



The Lost Apprentice

Song of Fates part 5

The Council of Mages has recently sent a young apprentice out to investigate the strange disturbances that have beset Thentia. It has been several weeks and he has not yet reported back. Is he simply late or is there something more sinister afoot?

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



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Introduction

Welcome to *The Lost Apprentice*, 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 role play 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

Events from 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, Lovers, Empress cards have already been revealed. Now Chariot Card from the Tarot Deck of Fate has revealed itself and unleashes its power upon Thentia and the region

With the revelation of the first four Tarot cards, the Council of Mages are concerned with what this uncontrolled power represents. Fearing what this power can do to Thentia, they send a young apprentice out to find a suitable location for them to set up an outpost for them to investigate what is being known as "The Disturbance".

Asham (Ash) Jahla is the perfect choice for this role as his powers are not yet great enough to risk making matters worse and he's familiar with the moorlands enough to find a suitable location. The only problem being, that he's been gone for quite some time and the Council cannot divine his location. They ask the

Agents of Fate to investigate.

Little does the Council realize, that Ash has been given his powers by hag in the area and she and her sisters have been manipulating Ash into helping them without him realizing it. They want to exploit "the disturbance for their own gain. His loyalties are torn between his "Granny and Aunties" and the council.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Asham (Ash) Jahla. Young apprentice of the mages guild who was tasked to investigate the disturbance and find a suitable place for an outpost for the mages.

Karasht Silverflame. Male Fire Genasi. Head arch mage of the council of mages. Has a bit of a temper and is not a fan of Ash. Hires the PCs to track him down.

Belanna Skallon. - Female Tabaxi. High Priestess of Azuth. She is one of the watchlord candidates running on a platform to expand the power of the Council of Mages.

Kianne Amblecrown. - Female Chondathan. Divination Archmage on the Council of Mages, she has a particular fondness for young Ash. Concerned that her divinations can't see past the disturbance.

Auntie Sue - Green hag. The weakest of the hag coven. Her sisters sent her to the edge of the "disturbance" so that they can exploit it for themselves

Adventure Overview

The adventure is broken down into 4 parts:

Part 1. PCs are summoned by the council and tasked with locating Ash and bringing him back. The PCs encounter the Fortune Teller on their way out of town.

Part2. The PCs eventually find Ash, and find out that he has been given his powers by the hags. They can now choose to complete their original task and bring him back to Thentia or to move forward and face the new threat.

Part3. With the information they receive from Ash, PCs will now chose to face the hags, or go back to Thentia to complete their task.

Part4. Regardless of which path the PCs take they then find themselves coming face to face with Auntie Sue, the green hag. The encounter they face changes based on the decisions they make in part 3. After defeating her, they can use her lair as a suitable outpost for the Council of Mages

Adventure Hooks

Touched by Fate. The player has been touched by Fate in one of the previous Song of Fate adventures. Not sure why or how, but the PC has been lead back to Thentia with the feeling that more work needs to be done.

Faction (Harpers). Divinations have shown magical disturbances in and around Thentia that may be a prelude to chaos. Find out what is going on and stop it if possible. Report back with your findings.

Part 1: Summoned by the Council

Expected Duration: 30 minutes

The PCs have been summoned by the Council of Mages and they are en route to the Spiraling tower as we begin.

The air is cool on this late harvest day. As you walk towards the Spiraling Tower, home to the Council of Mages, you notice there are few citizens of Thentia milling about the streets. The few you see all seem to sport armbands of differing colors. So far you've seen Grey, Blue, Orange, and Green armbands, but the curious thing is that the wearers of the armbands all seem to congregate together and don't seem to chat much with others.

Eventually you arrive at the Spiraling Tower, and upon entering you do a double take as the space seems larger than the building it is housed within. Upon entering, you are greeted by an Aaracokra. "Hello, I am Soria. I assume you are the adventurers that council has summoned. Please follow me." She leads you to a waiting area outside an elaborately decorated door. A six foot tall black velvet painting of a fire genasi in ornate robes hangs beside it. "Karasht is just finishing up a meeting. Please wait here and he'll see you when he is finished."

As she walks away, you can hear bits of conversation from the other side of the door.

This is a good moment to allow the PCs to introduce themselves to one another. If PCs want they may attempt to eavesdrop on the conversation coming from the door with a **Wisdom (Perception)** check. Rolling poorly allows characters to only hear snippets of the conversation.

Eavesdropping

- [DC 5] You hear a gravel like male voice saying "You know that we cannot support you."
- [DC 10] You hear a gravel like male voice saying "You know that we cannot support you openly. However, we do believe your platform is best for Thentia."
- [DC 15] You hear a gravel like male voice saying "You know that we cannot support you openly. However we do believe your platform is best for Thentia. We must appear neutral in the election, but behind the scenes, I'll see what we can do to assure your victory."

After a few minutes of waiting, the door in front of you opens, and a gray haired tabaxi exits. She pulls up the hood to her grey robes as she approaches. You notice that she wears a pennant of a left hand pointing upward, wreathed in blue flame. "Hello friends, I'm Belanna, and I hope to see each of you at the polls" she says while handing each of you a grey ribbon, "Remeber Belanna today; a brighter tomorrow."

Unless the PCs stop her, she continues on her way. If PCs try to talk to Belanna She exclaims that the election is quickly approaching and she has many things to attend to. If they wish they can visit the campaign headquarters when they have some free time.

Roleplaying Belanna Skallon

Bellana is the self-proclaimed High Priestess of Azuth and claims to be the Spiritual Advisor to the Council. Belanna is running a campaign to expand the power of the Council of Mages, expanding the number of students admitted for study of the arcane arts, and believes that a greater study of the arcane is the only way to counter the magic that has cursed the city

Quote: "I hope to see you at the polls."

Azuth

Azuth is god of a wizard's long hours of study, exacting standards of movement and speech, and cramped, ink-stained fingers. Wizards invoke Azuth when they scribe scrolls, inscribe magic circles, attempt to memorize spells, and even when they cast spells.

Meeting with Karasht

As the tabaxi continues on her way a gravel like voice calls out from the room. "Are you going to stand out there all day and keep me waiting or are we going to get down to business?"

Upon entering the office, you notice meticulously stacked books and papers. Sitting behind a large mahogany desk is a male fire genasi with silver flames for hair, writing in a ledger. Without looking up at you, he says "I assume you're the adventurers that Kianne wants me to hire for this task?"

Allow the PCs to get a bit of information before introducing Kianne.

- There have been strange magical occurrences happening around Thentia and the surrounding areas over the past few weeks.
- Kianne had located four possible locations before she lost her divination powers
- Fearing that their own powers would exacerbate the situation, they sent a young apprentice out to investigate and establish an outpost for the council.

- He hasn't checked in for over half a tenday, and Kianne cannot divine his location, since she is powerless

As you and Karasht are discussing the job, you hear a gentle knock on the door and a tall woman with piercing green eyes, tawny skin, and long black hair knotted into a single braid enters the room.

"Ah Kianne, how nice of you to be on time." Karasht says semi sarcastically. "This is Kianne Amblecrown, our head divinator."

"I can introduce myself. Thank you, Karasht" she replies kindly. "I am Kianne, I hope you are willing to help us find young Ash."

Any questions about the election get dismissed for the task at hand. During the course of discussion Karasht or Kianne can reveal the following:

- Kianne is not "powerless" as Karasht put it, something is interfering with her divinations, which is quite worrying.
- Asham was chosen because he showed promise in the divinatory arts, despite struggling with the arcane when he first arrived at the guild.
- As Kianne's protege, she thought she would have a strong enough connection to him despite the interference.
- The Council is willing to pay the party **100gp** for the safe and immediate return of Ash or information on what has happened.

Roleplaying Karasht Silverflame

Karasht clearly recognizes his strength which, coupled with his naturally extremely short temper, often leads him to be rash with his actions and, especially, his words. He likely wouldn't tolerate PCs who act too diplomatically or try to win his favor with compliments. Silverflame might favor more simplistic PCs who tend to get straight to the point. Whenever he gets angry, which happens a bit too often for his own good, flames on top of his head start burning brighter.

Quote: "I don't have the time for you to waste."

Roleplaying Kianne Amblecrown

Kianne is the polar opposite of Karasht, she is the "good cop" to his "bad cop". She is sweet and understanding. She worries for young Ash and is patient with the PCs who ask questions.

Quote: "Please bring back Ash safely, I couldn't imagine what he must be going through"

Fortunes of Fate

As you exit the spiraling tower you spot an old man in rags sitting in the dirt, shuffling a deck of cards. A handwritten sign in front of him says "Fortunes, 1gp", There's a small ornate carpet and a cup next to it containing a few coins. A man with a green armband drops a coin in the cup before walking away without saying a word.

The old man calls out to you. "Care for your fortune? Only a gold piece"

PCs may recognize the fortune teller from any of the previous TAROT series. If the PCs accept his invitation, he will greet each of them by name as they approach. If they decline he thanks them by name anyway for even considering it. If the PCs ask about this, he will cryptically claim "Fate has foreseen it". The fortune teller does not pro-

vide the PCs with any specific name to call him other than "A simple fortune teller". He does not have direct information about local events for the players but offers to read the future of anyone interested.

Have any interested player roll two d8 dice.

Refer to **Appendix: Tarot Reading**. The first d8 corresponds to the card pulled. The second d8 will reveal whether the card is Upright (even result on the die) or Inverted (odd result). Use the associated text for each possible card reading or paraphrase as you see fit, keeping within the spirit of each card. Roleplay this out as needed but no two players should pull the same result.

Fate has either steered the PCs towards the fortune teller or away from him. Regardless of whether they had a reading, Players receive the **Touched by the Fates** story award if they do not already have it.

Part 2: Searching for Ash

Expected Duration: 45-60 minutes

Following the River Thent into the wasteland that is Thar is not the most pleasant excursion you've been on. It is cold, and a briskness hangs in the air, a sure sign that winter is coming. Eventually you start to leave the riverside to go deeper into the marshlands to where you think Ash may be.

Finding Ash

Have one party member roll a **Wisdom (Survival)** check. If you're in a convention or time restricted setting, you can forgo the exploration part and go straight to Ruins 2D. Conversely, if your party like to explore, allow them to go to each ruin before finding Ash. If you'd rather leave it up to the dice, consult the DCs below.

- **[DC5]** The Party finds Ash in the 4th and final place they look. Randomly choose the order of the the 3 ruins that the party will inspect before moving on to **Ruins 2D: The Mirrored Room**
- **[DC10]** The Party finds Ash in the 3rd and final place they look. Randomly choose two of the ruins that the party will inspect before moving on to **Ruins 2D: The Mirrored Room**
- **[DC15]** The Party finds Ash in the 2nd and final place they look. Randomly choose one of the ruins that the party will inspect before moving on to **Ruins 2D: The Mirrored Room**
- **[DC20]** The Party finds Ash in the 1st location they look. Jump right to to **Ruins 2D: The Mirrored Room**

Ruins 2A: Goblin Herbs

After an hour or so of trekking through the marshes you eventually spot a small outcropping of stones. A small pillar of smoke is barely visible from the other side of the stones.

The smoke is from a fire that 5 **goblins** are using to dry some medicinal herbs. A PC performing a DC10 Wisdom (Perception) check notices a faint herbal smell on the winds.

The **goblins** are spineless and not interested in fighting. If they notice the PCs, they attempt a fighting retreat. The **goblins** make the most of their nimble escape and short bows to harass the PCs, then move away and hide amongst the local fauna. If cornered or trapped the **goblins** surrender.

If a goblin is captured and interrogated, they freely give up the following in exchange for their life.

- They know nothing about Ash or disturbances or anything pertaining to what's been going on.
- They were simply hired to collect and dry herbs until they were collected by their employer, Auntie Helena.

Players that have played **Tarot 01-03: A Martyred Heart** may have encountered a group of these goblins collecting herbs for a witch. If a PCs has encountered this group before one of the goblins recognizes the character and flees

Treasure

The dried herbs can be collected and sold, but due to the monopolies held by the nobles of Thentia, the herbs cannot be sold directly to any merchants. They can however be sold on the black market for 50 gp.

Ruins 2B: The Ratty Hovel

After a few hours of searching you find a decrepit looking stone structure with two wooden doors. Each door has a rat face carved into it. As you approach the two doors each of the eyes in their faces open. The two faces begin to speak to you, with each face alternating the words spoken.

“One of us always tells the truth, while the other spouts nothing but lies. You may collectively ask us a single question to gain access to your prize.”

To solve the puzzle, you must ask one of the rat faces (it doesn't matter which one) which door the *other* rat face would say leads into the ruins. *Both* guards will indicate the same door, which will be the door that *doesn't* lead into the ruins. For purposes of this explainer, we'll call the doors A (the safe door), and B (for Bad door).

Scenario one: The guard you ask is the one who **lies**.

- If the guard you asked is the one who lies, then he will lead you astray by telling you (falsely) that the other guard – the truthful guard – will point you towards door B. This makes door A the safe bet.

Scenario two: The guard you asked is the one who **tells the truth**.

- If the guard you ask is the one who tells the truth, he will tell you (honestly) that the other guard – the lying guard – will point you towards door B. This makes door A the safe bet.

Both doors open into blackness, that nothing but *Truesight* can see through. If they happen to walk through door B they are teleported 6 feet above the party, falling to the ground taking **2 (1d4) bludgeoning** and landing prone.

Of course the PCs may think of other clever ways to solve this, use your judgement as a DM to keep the story flowing.

If the PCs chose the correct door, read the following.

You have chosen wisely. Before you is a small hovel, with a straw mattress and desk. The dust in the room shows that it has been undisturbed for some time.

PCs may wanna investigate the room. A successful **DC10 Intelligence (Investigation)** check reveals a locked metal box in one of the desk drawers a **DC15 Dexterity (Thieves Tool) check** can unlock the drawer. A character who attempts to break open the box must succeed on a **DC17 Strength check** to pry it open, Using weapons runs the risk of damaging the contents.

Treasure

Inside the box is a dusty cap with two rat ears made of felt. This hat functions as a **Hat of Vermin** but only to summon **a bat, a frog, or a rat**. A description of this item can be found in *Xanathar's Guide to Everything* or at the end of this module.

Ruins 2C: Moldy home

Your search is not going as planned, you search and search but cannot find a trace of Ash. After a few hours you come across a simple wooden hut. Upon entering you see a single room cottage. Two rotting bodies in the corner are huddled together appearing to be clutching their stomachs. Mold and fungus line the walls and bookshelves.

A **DC10 Wisdom (Medicine) check** shows that these two died of starvation and not anything related to the mold or fungus. One appears to be a grown man, and the other a young girl. A **DC10 Wisdom (Perception) check** finds that the father and daughter had a collection of old and rare books.

Treasure

The collection of books can be sold back in Thentia for 25gp.

Ruins 2D: The Mirrored Room

“How much longer is this gonna take?” you think to yourselves as you traverse the wasteland. As you make your way through the muck and the mire, a stone structure sticks out like a lone guardian. The front of the structure has a single oaken door bound in Iron with a pull ring.

As you enter this small room, you notice that the interior is composed of the cleanest marble you’ve seen, a stark contrast to the stone you saw outside. The only dirt in this room is the mud you’ve tracked in with you. The room is illuminated with sconces of fluttering light. In the center of the room stands a pedestal with a book, both carved from the same block of marble. Engraved in the stone book are characters, some of which look familiar, but the words appear to be utter gibberish.

At this point ask the players which language(s) their characters speak. Give them a copy of the appropriate languages from **Player Handout 1: Languages**. Only give them a copy of the languages they speak. Once you’ve handed out the languages, give them a copy of **Player Handout 2: Language Puzzle**.

DM note: it may be handy to have multiple copies of this handout so that multiple characters who speak the same language can get a copy and feel included.

Due to the nature of the cipher, spells such as comprehend languages do not work. Players will have to translate together, letter by letter.

DM note: If and only if the party do not have enough languages between them to decode it (they should be able to fill in the blanks even if missing a language). Allow a **DC13 Intelligence (Investigation) or Wisdom (Insight) check**.

Once the players decipher the letters, they’re presented with a riddle, “What is stronger than Sovereign Glue and will last forever, but dissolves if abused.”

If the party is stumped allow a **DC10 Wisdom (Insight)** check to reflect upon their thoughts and feelings and come to one of the answers below

There are a few “correct” answers to this riddle **Love, Friendship, & Trust** being the main ones, but as a DM feel empowered to accept any answer you feel is thematically appropriate. If a PC respond with a correct answer, read the following:

As soon as the word leaves your mouth, the bricks on the North wall start to rearrange themselves to create a 5ft wide archway into another room.

If the PCs enter the archway, read or paraphrase the following:

As you enter this room you see desks, and bookshelves lining the room. Every few feet a mirror hangs on the wall. But that’s not what’s interesting about this room. What’s interesting is that the entire east wall is a mirror showing an exact replica of the room you’re in. Looking into the mirror wall you see yourselves as well as a young boy writing at the desk. A staff adorned with the symbol of Savras leans next to him. He does not seem to notice you. Looking at the desk on your side of the room you see that it is empty.

Savras is a god of divination and fortunetelling. Few people worship him, but many pray to him when performing small rituals of foresight. According to legend, Savras was trapped in Azuth's staff for ages. Azuth eventually freed Savras so long as Savras swore fealty, and today the staff is a potent symbol for those who revere Savras.

The mirrored room contains **Asham Jahla (Warlock of the Archfey)** writing at his desk. As soon as a PCs enter the room have them roll initiative. Use the following tactics to guide combat.

- Ash does not react until someone enters his side or he is attacked.
- Ash tries to hide that he is a warlock masquerading as a wizard, so he only uses eldritch blast as a last resort.
- He attempts to subdue the PCs rather than killing them.
- If he feels like the PCs might be out for blood he conjures a **Satyr**, who attempts to use his pan flute to put the PCs to sleep.
- When reduced to 10 or fewer hit point Ash surrenders, interrupting turn order to do so

Adjusting the Encounter

Note: These adjustments are not cumulative

- **Very Weak:** Ash has 25 hit point and has not used mage armor yet. He loses his Conjure Fey ability
- **Weak:** Ash does not have access to his conjure Fey ability
- **Strong:** Ash is already mage armored and he summons the **Satyr** in the second round
- **Very Strong:** Ash is already mage armored and the **Satyr** has already been conjured.

Features

Sound. Sound doesn't travel from one side of the reflected wall to the other. You can only hear from the side that you are on. Spells that require the target to hear automatically fail if you're in the opposite room.

Line of Sight. You can see through the reflected wall, but cannot attack through it. If you look at the 5x7' mirrors on the surrounding walls, you can have line of sight if the target is standing in

line with a mirror. Creatures standing on one of the shaded squares are not visible in the wall mirrors.

Attacking from one side to the other. If the target is in line of sight with a wall mirror you can range attack through the mirror as you normally would, counting all squares along the path for determining range. If a creature is standing on a shaded square you may attack with disadvantage as you have a rough idea of where the target is by looking through the mirror wall. You still have to attack through a wall mirror. Spell saves that are target a creature on shaded square must first do **DC13 spellcasting check using their spell casting modifier**. On a fail the spell is wasted and the slot is used.

Traveling to the mirrored Side. It's not impossible to get to the side that Ash is on. PCs may use an action to attempt a **DC15 Wisdom (Perception)** to notice that the mirrors in the other room appear to be offset by 5 feet. The PC making the check also notices that when looking through the mirror wall they see their own back on the mirror closest to them.

Smarter PCs may realize that you have to go through the wall mirror to get to the other side. Traveling through a mirror counts as difficult terrain, and they don't always come out the mirror they entered. Have the player roll a **D12**, the result on the die corresponds to which mirror they come out of. You may also roll for them behind the screen to keep the randomization a surprise.

Ash Surrenders

When Ash is reduced to 10 or fewer hit points he surrenders and is willing to talk to the PCs. He reveals the following:

- He thought that the PCs were hired to kill him.
- He never got along with Karasht, he always seemed to incur his ire. Ash has found himself on the wrong side of Karasht's temper more than once.
- While the outpost is important, he thinks Karasht chose him so that he would die out here.

- He thinks Karasht wants him dead because he fears that Karasht has found out that Ash has gotten his powers from a patron.
- Kianne has always been kind to him, and he didn't want to disappoint her, so he accepted the mission.
- When he first arrived at the guild he was struggling, however his Granny Patricia said she would take care of him.
- Granny Patricia and her sisters, Auntie Sue, and Auntie Helena helped him with his abilities so that he could succeed.
- He's not sure what caused the disturbance, but he know Auntie Sue has been looking into it.

If asked about Granny or the Aunties:

- He's not sure where Granny lives, because he's only ever been to Auntie Sue's place.
- Auntie Sue's home is about half a day's travel from where they currently are.
- He's overheard Granny and her sisters talking about disturbances in the weave.
- He's willing to take the PCs to Auntie Sue's home or follow them back to Thentia, whichever they would prefer.

Roleplaying Asham Jahla

Ash is misguided. He has both loyalty to Granny Patricia and the Council, especially Kianne. He is often at conflict with himself, and is unsure of what actions he should take in life.

Quote: "I'm sorry, I didn't mean to make people upset"

Part 3: Decisions

Expected Duration: 15 minutes

If the PCs decide to go straight to Auntie Sue's home, run **3a: To Aunties House We Go**, if they decided to take Ash back to the council, run **3b: We Had a Job To Do** before moving onto Part 4.

3a: To Auntie's House We Go

Ash leads you in the direction of Auntie Sue's home as the sun begins to set over the horizon.

"We should probably make camp soon. It's not wise to travel at night as the woods are dark and full of terrors. Orcs and ogres prowl the area, scavenging for what little there is to eat."

PCs can easily find a suitable place to make camp or you can use one of the ruins from **Part 2** that the party may have bypassed. If you choose this route, adjust the box text accordingly.

You close your eyes and drift to sleep. As you do, the world around you falls to black. You hear a child's laughter followed by the snickering on an old woman.

A single beam of moonlight falls on a boy surrounded by flames. Boulders rain from the sky crushing him. When he arises from the rubble he is unharmed, his skin turned to bark.

A ship emerges from the moon speeding towards the boy before crashing into a wall that surrounds him and turning into seawater, drenching you.

The boy pounds from inside the wall begging for help, as you run over to him you awake, drenched in sweat.

As the players try to sleep that night they have nightmares of 3 old women plotting their demise. This perturbs the PCs, have them roll a **DC 15**

Wisdom saving throw those that fail will suffer **1 level of exhaustion**.

After the party has rested, you can move onto **Part 4a**.

If the players chose this path, they receive the story award **Tarot of Fate (The Chariot) Upright**. If they have "*The Touched by Fate*" story award, have them make note of it.

3b: We Had a Job to Do

You escort Ash back to Council at the Spiraling Tower, through the muck and mire of the marshlands. As you arrive back to the tower you look as disheveled as the man you saw on the street as you left the city.

Kianne greets you as you enter, happy to see Ash in one piece. Karasht on the other hand, looks disappointed in Ash. Karasht tosses you a bag of gold in the promised amount. You notice that Ash keeps his gaze pointed downward as Karasht pays you.

Kianne looks at you all, "What happened?"

Have the PCs tell Karasht and Kianne about the encounter and that Ash mentioned his Auntie was looking into the disturbance as well. If the party fails to mention Auntie Sue. Asham will tell Kianne after the party leaves.

Kianne offers the barracks for the night as an additional thanks for bringing Ash back. Whether they take her up on her offer or if they head back to the inn, she uses *Sending* to requests that they meet her in her study. Choose one PC (most likely an Arcane caster who would recognize the *sending spell*) for her to contact and read or paraphrase the following:

In your mind you hear the familiar voice of Kianne. "Thank you for helping find Ash. I believe that his Auntie is a Hag. Please come to my study so we can discuss more."

If they don't head towards Kianne at first, **Soria** will fetch them and bring them to Kianne's study.

You make your way to Kianne's study. A large crystal ball sits center in the room. A plush couch sits opposite a large silver mirror.

"Thank you for coming. I managed to catch a glimpse of what is going on, and it seems like Ash's Auntie is a hag and she exploiting the disturbance in the Weave."

She walks to the crystal ball and lays her hands on it. Please join me, so that I may share my visions and assist you.

Each PC may approach one by one. Have each PC that agrees to touch the crystal ball **roll a d20**, and record the number. This will serve as a **single use Portent** that expires at the end of this adventure.

Each player touching the Crystal ball receives a quick glimpse of the future. The first PC receives the first divination listed in **Player Handout 3: Divinations**, the second receives the 2nd, and so on. Only give out the portent and Divination to those who touch the ball.

Kianne's Portent

This mimics the *Divination School* ability in the PHB. Players can replace any attack roll, saving throw, or ability check made by them or a creature that they can see with one of these foretelling rolls. They must choose to do so before the roll, and they can replace a roll in this way only once per turn. This portent can only be used once and expires at the end of the adventure.

After the divinations have been wrought, Kianne asks that the party go after Auntie Sue. Kianne reveals the following:

- She feels that the Hag exploiting the disturbance in the weave is the reason she's having trouble with her divinations.
- The hag must be stopped or driven off for the safety of Thentia and its citizens.

- She fears that if left unchecked, the hag will grow more powerful and more children will fall to her grasp
- Her visions showed her images of Karasht. She's not sure what they mean just yet, but its best that he doesn't know about this excursion.
- She's willing to give the party two sticks of ivory worth 50gp each. It's the last of the spell materials she has on hand that is worth anything.

When the PCs are ready to set out. Move onto **Part 4b**.

If the players chose this path, they receive the story award **Tarot of Fate (The Chariot) Inverted**. If they have "*The Touched by Fate*" story award, have them make note of it.

Treasure

Kianne offers two sticks of Ivory that she uses as spell materials worth 50gp each

Part 4: Sugar, Spice and Everything Not So Nice

Expected Duration: 30 minutes

4a: You look hungry dearies

You awake, rested but exhausted. You did not sleep well. As you make your way through the moors, you notice that what little vegetation that was alive slowly gives way to more and more dead flora and fauna, occasionally you hear a songbird, which is a nice reprieve from the decay that surrounds you. After a little while you come across a large solitary mound covered in dead grass and fungi, at least 60 feet in diameter. You see what appears to be windows carved into the dirt and dead vegetation. A pair of burl covered doors, appear to be the entrance to this hovel.

"This is Auntie Sue's place, come in. She's always wanted to meet some of my friends." Ash says as he enters the tree.

A **DC7 Wisdom (Insight) check** reveals that Ash is being sincere, although you sense that he is the most naive person you've ever met.

When the PCs enter, read the following:

You enter this hovel, and the scent of a fresh cooked meal overwhelms your nostrils. You see an old crone by a large pot over the fire. She has pale skin that is covered in liver spots commensurate with her age with thin white hair hanging limply from her head.

The walls of this room are lined with shelves containing vials and jars filled with various ingredients. A large wooden column carved with skeletal animals seems to be supporting the load of the second floor. You notice a few plants that look like they haven't been watered in ages, a stairwell to your right leads upstairs where you can faintly hear a scratching sound coming from the floor above you.

"Hello dearies, you're just in time for lunch. Would you like some stew? I've spent all day making it, and you could definitely use some meat on them bones." She says as she turns to you presenting a tray full of bowls.

Ash will take a bowl and eat it before offering one to the party. Should any PC be foolish enough to eat the stew, they will need to make a **DC20 Constitution Save** at the start of their turn in the first round of combat. PCs that fail will immediately suffer from the poison condition, and lose their first turn as they double over in pain.

Auntie Sue (Green Hag) is here along with **4 Needle Blights (dead trees)**.

- She has access to the following **Lair Actions** listed below.
- Auntie Sue is invisible when the PCs arrive
- And the Hag offering the stew is an illusion
- Unknown to the PCs or Ash, his staff of Savras contains a **Hags Eye**, that the hags have been using to spy on the council
- Because of this, Auntie Sue is aware the party is on their way and cannot be surprised.
- Auntie Sue cannot be killed at this time. **See Development below**

Roleplaying Auntie Sue

Auntie Sue is willing to placate the adventurers for a moment and answer questions cryptically without actually answering them. She pretends to care for Ash, but in reality he is just a tool for her.

Quote: "Disturbance? The only thing that disturbs me is the occasional critter than runs into the house."

Hags Eye

A coven can craft a magic item called a **Hag's Eye**. A hag in the coven can use an action to see what the hag sees if it is on the same plane of existence. The Hag's Eye has darkvision out to 60ft, AC 10, and 1 HP. If it is destroyed each member of the coven takes 3d10 psychic damage and is blinded for 24hrs.

Once she tires of the PCs or the illusion is attacked, combat breaks out.

- On initiative count 20 (losing ties), Ash crumbles over in pain, as the stew begins to affect him, and he's taken out of combat.

Adjusting the Encounter

Note: These adjustments are not cumulative

- **Very Weak:** Remove the **Needle Blights**, and **Auntie Sue** cannot use her Lair actions before combat
- **Weak:** **Auntie Sue** does not use the Lair actions before Combat
- **Strong:** Add 2 **Twig Blights**
- **Very Strong:** Add 2 **Twig Blights** and 2 **needle blights**

Development

When things turn south for Auntie Sue, she makes use of her lair actions and invisibility to escape. No amount of tracking will find her, but fear not for she will return in a future TAROT series adventure.

Lair Actions

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

- Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.
- The hag targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them.
- The hag creates an illusory duplicate of herself, which appears in its own space. As long as she can see her duplicate, the hag can move it a distance equal to her walking speed as well as make the illusion speak on her turn (no action required). The illusion has the same

statistics as the hag but can't take actions or reactions. It can interact with its environment and even pick up and hold real objects. The illusion seems real in every way but disappears if it takes any amount of damage. Otherwise, it lasts until the hag dismisses it (no action required) or can no longer see it. If the hag uses this lair action to create a new duplicate, the previous one vanishes, dropping any real objects in its possession.

Treasure

The scratching sound from the second floor is actually a *Broom of Flying* with the minor property that it can sweep a room on its own. A description of this item can be found in the *Dungeon Master's Guide*

PCs can also loot the shelves for rare potion ingredients that the Council will pay 125gp for.

4b: Tending the Garden

As you make your way through the moors, reflecting on what Kianne has said, you notice that what little vegetation that was alive slowly gives way to more and more dead trees and plants. Occasionally you hear a songbird, which is a nice reprieve from the decay that surrounds you.

After some time you come across a dead tree, still rooted in the ground, it looms over the other dead trees in the area. Its trunk must be at least 60 feet in diameter. Between two of the roots you see a set of dirty steps leading to a pair of burl covered doors.

On the steps is a broom that is seemingly sweeping the dirt by itself.

To the right of the large tree you spot an old crone tending to her garden. She walks cautiously from one plant to the next supporting her weight on a knot covered stick. She has pale skin that is covered in liver spots commensurate with her age, thin white hair hangs limply from her head.

Auntie Sue (Green Hag) is in the garden along with an **Awakened Tree (smaller dead tree)**.

- The broom cleaning the steps is actually a **Broom of Flying**. If PCs grab it, they may use the broom before combat breaks out.
- Auntie Sue has access to the **Lair Actions listed below**.
- Auntie Sue is invisible when the PCs arrive
- The Hag tending the garden is an illusion.
- Unknown to the PCs or Ash, his staff of Savras contains a **Hags Eye**, that the hags have been using to spy on the council
- Because of this, Auntie Sue is aware the party is on their way and cannot be surprised.
- Auntie Sue cannot be killed at this time. **See Development below**

Roleplaying Auntie Sue

Auntie Sue is willing to placate the adventurers for a moment and answer questions cryptically without actually answering them. She pretends to care for Ash, but in reality he is just a tool for her.

Quote: "Disturbance? The only thing that disturbs me is the occasional critter than runs into the house."

Hags Eye

A coven can craft a magic item called a **Hag's Eye**. A hag in the coven can use an action to see what the hag sees if it is on the same plane of existence. The Hag's Eye has darkvision out to 60ft, AC 10, and 1 HP. If it is destroyed each member of the coven takes 3d10 psychic damage and is blinded for 24hrs.

Once she tires of the PCs or the illusion is attacked, combat breaks out.

Adjusting the Encounter

Note: These adjustments are not cumulative

- **Very Weak:** Replace the **Awakened tree** with 2 **Needle Blights** and **Auntie Sue** cannot use her Lair actions before combat
- **Weak:** **Auntie Sue** does not use the Lair actions before Combat
- **Strong:** Add 2 **Needle Blights**
- **Very Strong:** Add 1 **Awakened Tree**

Development

When things turn south for Auntie Sue, she makes use of her lair actions and invisibility to escape. No amount of tracking will find her, but fear not for she will return in a future TAROT series adventure.

Lair Actions

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

- Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.
- The hag targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them.
- The hag creates an illusory duplicate of herself, which appears in its own space. As long as she can see her duplicate, the hag can move it a distance equal to her walking speed as well as make the illusion speak on her turn (no action required). The illusion has the same statistics as the hag but can't take actions or reactions. It can interact with its environment and even pick up and hold real objects. The illusion seems real in every way but disap-

pers if it takes any amount of damage. Otherwise, it lasts until the hag dismisses it (no action required) or can no longer see it. If the hag uses this lair action to create a new duplicate, the previous one vanishes, dropping any real objects in its possession.

Treasure

The broom sweeping the steps a *Broom of Flying* with the minor property that it can sweep a room on its own. A description of this item can be found in the *Dungeon Master's Guide*

PCs can also loot the inside of her home for rare potion ingredients that the Council will pay 125gp for.

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
Goblins	50
Asham (archfey warlock)	1,100
Satyr	100
Auntie Sue (Green Hag)	700
Awakened Tree	450
Needle Blight	50
Twig Blight	25

Non-Combat Awards

Activity	XP each
Solving Ash's Mirror room	50
Receiving Kianne's divination	25

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

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

Treasure

The characters receive the following treasure, divided up amongst the party. 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
Council Payment	100gp
Medicinal Herbs	50gp
Books	25gp
Kianne's Payment	100gp
Potion Ingredients	125gp

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*.

Auntie Sue's Broom

Wondrous Item, uncommon

This *broom of flying* is old, ratty, and nothing to look at, however in addition to its normal command words, you may speak an additional one to have the broom start cleaning a 5ft radius on its own. Once that area is clear it moves to the next one until all surfaces are clean or you speak the command word.

Hat of Vermin

Wondrous Item, common

This dusty old cap has 3 charges. While holding the hat, you can use an action to expend 1 of its charges and speak a command word that summons a bat, a frog, or a rat (see the Player's Handbook or the Monster Manual for statistics). The summoned creature magically appears in the hat and tries to get away from you as quickly as possible. The creature is neither friendly nor hostile, and it isn't under your control. It behaves as an ordinary creature of its kind and disappears after 1 hour or when it drops to 0 hit points. The hat regains all expended charges daily at dawn.

While wearing this black hat, with two large felt ears, your name is magically written on it in yellow stitching. When you take it off, the name disappears.

Story Awards

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

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

The Chariot (Upright). You were confident in your decision to go straight to deal with the hag threat, despite being hired to return Ash to Thentia immediately. Fate may disagree, and only time will tell.

The Chariot (Inverted). You completed your mission to return Ash to the Council of Mages. Fate may decree that the delay in dealing with his Aunt may have future consequences. Whether those consequences are good or bad, only Fate truly knows.

Renown

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

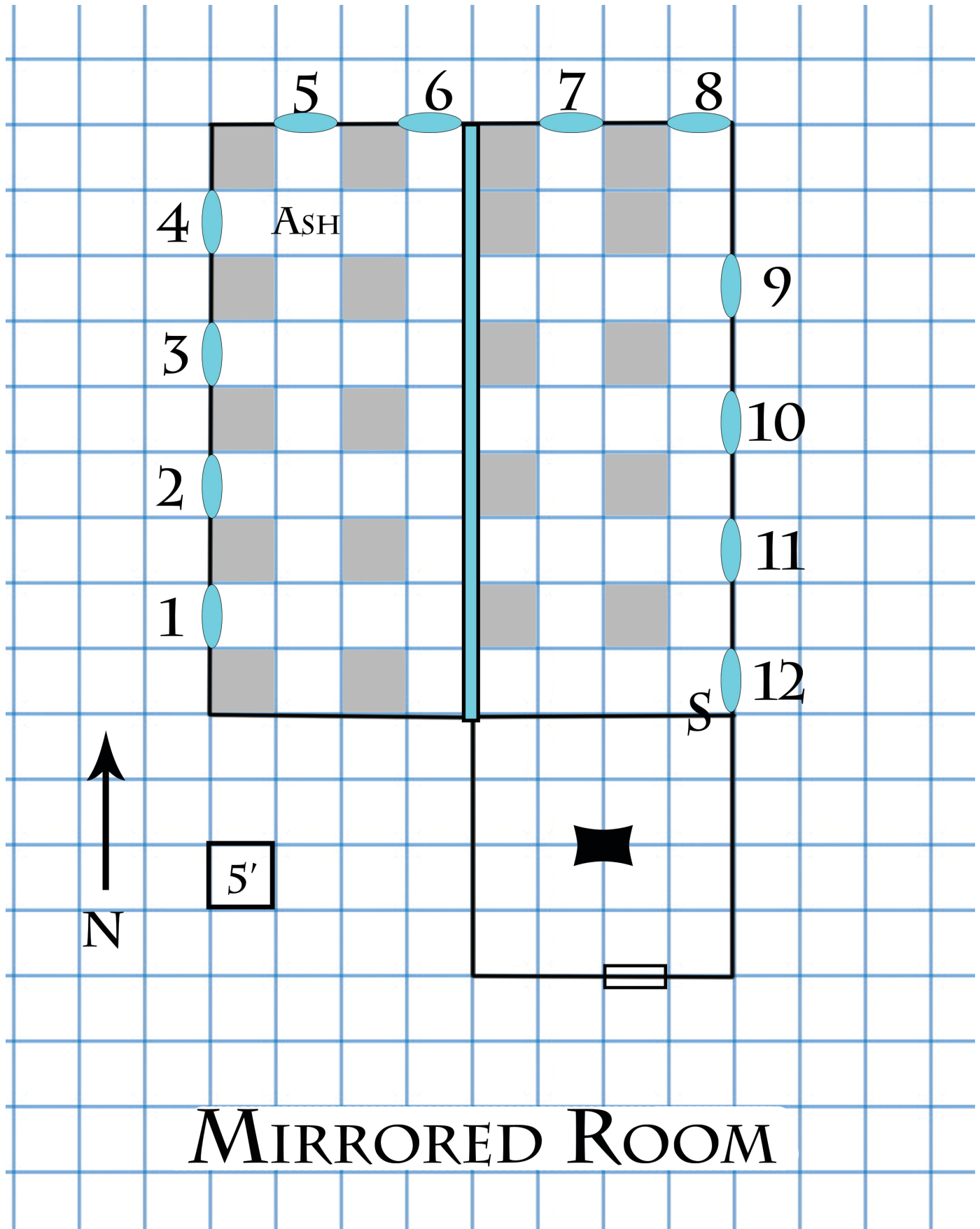
Downtime

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

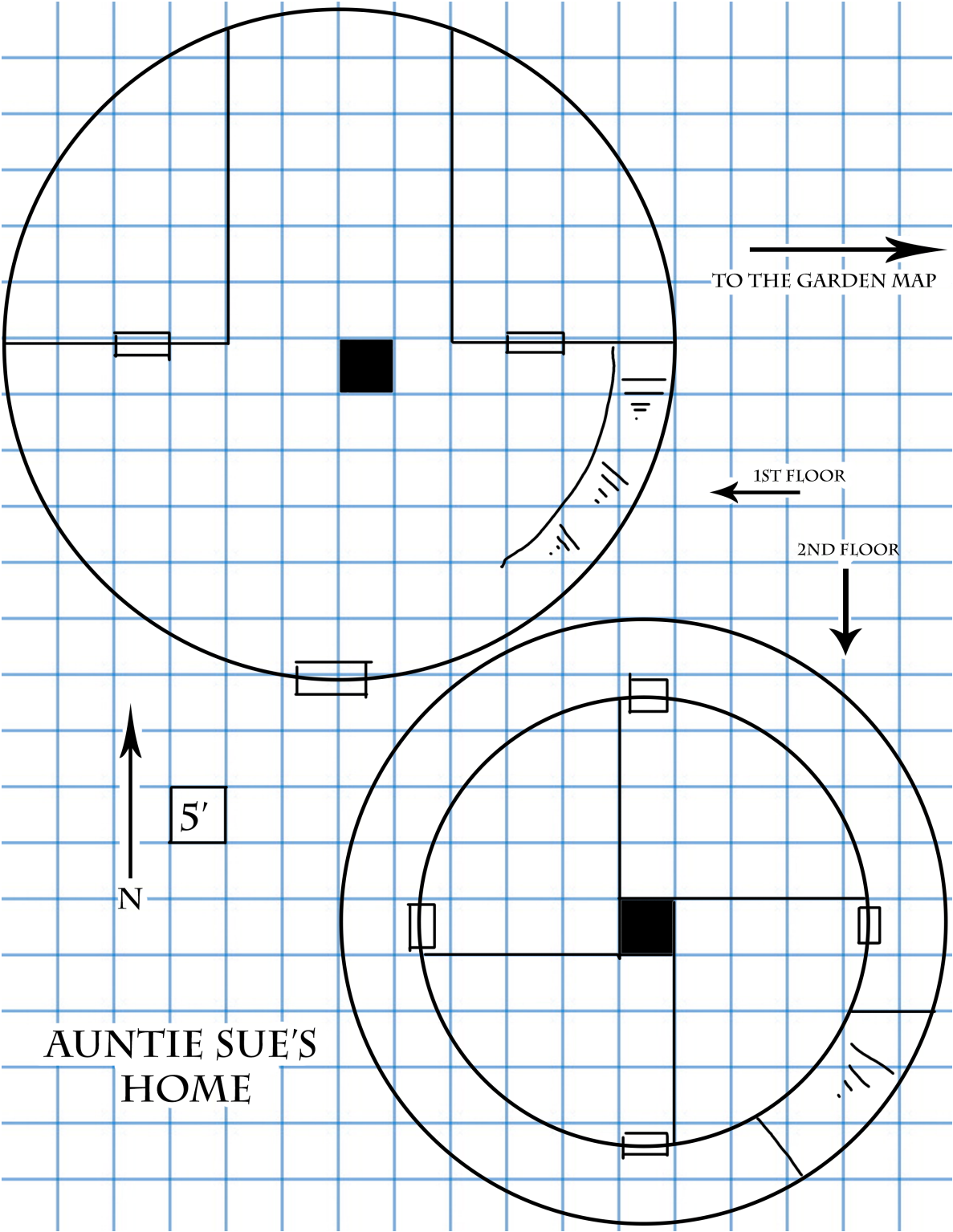
DM Reward

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

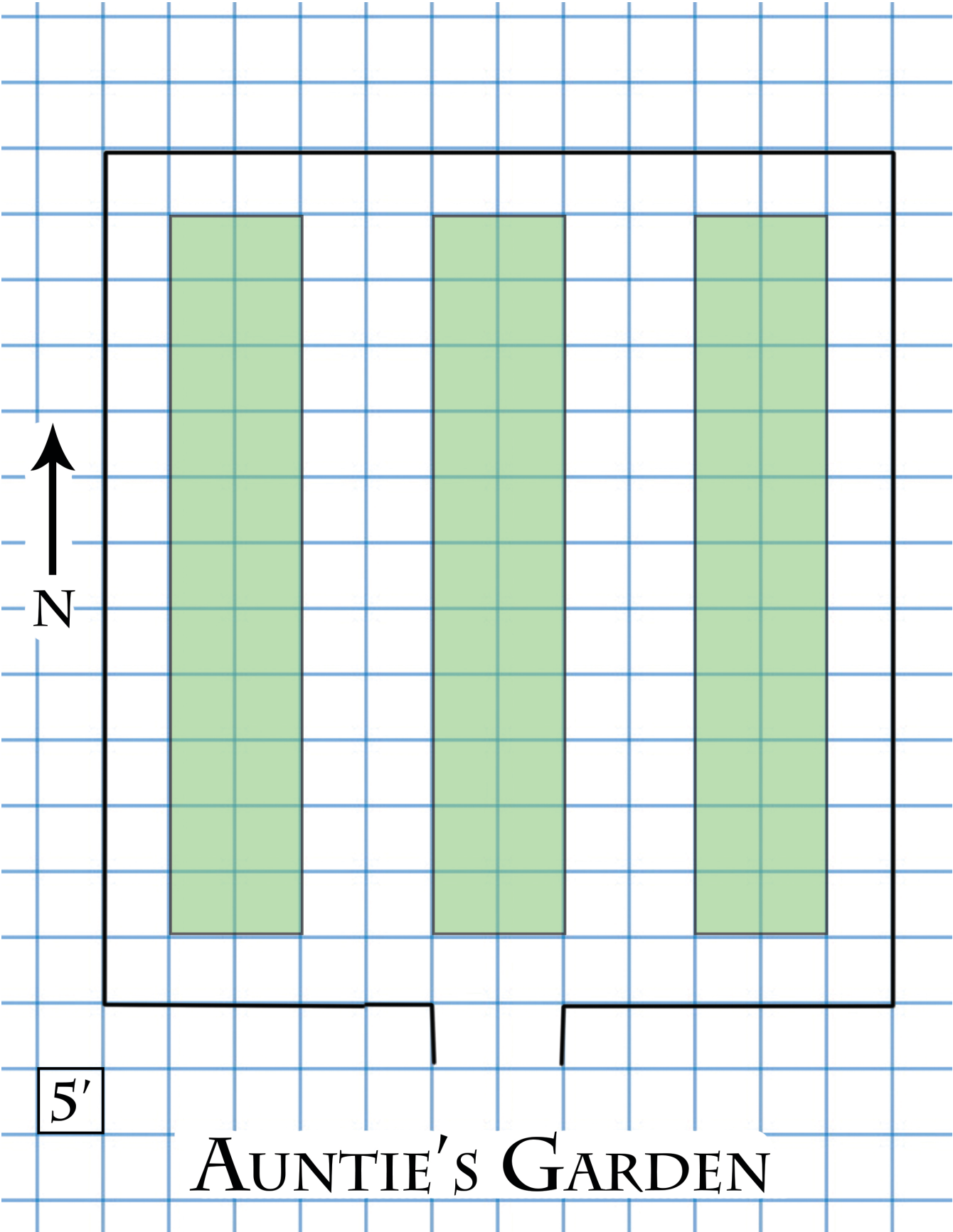
Map. Mirrored Room



Map. Auntie Sue's Lair



Map. Auntie's Garden



Appendix. Monster/NPC Statistics

Asham Jahla (Warlock of the Archfey)

Medium humanoid (human), chaotic neutral

Armor Class 11 (14 with Mage Armor)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+1)	13 (+1)	11 (0)	11 (0)	12 (+1)	18 (+4)

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Senses passive Perception 11

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Condition Immunities Charmed

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *disguise self*, *mage armor* (self only), *silent image*, *speak with animals*

1/day: *conjure fey* (satyr only)

Spellcasting. Asham is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigitation, vicious mockery

1st-5th level (3 5th-level slots): blink, charm person, dimension door, dominate beast, faerie fire, fear, hold monster, misty step, phantasmal force, seeming, sleep

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5' ft, or range 20/60. one target. Hit: 4 (1d4+2) piercing damage

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the warlock turns *invisible* and teleports up to 60 feet to an unoccupied space it can see. It remains *invisible* until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Auntie Sue (Green Hag)

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	16(+3)	13(+1)	14(+2)	14(+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +2

Senses Darkvision 60' ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intel-

ligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her

Lair Actions

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

- Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.
- The hag targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them.
- The hag creates an illusory duplicate of herself, which appears in its own space. As long as she can see her duplicate, the hag can move it a distance equal to her walking speed as well as make the illusion speak on her turn (no action required). The illusion has the same statistics as the hag but can't take actions or reactions. It can interact with its environment and even pick up and hold real objects. The illusion seems real in every way but disappears if it takes any amount of damage. Otherwise, it lasts until the hag dismisses it (no action required) or can no longer see it. If the hag uses this lair action to create a new duplicate, the previous one vanishes, dropping any real objects in its possession

Awakened Tree

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12+14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (0)	10 (0)	7 (-2)

Senses passive Perception 10

Damage Resistances Bludgeoning, Piercing

Damage Vulnerabilities Fire

Languages Sylvan

Challenge 2 (450XP)

False Appearance While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10' ft. one target. Hit: 14 (3d6+4) bludgeoning damage.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60' ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turn.

Actions

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

Shortbow. *Ranged Weapon Attack.* +4 to hit range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Needle Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Senses Blindsight 60ft (blind beyond this radius)
passive Perception 9

Languages Understands Common, but can't speak

Challenge 1/4 (50XP)

Condition Immunities Blinded, Deafened

Actions

Claws. *Melee Weapon Attack:* +3to hit, reach 5' ft. one target. *Hit:* 6 (2d4+1) piercing damage

Needles. *Ranged Weapon Attack.* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

Satyr

Medium Fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (0)	12 (+1)	10 (0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100XP)

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

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Panpipes. The satyr plays its pipes and chooses one of the following magical effects: a charming melody, a frightening strain, or a gentle lullaby.

Any creature within 60 feet of the satyr that can hear the pipes must succeed on a DC 13 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to these panpipes for the next 24 hours.

- **Charming Melody.** The creature is charmed by the satyr for 1 minute. If the satyr or any of its companions harms the creature, the effect on it ends immediately.
- **Frightening Strain.** The creature is frightened for 1 minute.
- **Gentle Lullaby.** The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Twig Blight

Small plant, neutral evil

Armor Class 13(natural armor)

Hit Points 4 (1d6+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities Fire

Condition Immunities Blinded, Deafened

Senses Blindsight 60ft (blind beyond this radius)
passive Perception 9

Languages Understands Common, but can't speak

Challenge 1/8(25XP)

False Appearance While the blight remains motionless, it is indistinguishable from a dead shrub

Actions

Claws. *Melee Weapon Attack:* +3to hit, reach 5' ft. one target. *Hit:* 3 (1d4+1) piercing damage

Appendix. Tarot Reading

d8	Card	Upright	Inverted
1	Chariot	Upright, The Chariot signifies triumph, success, conquest over the physical plane by the rational mind, intelligence rather than wisdom,	Inverted, The Chariot signifies decadence, ill health, victory through foul means, disputes and failures.
2	Death	Upright he symbolizes the transit to the next stage of being, transformation; abrupt and unexpected change of the old self, the end of security and old situations and the beginning of a new kind of life	Inverted, he signifies stagnation, mere existence, inertia or immobility, lethargy, sleep and petrification
3	Throne	Upright, it signifies leadership, strength of mind, dominance, law, control of natural drives, stability, power, conviction, protection and the like.	Inverted, it signifies immaturity, confusion or loss of control, ineffectiveness, lack of self-control, irrationality, attempts to destroy one's authority or rights.
4	Tower	Upright, it signifies the overthrow of existing notions, the fall of pride; sudden and unlooked-for change; a perceived catastrophe which may bring enlightenment in its wake; the destruction of false concepts and ideas	Inverted, it signifies the same to a lesser degree; but also oppression, false imprisonment or accusations; living in a rut, inability to effect worthwhile change, being stuck in an unhappy position.
5	The Hanged Man	Upright, he signifies a pause, or suspension of ordinary activities, transcendence of material temptation; surrender to the purification of self; spiritual wisdom, prophetic power; regeneration.	Inverted, he signifies absorption in the ego and material matters, unwillingness to sacrifice; false prophecies.
6	The Magician	Upright, The Magician signifies will, mastery, the ability to manipulate the universe through self confidence, and the ability to manipulate others	Inverted, he signifies ineptitude, failure of will, indecision, abuse of power, disquiet, and mental illness
7	The High Priestess	Upright, she signifies serene knowledge, sagacity, intuition, foresight, inspiration; the power of the inner mind to heal, create, enlighten, and inform	Inverted, she signifies superficiality, conceit, shallowness, a lack of depth, of perception, or of understanding, ; an acceptance of external and superficial "knowledge" of trivialities.
8	Temperance	Upright it signifies control of self, adaptation, tempering of extremes; harmonious and fruitful combinations, wise management of resources; cooperation.	Inverted, it signifies discord, hostility, failure to communicate, conflicts of interest, unfortunate combinations,

Player Handout 1. Languages

Common

A	B	C	D	E	
ᄀ	ᄁ	ᄂ	ᄃ	ᄄ	
F	G	H	I	J	
ᄆ	ᄇ	ᄈ	ᄉ	ᄊ	
K	L	M	N	O	
ᄌ	ᄍ	ᄎ	ᄏ	ᄐ	
P	Q	R	S	T	
ᄒ	ᄓ	ᄔ	ᄕ	ᄖ	
U	V	W	X	Y	Z
ᄗ	ᄘ	ᄙ	ᄚ	ᄛ	ᄜ

Draconic

A	B	C	D	E	
≡	𐌲	𐌳	𐌴	𐌵	
F	G	H	I	J	
𐌶	𐌷	𐌸	𐌹	𐌺	
K	L	M	N	O	
𐌻	𐌼	𐌽	𐌾	𐌿	
P	Q	R	S	T	
𐍀	𐍁	𐍂	𐍃	𐍄	
U	V	W	X	Y	Z
𐍅	𐍆	𐍇	𐍈	𐍉	𐍊

Dwarvish

A	B	C	D	E	
᳚	᳚	᳚	᳚	᳚	
F	G	H	I	J	
᳚	᳚	᳚	᳚	᳚	
K	L	M	N	O	
᳚	᳚	᳚	᳚	᳚	
P	Q	R	S	T	
᳚	᳚	᳚	᳚	᳚	
U	V	W	X	Y	Z
᳚	᳚	᳚	᳚	᳚	᳚

Elvish

A	B	C	D	E	
ᠠ	ᠡ	ᠢ	ᠣ	ᠤ	
F	G	H	I	J	
ᠦ	ᠦ	ᠦ	ᠦ	ᠦ	
K	L	M	N	O	
ᠦ	ᠦ	ᠦ	ᠦ	ᠦ	
P	Q	R	S	T	
ᠦ	ᠦ	ᠦ	ᠦ	ᠦ	
U	V	W	X	Y	Z
ᠦ	ᠦ	ᠦ	ᠦ	ᠦ	ᠦ

Player Handout 2. Language Puzzle

ሪ ስ ፐ ፍ ፕ ክ

፩ ሠ ስ ወ ኩ ብ ዓ ሦ ተ ሐ ት ፒ

ፓ ጼ ለ ዓ ነ ፈ ሂ ተ ሐ ሶ ሂ ፤

፪ ፍፕ ሠ ፱ ዓፓ ፤ ሶ ሂ ፍ

ኣ ፍ ሐ ከ ለ ዓ ስ ት ሥ ፱

ኛ ሥ ክ ሂ ተ ዓ ፒ ከ ፓ ፍፕ

ሶ ና ሂ ፓ ፤ ለ

Player Handout 3. Divinations

1. You see a songbird that is barking like a dog. Kianne looks at you and says “Don’t listen with your ears, listen with your mind.”
2. You see flashes of Grey, Green, Orange and Blue in the crystal ball. Kianne says” Choose wisely or our fate is sealed.”
3. You see a mass of people, eyes white, moving in unison. A wall sprouts inside the city of Thentia. But is it protecting the city, or imprisoning it?
4. The ball shows rain falling on the moonlit statue of a guardian, mold quickly growing. Lightning illuminates the ground. Mushrooms sprouting where the drops fall.
5. A large tree loses its green leaves as it becomes black and twisted. A man stands there frozen as he slowly turns to bark and sprouts leaves.
6. A boulder sits on the horizon. “The winds will determine whether it rolls away or rolls you down.”
7. You see a ship flying through the moon, sails to the depths of the sea guided only by the light of the moon.

Player Handout 3. Story Awards

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

The Chariot (Upright). You were confident in your decision to go straight to deal with the hag threat, despite being hired to return Ash to Thentia immediately. Fate may disagree, and only time will tell.

The Chariot (Inverted). You completed your mission to return Ash to the Council of Mages. Fate may decree that the delay in dealing with his Aunt may have future consequences. Whether those consequences are good or bad, only Fate truly knows.

Player Handout 4. Magic Items

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

Auntie Sue's Broom

Wondrous Item, uncommon

This *broom of flying* is old and ratty and nothing to look at, however in addition to its normal command words, you may speak an additional one to have the broom start cleaning a 5ft radius on its own. Once that area is clear it moves to the next one until all surfaces are clean or you speak the command word.

This item can be found in the *Dungeon Masters Guide*.

Hat of Vermin

Wondrous Item, common

This dusty old cap has 3 charges. While holding the hat, you can use an action to expend 1 of its charges and speak a command word that summons a bat, a frog, or a rat (see the Player's Handbook or the Monster Manual for statistics). The summoned creature magically appears in the hat and tries to get away from you as quickly as possible. The creature is neither friendly nor hostile, and it isn't under your control. It behaves as an ordinary creature of its kind and disappears after 1 hour or when it drops to 0 hit points. The hat regains all expended charges daily at dawn.

While wearing this black hat, with two large felt ears, your name is magically written on it in yellow stitching. When you take it off, the name disappears.

This item can be found in the *Xanathar's Guide to Everything*.

DM Handout 1. Language Puzzle Solution

W	H	A	T	I	S	S	T	R	O	N	G	E	R	T	H	A	N
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘

S	O	V	E	R	E	I	G	N	G	L	U	E	A	N	D	W	I	L	L	L	A	S	T
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘

F	O	R	E	V	E	R	B	U	T	D	I	S	S	O	L	V	E	S	I	F
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	

A	B	U	S	E	D
⌘	⌘	⌘	⌘	⌘	⌘

ANSWERS: Friendship, Love, Trust, etc.