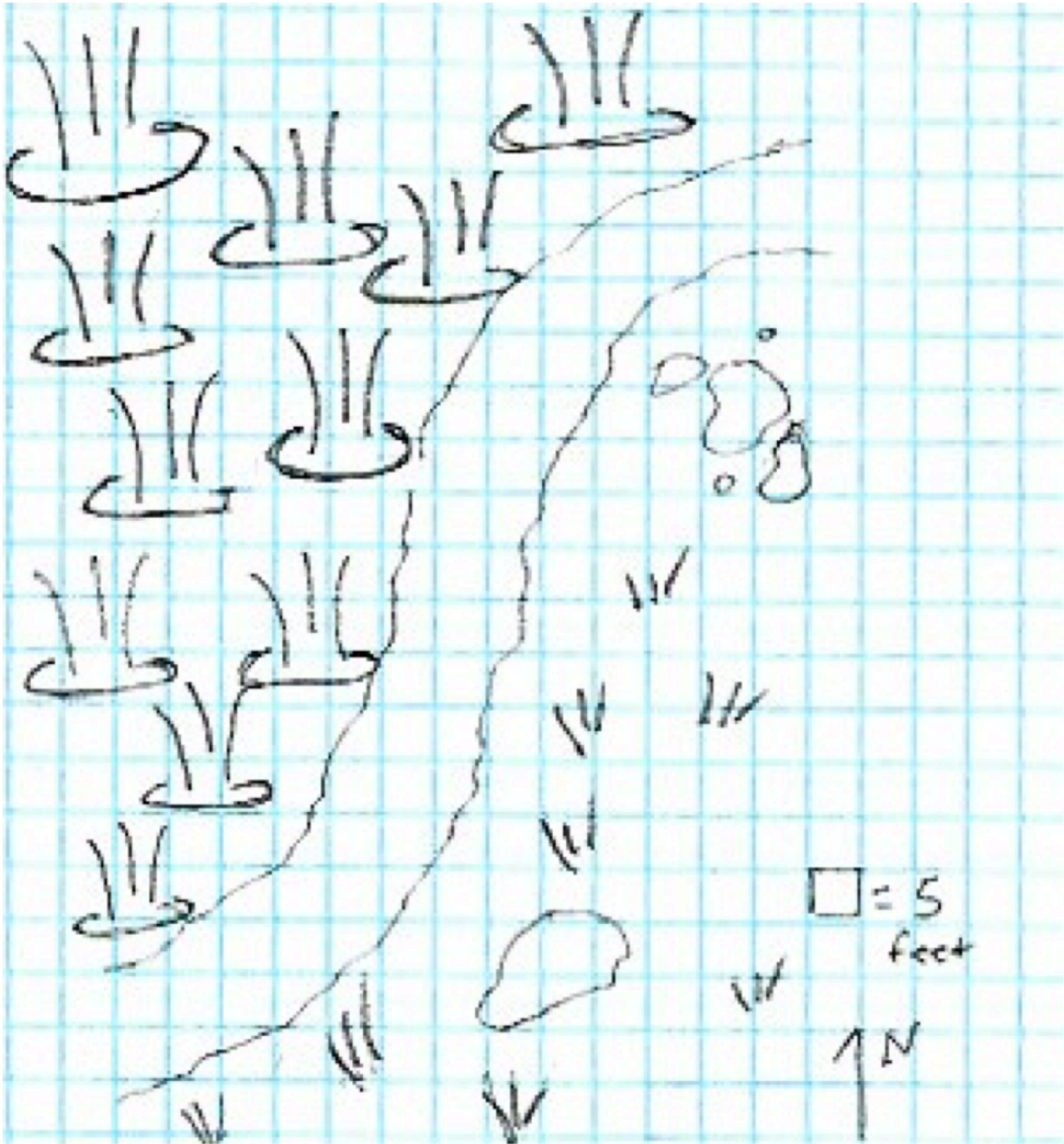
Torag's Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. Hit: 13 (2d8+4) bludgeoning damage.

Javelin. *Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6+3) piercing damage.

Appendix. Map: Thentia



Appendix. Map 1



Appendix. Map 2



Appendix. DM Handout: Tarot Reading

D6 Roll	Card	Reading	Boon
1	The Devil	...sometimes another's influence is merely a mask behind which one pursues the darkest of impulses without fear of repercussion. To unmask them is to shame them.	You have advantage on saves against charm effects until the end of the module. You can end this boon early by using your action to make a melee or spell attack roll. If you hit, you immediately end one charm effect the target is under.
2	The Moon	...if you cannot see through Truth's prism to discern who rides the rider, tragedy is assured.	You add 1d4 to all Intelligence skill checks made until the end of the module.
3	The Lovers	...ignorance divides actions from values. It will take more than facts to realign them.	Once during this module when you fail a skill check or saving throw, you can roll an additional d20. You then choose which of the d20s to use for the skill check or save.
4	The Emperor	...a figure of authority demands your help, but they do not have all the facts. To blindly to obey is to do a great disservice.	You have advantage on Charisma (Persuasion) checks until the end of the module.
5	Death	... holding onto the past has made one you know vulnerable. Help them to release childhood's grip or they will undo all they hold dear.	The first time you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.
6	Chariot	...someone close to you is not in control of what they do. Break their bonds!	You add 1d4 to all Wisdom skill checks you make until the end of the module.

Player Handout 1.

We have received a number of reports recounting strange behavior by the wildlife around Thentia. Cause? Unknown. Spend a few days in the moors observing the animals and let us know what you see. If you happen to find the source of the disturbance, do what needs to be done to restore the natural balance.

- EE

Player Handout 2.

Story Awards

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Touched by the Fates

Many Powers circle around Thentia and the Moonsea, searching for lost magical artifacts. For whatever reason, the Fates have chosen you to be involved.

Madness Grows

You discovered an unusual fungal growth on the dryad Nettelia that drove the fey mad. Because of your close interaction with the disease, you have advantage on future Wisdom (Medicine) checks to identify the disease in other Tarot series modules.

Tarot of Fate (Empress): Upright

You helped Danyel see the truth about Kielo's feelings for him and Arno before he could inflict a tragedy. The priests of Chauntea remain to attempt an agricultural miracle in Thar. A Goldenfields on the Moonsea isn't assured but, with the Great Mother's help (and a little from you), new fields will be cleared, soil will be tilled, and seeds will be planted in hopes of future abundance for Thentia.

Tarot of Fate (Empress): Inverted

Stoked by a mad dryad, Danyel puts memories of love before duty. You are unable to prevent the deaths of people critical to Summer's Lily's success. The farmers and devotees of Chauntea abandon the farm. Kielo returns with Arno to Goldenfields and vows never to return. With one less Patja calling it home, can Thentia survive what is to come?

Player Handout 3. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Torag's Hammer

Weapon (warhammer), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Torag “crafted” this magical warhammer from the thighbone of the biggest, meanest troll to assail Goldenfields in recent memory. Those who wield it swear the weapon feeds on gore, growing slightly larger after every bloody encounter. Measurements don't support this belief. However, Torag's Hammer is always uncannily clean...

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