



Lies in the Moonlight

Part 6 of A Song of Fates

Love, loss, and lies intertwine as the election of a new WatchLord approaches in Thentia. Political intrigue runs rampant and the lives of several young women are in danger as the Fates draw you in once again.

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



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Introduction

Welcome to *Adventure Name*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

More cards from the Tarot Deck of Many Things have revealed themselves. Now several young women may be caught up in a web of lies and deceit.

This adventure is designed for **three to seven 1st4th level characters** and is optimized for **five characters with an average character 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 **characters strength** for the adventure, consult the following table.

Determining Characters Strength

Characters Composition Characters

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 characters 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 battle maps.
- 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

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 heard tales of a special Deck. The Deck is said to be a mix of the original Deck and ancient Vistani magic, 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, as well as the return of parts of Faerun from the Demiplane of Dread, rumors of Cards promising great power have been emerging throughout the lands.

As more Cards have emerged, knowledge of their existence has spread. The two major powers who began the search, the Ordines and Muma Padurii, now have competition in gathering the power of the Cards as they are found.

Events from a Time Present

With the emergence of the Devil, Moon, Lovers, Empress, and Chariot Cards life within Thentia has become chaotic just as the election of the new WatchLord has begun. The docks are still blocked, disease and crime run rampant, and those the citizens of Thentia would normally turn to in this time of need seem to be unable to avert the crisis.

Kaireri Moongleam is the youngest living relative of the, currently, deceased Selune High Priestess Seireri Moongleam. Favored by the common citizens of Thentia who remember her as the cute young child at her great aunt's side during public appearances and aiding her great aunt in performing rituals during Selunite services. The nobles and Warders of the city know her more as the spoiled teen whose family fortune and connections enabled her to get away with many incidents, usually involving her cadre of rich friends.

Influenced by the emerging Death Card and hoping to "convert" Kaireri into a were-creature, Rum has approached her while at the same time hiring a coven of witches to cast a rare arcane curse to infect the young girl with lycanthropy. This ritualistic form of the curse will make the infected

immune to the curse being reversed by divine magic, and give the recipient a deeper connection to, while being more highly influenced by, the were-creature. Rum hopes are that once infected and influenced by the animalistic urges of this tainted form of lycanthropy, that he can "convince" her to secretly join The Rat Pack. She can then work her way into the good graces of the leadership of Selunites, eventually to have a member of the Pack highly placed into influential powers of the city.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

The Tattered Griffon. A moderately priced tavern near the docks of Thentia.

Moongleam Hunting Lodge (MOON-gleam). An old family hunting lodge located near the shores of the Moonsea, just east of Thentia.

Lost Temple of Talos (TAIL-oss). Lost to storms ravaging the Moonsea several centuries before, this small island housing a lost temple of Talos has reemerged due to the power of the Cards.

Kaireri Moongleam (KEYE-air-ee MOON-gleam). Last living relative of slain former Selunite High Priestess Seireri Moongleam. A young, and spoiled, noble.

Edea Valkrana (EE-de-a VAL-krana). An elven woman that owns a local tile factory and is known for her good deeds in helping escaped slaves and others in distress.

Amelone "Amy" Yelrona (A-mee Yell-ron-a) Young and impressionable ward of Edea Valkrana.

Naomi "Bright Eye" Khodolis (NEYE-o-mee Koh-DOH-liss) Youngest of three children of one of the richest families in Thentia. Wears a patch to cover one blind eye and fervent believer in the rights of the common folk. Longtime friend of Amelone Yelrona.

Adventure Overview

The adventure is broken down into four parts:

Part 1. The characters meet Muma in the Tattered Griffin where she tells them the story of a damsel in distress. The characters move to speak with Edea Valkrana at her tile plant to learn more and meet some unexpected guests.

Part2. Diseased attackers have beaten the characters to their target and they need to find a way to defeat the diseased individuals or sneak pass them to rescue one of the young girls in danger.

Part3. Assuming the characters go to rescue the second girl that is in danger they can travel to a small island off the shores of the Moonsea, only to find things are not exactly what they were led to expect.

Part 4: Run only if the characters do not travel to

the island, the ruffians of the Rat Pack ambush the characters in an attempt to silence the only witnesses to their schemes.

Adventure Hooks

Touched by Fate. Characters that have played in any of the previous Tarot series modules, and have received the Touched by Fate story award, find themselves heading towards the Tattered Griffon.

Harpers (Faction Assignment). Divinations of Thentia itself are clouded but those trying to watch the city were able to see a great disturbance just to the east of the city. Divination magic is unable to get much information but it appears that a lost shrine to Talos has appeared. Find out if that is true and obtain rubbings of sacred engravings upon the rocks that can lead to clues about ancient Talosian rituals.

Part 1. A Tale of Woe

Estimated Duration: 30 minutes

The characters begin this adventure inside the Tattered Griffin tavern. The patrons of the Griffin, while normally chatty and friendly, are huddled in small groups around their tables, holding private conversations that they try to keep from their neighbors, while at the same time trying to overhear others' as they speak.

Optional Encounter: The Fortune Teller

Run this encounter if time is not an issue. Select a character that already has the **"Touched By Fate"** story award if possible for this encounter.

A strange looking older man sits at a rickety old table set beside the street. A crowd has gathered around him as he shuffles a deck of cards. As you walk down the street the crowd seemingly parts and the old man looks directly at you. With a wave of his wrinkled old hands he waves you towards him.

Read the following only if the selected character approaches.

As you approach the old man pulls a card from the middle of the deck before him. With a grimace he looks at the card then reaches out to give the card to you.

"Save the girl, save the world" the man says in a weary and weathered voice. With that he looks down towards his deck of cards as the crowd around him begins to disperse. "But I must be off to visit a sick friend. Too much of that going around lately from what I can see."

Glancing back up from the card you see that the old man no longer sits at his table.

Give selected character Player Handout #4: The Death Card. All characters have now earned the **"Touched by Fate"** story award.

1A. The Tattered Griffin

General Features

The Tattered Griffin has the following features.

Terrain. The inside of the tavern is warm, with old worn benches and seats. A soft fire burns in a hearth, and a long wooden bar sits in the northeast corner. Each of the round tables has customers quietly conversing amongst themselves.

Weather. The weather outside is brisk as the sun sets.

Light. The tavern is well lit by numerous torches and lanterns

Smells and Sounds. The Tattered Griffin smells of a stew cooking over the main fireplace, smoke from lanterns and torches. Numerous, but quiet, conversations among the patrons. Each trying to keep their conversation private.

Politics are Rough

Read the following when the players are ready.

The Tattered Griffin has never been a rowdy place to get a drink or a meal but tonight its nearly as silent as a grave. Not that the place is empty, as plenty of patrons sit at the tables. It's just that they are all trying to keep their conversations private. You're able to find a table near the middle of the room as various groups seem to glare at you for some unknown reason.

Characters with a **Passive Perception** of 12 or higher will notice that nearly all the patrons sport an armband of one color or another. The armbands are orange, blue, green, and gray in color. Patrons wearing each color are segregated into their own tables and no table holds more than one color.

Nigel, the owner of the Tattered Griffin, makes his way towards your table, a relieved look upon his face.

Nigel will offer free drinks and meals to the characters provided they are willing to sit in "no man's land" between the tables as a buffer between the various factions.

Nigel can provide the characters with the following information with very little coaxing:

- It's election time in Thentia, normally a placid time but all the troubles over the past year have citizens riled up and demanding answers.
- Tristan Merrygold has been the WatchLord for 9 years running but several challengers have emerged.
- Last night several followers of Mage Skallon were attacked as they posted signs. Rumor has it that it was "Blues" that support WatchLord Merrygold that did it.

See **DM Handout #1 "WatchLord Candidates"** for additional information regarding the elections.

Muma Enters

Once the characters have finished talking with Nigel, Muma will enter the Tattered Griffin.

What little noise there was in the tavern quiets even further as a grandmotherly looking woman enters. Looking around, her face lights up as she notices your group. She smiles as she approaches and sets a small bakers box in front of you.

"Hello, my name is Muma and I need some help. I think you are just the ones that can provide it," she begins as Nigel quickly brings her a chair. With a nod of thanks towards Nigel, Muma takes the offered seat. "The cold settles right into these old bones and I wish I could simply sit at home by my fire. But a young girl has gone missing and I'm afraid she may be in danger. If you can help find her I would be so very thankful."

"Oh, and I brought some cupcakes if that will help persuade you!" she says with a smile.

Muma, the only name she provides to the characters, is a matronly human woman, dressed in clothes befitting a successful merchant's wife. While the clothes are of high quality they are several years out of style. She treats all the adventurers as she would her favorite grandchildren and the only truly remarkable things about her are her eyes that show years of accumulated wisdom, her hat adorned with brightly colored flowers, and a bright green scarf, the color of grass on a sunny day. If the PCs ask questions about her, Muma will deflect and say her friend is the one in trouble and needs help as quickly as possible.

Once the PCs have agreed to help her, Muma can provide the following information:

- Kaireri Moongleam is in trouble and her life is in danger. She, and a few friends, are traveling outside the city but Muma doesn't know where.
- Kaireri is the only living relative of Seireri Moongleam currently living in the city. Seireri was the High Priestess of Selune in Thentia for decades but was murdered not long ago. (*CCC-Tarot01-02 "By the Light of the Moon"*)
- Muma has "a bad feeling" that the girls are in trouble. She can't (or won't) provide any information about where her "feelings" come from, they "just happen."
- One of the girls traveling with Kaireri is Amelone "Amy" Yelrona, a ward of Edea

Valkrana, an elven woman that has owned the local tile factory for decades.

- There is a full moon tonight and with the Moongleam's family history Muma fears that a great evil will befall Kaireri when the moon rises.

Muma has no additional information that she can provide to the characters. She fears for the girls' safety and hopes that the cupcakes are enough payment to get help.

"Thank you for helping these poor girls! I must be getting home now if I'm going to get my beauty sleep!"

Developments – Muma's Cupcakes

Any character that eats at least one of Muma's cupcakes gains the benefit of an *Aid* spell cast at 2nd level.

Roleplaying Muma

Muma appears as an older, frail, woman but speaking to her even for a moment reveals that she is very sharp of mind and seemingly misses nothing. Muma tends to deflect questions about herself or her motivations but does so politely.

Quote: "Don't worry, have a cookie!"

If any adventurer thinks to question Nigel, or another patron, regarding Kaireri or Edea Valkrana they can learn the following.

- A precocious child, Kaireri used to help her aunt conduct services at the House of the Moon (Selune Temple). Many of the commoners in Thentia treat her almost as a kid sister.
- Highly beloved by the rank and file followers of Selune it is assumed that Kaireri will take up a position as a priestess in the House and follow in her aunt's footsteps as High Priestess.
- "Kai" was very distraught at the funeral of her Aunt and reclusive soon after but has been seen about town lately with 3 or 4 friends.
- Edea owns the Valkrana Tile Factory in the southeast part of the city, very near the docks. That is where she can most likely be found. See #33 on the **DM Handout: Map of Thentia**.
- It's always been a bit of a well-known secret that Edea has for decades been very active in smuggling in slaves into Thentia, where slavery

is illegal, and helping them establish new lives in the city or elsewhere.

1B. Valkrana Tile Factory

See building #33 on the **DM Appendix: Map of Thentia** for location.

Finding the tile factory and getting to speak with Edea Valkrana should not pose much of a difficulty to the players as long as they don't imply they wish to talk politics with her. The adventurers can walk into the tile factory and any employee will point them towards the offices on the 2nd floor. Canlon, Edea's assistant, will initially meet with the characters to ask their business. Edea is very vigilant regarding the safety of her wards and any mention of a danger to Amy will find the PCs quickly ushered into Edea's office to wait for her arrival.

Looking around you see several crates of tile samples strewn about. You can barely see one corner of a wooden desk that peeks out beneath piles of paperwork. To your left, through a partially closed door, you can hear a conversation in a loud, guttural, language.

Behind the door are three orc families that sought out Edea to help relocate from Thar. They are currently discussing their options as they await her return.

The eldest Orc, and leader of the three refugee families, is a warrior named Groak. If the characters desire they can either listen at the door or enter and speak directly to the occupants of the room, provided at least one speaks Orcish. If none of the characters speaks orc, they will be able to communicate via one of the younger orcs name Ekka who speaks a broken Common. The orcs can provide the following information:

- A great curse has struck the orcs of Thar. Many clans have been decimated by a strange disease that kills all that contract it.
- No orc shaman has yet found a way to cure the disease, nor found the source of the curse.
- Many of the clans have splintered and families have fled Thar to attempt to avoid the curse. These three families are the wives and offspring of Groak's sons, who have died over the years in glorious battles against the humans of the Moonsea.

- The curse does strike other races but not nearly as viciously and many of the other races survive the disease that is inflicted upon them.
- Groak brought his family here to seek Edea's aid in getting transport to the areas around Zhentil Keep, from there they intend to find their way towards Thesk.

The characters will not have more than a couple of minutes to speak with the orcs before Edea shows up and uses her forceful personality to usher the group back into her offices. If pressed about the orcs and refugees she will tell them it is of no current concern and that others are looking into it.

Edea is very concerned about the welfare of her ward, so much so that she interrupts comments that don't provide her with information about this threat. She intently interrupts anyone that gets sidetracked from the important discussion.

Edea can provide the following information:

- Amy decided to leave this afternoon with Kaireri. The two have been good friends for quite some time.
- The two, along with a coachman, were heading to a hunting lodge the Moongleams own on a beach just east of Thentia. Two of Kaireri's men-at-arms accompanied them.
- They wanted to get out of town because all the political arguments were becoming annoying and the two wanted peace and quiet.
- A carriage carrying the two girls left about an hour ago but wouldn't be traveling very quickly. It was a vacation after all. It should not take long to catch them via horseback.
- The election has been time consuming. Edea did not want to run for office but when her name was submitted as a candidate, and with the events happening in the city, she felt she could not turn down the responsibility.
- If asked, Edea does not know Muma and would have no idea how she would know about the threat or be involved.

Edea will offer the characters 250gp to track down her ward and see her safely home. In either event, the characters should return here directly to report back on Amy's safety and receive payment.

A DC 12 **Wisdom (Insight)** check will show that Edea doesn't really seem to care about what happens to Kaireri and the payment is just to protect Amy. Pushing further would require a DC 15

Charisma (Persuasion) check that reveals the following:

- Edea does not like Kaireri. Once thought of as a good, young lady, over the past few years, even before her aunt's death, Kaireri had started to grow arrogant and spoiled. She flaunted her position, wealth, and family power.
- Kaireri has led Amy and others into numerous scrapes with the law over the past year, more so since her aunt died. The Moongleam family and reputation, plus their standing as nobles, has led the city and WatchLord to keep these instances hushed so that the populace never became aware.
- This threat to Amy is almost assuredly the result of another of Kaireri's antics than anything to do with Edea's ward. She wants the players to protect her ward. It is up to them as to whether they help Kaireri afterwards but they should not endanger Amy further.
- While she doesn't like Kaireri, Amy does. Edea is reluctant to force an end to the friendship as that simply is not her way. She prefers Amy realize the truth about Kaireri on her own.

Part 2. To Rescue a Fair Maiden

Estimated Duration: 30 minutes

The characters have left the city of Thentia on its way towards the Moongleam family hunting lodge. Trouble lies ahead as the characters find the hunting lodge under attack by crazed, and diseased, bandits.

General Features: The Moonsea Road

The northern shoreline of the Moonsea, just a few miles outside of Thentia, has the following general features.

Terrain. The characters are traveling along a roadway that is relatively flat and well kept. The rocky shore is a mile to their right and to their left, in the distance, normally could be seen the rocky, broken, ground of Thar, known as the “Great Gray Land.”

Weather. A rain storm lashes the north coast of the Moonsea. While not a heavy rain it does obscure sight and with the cold Fall temps makes for uncomfortable riding.

Light. The rain obscures any moon or star light. The only light available is that carried by the characters.

Smells and Sounds. *The only sound is that of the rain and horse hooves hitting the increasingly muddy road beneath the characters.*

A. The Moongleam Hunting Lodge

Finding the trail that leads to the Moongleam hunting lodge was not difficult, even in the driving rain. Sign posts that were accentuated with a “Continual Flame” spells certainly didn’t hurt.

The sound of the waves of the Moonsea crashing against the shoreline means you must be very close to the lodge as the brewing storm moves in.

Due to the rain and winds the characters should not have any problems moving stealthily if they choose to. Provide them with advantage on **Dexterity (Stealth)** rolls if they attempt to sneak up to the lodge.

There are currently eight **Diseased Guards** attacking the lodge. Facing off against them is **Naomi “Bright Eye” Khodolis**, who has recently arrived and is attempting to protect her friend Amy from these attackers. Use the **Acolyte** stat block for Naomi, adjusting her Passive Perception to 18 due to her magical eye.

As you near a bend in the road leading to the Hunting Lodge, the sounds of battle can be heard over the rain and wind.

Read the following as the characters approach, either openly or via stealth. **Naomi** is able to spot the players in either case due to her magic eye, but never informs anyone of the eye’s abilities.

A young woman, tall but gangly, is clumsily holding off four attackers near the front door of the Lodge. She is barely able to block blows from two of the attackers but drops her rapier trying to block a third. Luckily for her the fourth attacker’s sword slices the air where her head would have been as she reaches down for her dropped weapon. Stumbling on the wet steps as she grabs for her rapier, the girl falls forward into the legs of two of her attackers, who then trip over her and fall face first into the mud.

When she stands up from the mud and rain you notice the young girl wears an eyepatch over her right eye. Spotting you she calls out “Please don’t hurt them, I think they’re ill.”

All doors and windows into the lodge have been locked. They can be opened with a DC12 **Dexterity (Thieves’ Tools)** or **Strength (Athletics)** check. Breaking windows or doors open will automatically alert both the occupants of the Lodge as well as the **Diseased Guards**.

Adjusting this Encounter

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

- **Very Weak:** Remove four **Diseased Guards**
- **Weak:** Remove two **Diseased Guards**
- **Strong:** Replace two **Diseased Guards** with **Diseased Thugs**
- **Very Strong:** Replace all **Diseased Guards** with **Diseased Thugs**

Tricks of the Trade

Use these tactics in order to run this combat:

- Naomi will take a Dodge action in every round unless the party seems to be losing. In that event she will attack to subdue.
- The **Diseased Guards** have been driven into a rage by the disease and fight the nearest non-diseased opponent. They do not seem to care about injuries they sustain and fight to the

death. No amount of Charisma checks will calm them down at this point.

Developments

Naomi is insistent on securing any of the guards remaining alive but is also in a hurry to enter the Hunting Lodge to confirm her friend Amy is safe. A **Wisdom (Insight)** check DC 10 will reveal that she isn't concerned at all about the health or safety of Kaireri.

If searched, a DC 10 **Intelligence (Investigation)** will locate paperwork on one of the **Diseased Guards**. Included with the paperwork is a journal kept by one of the guards. They worked for the Four Winds Trading Company that regularly carried goods from Hulburg to Thentia, and their latest trip took them through Thar.

A **Wisdom (Medicine)** check of DC 10 will confirm that the guards are ill, but their current condition and more details about the disease cannot be obtained in the rain and storm. A more thorough examination would be needed to be conducted in Thentia.

From the outside, only one room (Seireri's Office) appears to be lighted. All windows are locked and shuttered.

What Naomi Knows

If pressed for answers Naomi can provide the party with the following information but only if they agree to help her find Amy and allow Naomi to move her to safety back in Thentia.

- She is the daughter of Keyim Khodolis, a noble of Thentia. She has overheard her father discussing a strange illness moving into the city, and she fears these caravan guards are infected. She does not know how it spreads.
- She and Amy have been friends for years and Naomi came to the Hunting Lodge to convince her to return home due to the diseases and disasters. Being outside Thentia's protection at this time is foolish.
- She does not like Kaireri. Naomi believes she is spoiled, self-centered, and cannot be trusted. Kaireri is the epitome of a spoiled noble child, everything Naomi tries to avoid.
- Naomi was informed about this trip by an old woman with cupcakes. It was very confusing to her but Edea confirmed the trip was happening.
- The two "men-at-arms" that accompanied Kaireri do not work for the Moongleam family. Their names are Benji and Adven, and Naomi

believes they are members of a local bandit group known as "the Rat Pack". Whether Kaireri knows this or not, Naomi cannot say.

General Features: Inside the Moongleam Lodge

Well maintained, and richly (but not extravagantly) furnished, this lodge oozes comfort and relaxation. Large lawns are located all around the lodge itself, well maintained. Several large trees on the north side of the property provide some break from the winds coming off the Moonsea.

Terrain. The inside of the lodge has hardwood flooring with expensive carpets lining the floors.

Weather. The rain outside can be heard from inside the lodge, but no leaks can be found in its roof.

Light. There are several lanterns lit in the entry, dining, office, and library. Other rooms are dark except for the occasional flash of lightning from outside. A warm fire burns in the office.

Smells and Sounds. The smell of wood burning in the fireplace dominates the rooms. Pine fresh scents from cleaning can faintly be caught.

Roleplaying Naomi "Bright Eye" Khodolis

The youngest of three Khodolis children, Naomi always fought against her father's very conservative ideals. While he insisted she learn "womanly arts," Naomi was interested in learning sword play. During an unfortunate training accident as a young child she lost an eye, which her father refused to pay to have regenerated by saying he wouldn't "cast good money after bad." Naomi rebels against the privilege that the nobles claim but uses it to her advantage to help the powerless and unfortunate.

Quote: "Do NOT call me a noblewoman!"

Roleplaying Amy Yeldona

Amy is a young human girl made an orphan at a young age. While Edea has been a dutiful guardian to her, Amy has always day dreamed that her family was a rich and noble, and one day she would discover her true heritage. Enthralled by anything "noble" she is easily persuaded to follow when lead by anyone with a title.

Quote: "Oh, that dress is beautiful. It's like something a princess would wear!"

Inside the Hunting Lodge

A1 The Entry

This entranceway is well decorated in antiques, paintings, and furniture. A large shrine to Selune sits on the northern wall. Three doors exit the room.

Two on the west wall and one on the east. Large windows viewing the exterior are on the south wall of the room, one on each side of the door.

A2 The Parlor

Elegant furniture and tables fill this room, normally used to meet with important guests to the lodge. There is a cozy fireplace on the west wall with two windows on both the west and south walls. One additional window on the east wall overlooks the entranceway.

The unconscious body, that of the coachman that brought the girls to the lodge has been laid out on a couch sitting in front of the fireplace. He is bound and gagged.

If awakened, the coachman doesn't know what happened, just that someone hit him over the head as he pulled the coach into the stables. (In fact, it was one of the Rat Pack, two of whom were posing as Moongleam guards and accompanied the girls from Thentia.)

Dust sheets cover most of the furniture in this room.

A3 Servant Bedrooms

Utilitarian beds, dressers, and desks are in this room. There are two beds in each chamber. There are no windows in these rooms.

A4 Pantry

Dry provisions as well as bottles of wine and liquor are kept in this room. Shelves line all four walls with no windows to the outside.

A5 Kitchen

A well-equipped kitchen with two large stoves, several cutting tables, and a wide arrangement of cooking utensils are in this room. Two windows are placed on the north wall of the kitchen.

A6 Dining Room

A long, wooden dining table dominates this room, with a view of the Moonsea out the expansive windows built into the north wall. Symbols of Selune, the Moon, and Stars are engraved into the wood. Chairs for a dozen diners are situated at the table. There are several paintings hung on the walls, all with variations of Selune and navigating the seas.

Dust sheets have been pulled off the furniture in the dining room and thrown into a corner. The

chairs have been moved and obviously recently occupied.

A7 The Library

Several book cases line this room with 3 comfortable reading chairs scattered about. A large desk sits on the eastern wall. There are single windows on both the east and west walls, and four large windows on the south. A large, unlit, fireplace sits in the middle of the southern wall.

Dust sheets cover all the furniture in this room.

A8 Guest Bedrooms

Deep, comfortable beds, clean linen, large dressers, and desks fill these rooms. Dust sheets cover all the furniture in this room.

A9 Seireri's Bedroom

A deep, luxurious bed dominates the eastern wall, with a desk, dresser, and mirror on the western wall. Two large, but shuttered, windows are situated in the eastern wall, one on either side of the bed. Surprisingly, there are no obvious symbols of Selune in this room.

Dust sheets cover all the furniture in this room.

A10 Seireri's Office

However the characters approach, read the following as they first glimpse inside this office.

A large desk dominates the northern wall, situated under two windows that overlook the Moonsea. Several comfortable chairs are situated around the room and a warm fire burns in the fireplace. There are two shuttered windows on the eastern wall.

Above the fireplace, an intricately carved short bow hangs in a place of honor.

A young human woman is tied to one of the chairs in the room. A very young goblin girl stands guard over the woman as the two carry on a quiet, but intense, conversation.

The goblin girl is **Mitzy (Goblin Boss)**, who the characters may have met in TAROT01-01 "Awakening of Fates." **Mitzy** arrived at the Lodge with Til Amendov but was left behind to guard this human woman. Being kind hearted, Mitzy will move to protect Amy if the party rushes into the room. She would like to release Amy but has been ordered not to, until Til Amendov returns. She will, however, not stop the party from releasing her.

Dust sheets cover all the furniture in this room except for the desk and one chair. A successful DC 10 **Intelligence (Investigation)** check will show that the desk has recently been searched. If the **Intelligence (Investigation)** check succeeds by 5 or more a secret compartment can be located behind one of the drawers. Inside are 100 gp and a *Potion of healing*.

Any character with a **Passive Perception** of 12 or higher will notice a sword (scimitar) flung over into a corner, and a corresponding empty spot above the desk. This is a silvered scimitar that aggravated Rum so much he tore it off the wall and flung it away.

Amy Yelrona is tied to the one uncovered chair in the room with ropes. The ropes can easily be cut to free her, broken apart with a **Strength** check DC 15, or the knot released with a successful DC 12 **Dexterity** check.

Roleplaying Mitzy

Mitzy is way too young of a goblin to be out in the world but lost her family a year ago. Looking for someone to replace them she has signed up with the Ordines, a cult that follows strict views of Law. Mitzy is a coward at heart but means well and does not like harming others but her strive to prove her worth always gets her into trouble.

Quote: "I will never surrender! Wait! Don't hurt me!"

A11 Wooden Deck

A 15'x25' wooden deck sits out the northern door of the lodge. Several wooden chairs are stacked in one corner and a wooden table sits in along the east side. Steps leading down to the ground are placed on the west, east, and north sides of the deck. A great view of the Moonsea to the north can be seen through the various trees planted in the yard.

A12 Dock

A small 10' wide dock, 15' long, leads out into the Moonsea. There are currently two small boats moored at the dock.

The recently risen island can be seen from the dock area, approximately 250 yards out into the Moonsea. See section 2B "The Docks" for more details.

A13 Stables

There are currently five horses stabled in this building. A small carriage, belonging to Edea

Varkana, is in the southeast corner. Double doors on the west and south walls are not locked. There are no lights inside the stables.

Developments.

Once freed, Amy can provide the characters with the following information:

- She agreed to accompany Kaireri on a vacation, but there were people here waiting for Kai.
- Kai seemingly knew, and expected, these people to be here.
- Amy overheard them talking about a ritual that Kai had agreed to be part of. The ritual is to be held tonight on a small island just off shore.
- She got a "bad vibe" from the half dozen people Kai was meeting with. And an even worse vibe from the three women and two men that joined them shortly after.
- When she objected, Kai ordered the men to tie her up, but gently.
- While she doesn't understand what the ritual is intended to do, the strangers have obtained some blood from Dyeusindra, a silver dragon that visits Thentia, and somehow Kai is to be turned into a silver dragon?

Although **Mitzy** is reluctant to reveal information about the Ordines and Til Amendov she can provide the party with the following information:

- The women that met up with the Rat Pack earlier are members of a coven of witches, here to place a lycanthropic curse on the young noble woman.
- Using the power of the coven's ritual will mean the curse cannot be removed by normal means.
- The young noble woman (Kaireri) is a willing partner in the ritual. There was no coercion.

Treasure

The **Diseased Guards** carry 25 gp between them. The **Diseased Guards** also carry journals, maps, and other business documents showing they routinely traveled into Thar. See **Player Handout Five: Shipping Manifests**. Officials in Thentia will purchase those documents for 25gp. *Moon Strike*, a *short bow +1*, hangs above the fireplace.

100gp, a *potion of healing*, and a silvered scimitar can be found in Seireri's office.

Development

If the characters decide to explore the island and either ask Amy to wait in the lodge or send her on her way with a revived coach driver, proceed **to 2B “The Docks”** below. If the characters choose to return with Amy to Thentia immediately, without exploring the island or the docks, proceed **to Part Four “A Lonely Road”**.

Naomi, Amy, and Mitzy will not travel to the island. Naomi will want to take Amy home to Thentia immediately. It requires a successful **Charisma (Persuasion)** check with a DC of 20 to convince her to even wait in the Hunting Lodge for the party to return. She will not wait longer than one hour, however. Mitzy will accompany Amy wherever she goes.

2B. The Docks

Read after the characters have moved outside the lodge and are ready to move to the island. Refer to the **Map of the Moongleam Hunting Lodge** for location of the docks.

A small dock juts out into the Moonsea. Even with the storm and winds a series of bright lights flashing offshore is visible. The multicolored lights seem to flash in time with the high waves that are striking the dock and the shoreline.

Optional Encounter: The Stormy Seas

Run this encounter only if time is not an issue.

Attempting to traverse the stormy Moonsea to the Lost Shrine of Talos is not an easy task. To make headway against the waves will require everyone in a boat to work together. A group **Strength (Vehicles - Water)** check with a DC of 12 is necessary to succeed. Any character with an appropriate background such as Sailor provides advantage on the roll to everyone in their boat.

Success on the group check allows the characters to land anywhere they choose on the island.

Failing the check means that the boat is not making any headway and another check will be required. If each character in the boat fails the subsequent check this causes the boat to capsize. If the group check fails, but not all the characters fail, the boat remains afloat but the only option is to land

in the middle on the southern edge of the island, marked on the map with an **X**. The **Thugs** guarding the island will automatically spot the landing.

The characters can still reach the Lost Shrine island but do so by washing up on the south shore of the island, cold and tired (but not **Exhausted**) from the swim. They reach the island in the spot marked with an **X**. The **Thugs** guarding the island will automatically spot the landing.

Proceed to **Part 3. A Damsel Not in Distress**.

Part 3. A Damsel Not in Distress

Estimated Duration: 45 minutes

The Lost Shrine of Talos, located on this once sunken island, is extremely old and worn.

General Features -- Lost Shrine of Talos

The Lost Shrine of Talos has the following general features.

Terrain. Muddy, with plenty of seaweed covering the ground. These, combined, make the entire island difficult terrain.

Weather. The island seems to be at the eye of the storm, but is no means calm. High winds swirl around the island and a steady rain still drops from the cloud covered skies.

Light. A strange aurora of very colorful light surrounds the island, perhaps driven upon the winds. Think Northern Lights of cascading colors.

Smells and Sounds. The island smells of rotting seaweed but inside the swirling winds that surround the island sounds seem muted and dull, except for the chanting of the Coven as they perform their ritual.

Read the following as the characters approach the island.

Strange multicolored lights swirl around the island as you approach. The Island, which can't be more than twenty yards across at any point, seems to be in the eye of the storm that rages on the Moonsea. The ground is extremely muddy and covered in seaweed.

The swirling lights have no real effect on this encounter other than to add a mysterious element and block line of sight into the ritual circle from outside the island. The ritual area is in the "eye of the storm" and relatively calm compared to the rain and wind swirling around outside the stones.

The Rat Pack has left four **Thugs** guarding the shoreward side of the Island. These guards are hiding but can be spotted with a DC 15 **Wisdom (Perception)** check. They have a Perception score of +2 and if they spot the characters approach they will attempt to warn Rum before ambushing any surprised characters.

Once any character steps onto the island, or somehow flies above it, read the following.

The swirling lights fade away as you step onto the island. The ground is very muddy and seems to claw at your feet.

Inside the lights, most sounds seem muted but the chanting of some ritual is easily heard. The sounds come from inside a ring of 10' tall standing stones.

Several humanoids stand just outside the ring of stones watching a ritual underway.

You can see a young woman tied down inside the stone circle.

Refer to **DM Handout 03: Lost Shrine of Talos**.

On the island, Rum (use **Wererat** stats) stands with three other Rat Pack members, two are **Thugs** and the other a **Bard** named Nicholas.

Rum is watching three **Sea Hags** who are banded together as the "*Storm's Light Coven*", working their ritual to "*Bestow Curse*" upon Kaireri. The hags stand inside the ring of standing stones, which provides the hags with partial cover from any ranged attacks made from outside the standing stone circle.

The standing stones are 10' high and approximately 5' wide. The entire circle of stones has a radius of approximately 20' on the interior.

Kaireri (**Noble**) is tied down on a flat stone slab in the center of a ring of standing stones. As a willing participant in the ritual, the knots holding her down are easily removed by using an *Action* to do so.

Standing in the shadows of one of the standing stones is Til Amendov (**Master Thief**) and a **Quadrone** ("Intelligence Officer Tarot Card Revision 7" or IOTCR7). IOTCR7 has been the primary point of contact between the Ordines and the Rat Pack. Til Amendov imbibed a *potion of flying* to get out to the island and that potion still has 30 minutes of use remaining. Til Amendov and IOTCR7 can only be spotted with a DC 20 Wisdom (Perception) check.

Tricks of the Trade - Tactics

- The **Sea Hags** will focus on their ritual and not take any offensive actions against the characters. If the ritual is ended they will flee into the sea and swim away. See **Ending the Ritual** below.
- The **Sea Hags** will not use their Horrific Appearance, Death Glare, or any Coven applicable spells on the characters. They were hired, and paid, to cast one specific spell. (*Bestow Curse*)
- Til Amendov will also not interfere in any combat, nor will IOTCR7. They are observers

sent by the Ordines but do not feel this is the appropriate time for a direct confrontation with any adventurers from Thentia. If attacked they will disengage and fly away.

- Rum has already scratched Kaireri and she is infected with Lycanthropy. She will turn into a wererat at the next full moon, unless treated. Kai will attempt to hide this fact. A **Wisdom (Medicine)** check DC 18 is required to discover the infection. Due to Kai's resistance, all Medicine checks are at disadvantage.
- If combat begins, Rum will move to engage the least armored characters.
- Nicholas the **bard** will attempt to *Charm* any heavily armored character in an attempt to take them out of the fight.
- Nicholas the **bard** will use his *Taunt* ability, as a bonus action during the first round, on the most melee capable looking character.
- The ritual will be completed at the end of the fifth round of combat.
- If the ritual is interrupted, The Rat Pack will disengage and attempt to flee.
- IF THE CHARACTERS FAIL TO STOP THE RITUAL: The ritual is finished, Kaireri has been successfully "changed." The Rat Pack and Ordines will leave the characters alive, but do not aid any dead or unconscious characters.

Read the following boxed text ONLY IF THE RITUAL IS NOT STOPPED. Paraphrase to fit the situation as needed.

When you wake up it is to see Kaireri using her Medicinal skills learned at the Temple of the Moon to help your fallen characters members.

Adjusting this Encounter

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

- **Very Weak:** Reduce Rum's HP to 20. Change **Thugs** to **Bandits**.
- **Weak:** Change **Thugs** to **Bandits**
- **Strong:** Change one **Thug** to **Wererat**
- **Very Strong:** Increase **Rum's (Wererat)** HP to 64

Ending the Ritual

The **Sea Hags** were not paid to fight, so they will be reluctant to continue the ritual if any of the following criteria are met:

- Any **Sea Hag** takes 20 or more points of damage in one round
- Any **Sea Hag** takes, cumulatively, 30 points of damage in the combat
- More than 75% of the Rat Pack is killed
- Kaireri is released from her bonds

Development – Kai's Lies

Much of the characters interactions after this encounter depend on previous developments and the DM will need to adjust the following information accordingly. If the characters do interrupt the ritual, Kai will be furious with them, but haughtily provide them with certain information.

Whether the ritual is completed or interrupted, Kai will want to control the story that comes out. In order to do this, she will first try to use her +6 to **Charisma Deception or Persuasion** in an attempt to convince the characters that what she did was for the good of Thentia. If that fails she will resort to bribery and offer the characters a total of 250gp plus one family heirloom, *Moon Strike* (see treasure below).

If the characters are unaware that she has been Cursed, Kaireri will attempt to use **Charisma Deception** to lead the characters to believe everything is fine, that the ritual was either a failure or didn't have the effects that the Rat Pack intended. If knocked unconscious, the characters will awake to find only Kaireri on the island with them.

What Kaireri Knows (or believes)

- The Agents of Fate have chosen her to become the next great leader of Thentia, and end the troubles besetting the city.
- She will follow in her aunt's footsteps and help lead the House of the Moon, with Selune's blessing.
- To empower her against these troubles, Dyeusindra the Silver Dragon has given a vial of her blood. *(Only mentioned if ritual is interrupted.)*
- Kaireri is to become the First True Silver Were-Dragon. *(Only mentioned if ritual is interrupted.)*
- Til Amendov is the leader of The Ordines, a group dedicated to controlling the Fates that have cursed Thentia for the past year. The Rat Pack were simply a tool she used to get access to him.
- Kaireri is trained in **Charisma (Deception)** or **(Persuasion)** with a total of +6 to her roll.

Roleplaying Kaireri

A self-absorbed young noble from a powerful house in Thentia, she has an overwhelming belief in her place in the world.

Whether the ritual is completed or interrupted, Kaireri is convinced that what she was doing is in Thentia's best interest. She does, however, understand the need to control public perceptions and would not want the information that she was Cursed with lycanthropy, or that she was a willing participant in the Curse ritual, to get out.

Kaireri has become very adept at persuading and deceiving those she wishes to. All her **Charisma** checks (**Persuasion**, **Deception**, and **Intimidation**) are made at +6. She is a spoiled teen who has become very adept at getting away with causing trouble. She is not above using her grief of the death of her "beloved" Aunt Seireri as a tool to get her way.

Quote: "I have **SERVANTS** to do that for me!"

What Til Amendov Conveys

Amendov is here to watch how this plan proceeds. He didn't have high hopes for this undertaking but wanted to see firsthand how it unfolds.

- He is not the leader of the Ordines but heads one of the information gathering groups.
- Amendov is curious about the adventurers and how they became involved in the search for the Tarot Cards of Fate.
- He holds no animosity towards any character but if they oppose the will of the Ordine he will deal with them accordingly.
- The Ordines understand that the power of the Tarot Cards is beyond the ability of mere mortals to contend with, and it is their sacred duty to control the powers and preserve the world.
- Til Amendov has other, more likely to succeed, plans in place to make certain that "Order is maintained".

Roleplaying Amendov

Amendov is a male human, appearing to be in his fifties or sixties. Tall with a commanding presence, he is supremely confident in the goals of the Ordine and understands he is simply a cog in the wheel of a greater plan.

Amendov is interested in getting information from the characters, doesn't mind conveying general information about the Ordines, but isn't looking for a general sharing of information. He provides a little information in the hopes to draw out more details from the characters and considers this an "interrogation" more than anything else.

He is quite lawful in his beliefs and will show exceptional politeness to any character that he can determine is of Lawful alignment. Good or evil is not relevant.

Quote: "Order must prevail, at all costs."

Treasure

The members of the Rat Pack have 100gp between them in various coins, gems, and jewelry. In addition, Nicholas has an *Instrument of Illusions*.

Kaireri, depending on developments above, will offer the characters up to a total of 250gp and *Moon Strike*, a magical Short Bow +1.

Harper Mission

The stones that surround the ritual area are covered in runes dedicated to Talos. They are currently covered by seaweed and require an **Intelligence (Investigation)** check DC 12 to find. Simple rubbings of the runes will take approximately 30 minutes to complete but will fulfill the Harper assignment.

Development – Kai's Curse

Due to the chaotic nature of the fight, plus the mud, etc., it is extremely difficult to notice the small cut Kaireri obtained from Rum. It would require a **Wisdom (Medicine)** DC 18 check to notice this specific cut and determine its significance. If the lycanthropy curse is detected, and reported back to anyone in Thentia, a *remove curse* cast by clerics of Selune, will be arranged.

If any of the characters recognize the lycanthropy curse, and has it removed, award the characters the story award **Tarot of Fate (Death): Inverted**. If the lycanthropy goes unnoticed award the characters the story award **Tarot of Fate (Death): Upright**.

Roleplaying Rum

Rum is a large, hairy, human male who you would more likely peg to be a werebear than a wererat. While he looks brutish he is actually very cunning. He is also very loyal to the Rat Pack and will not willingly cause any harm to any of its members.

Quote: "I'm a manly man!"

Once this encounter is complete continue with **Conclusion**.

Part 4. A Lonely Road

Estimated Duration: 30 minutes

This part of the adventure only takes place if the characters decide not to investigate the island and choose to return to Thentia.

The rain lashes the Moonsea road as you travel back to Thentia. Lightning flashes occasionally, lighting up the area, but torches and other sources of light don't illuminate much in rain and wind.

Alerted by IOTC7P, Rum and other members of the Rat Pack have raced back to try to ambush the characters on their way back to Thentia. Their intent is to kill Amy and any others that know of their plot to turn Kaireri into a lycanthrope, at all costs.

Rum (use **Wererat** stats) is accompanied by two **Thugs** and his **Bard** named Nicholas. The rain and windstorm effectively make the area *Lightly Obscured*. Any adventurer with a **Passive Perception** of 15 or higher will notice the ambush and not be surprised. Characters state they are actively looking for an attack would need a successful DC 15 **Wisdom (Perception)** check not to be surprised.

Tricks of the Trade

- Rum will engage the strongest looking melee type.
- Both **Thugs** will target Amy looking to kill the witness.
- Nicholas (**Bard**) will attempt to *Charm* one characters member while also using his bonus action to *Taunt* the strongest looking melee character.
- If at least two of the Rat Pack members are dead (not unconscious), **Rum** will attempt to hold off the characters while the other members Disengage to flee.

Adjusting this Encounter

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

- **Very Weak:** Rum is a **Berserker**. Changes **Thugs** to **Bandits**.
- **Weak:** Change **Thugs** to **Bandits**
- **Strong:** Change one **Thug** to **Wererat**
- **Very Strong:** Increase **Rum's (Wererat)** HP to 54

Treasure

The members of the Rat Pack have 100gp between them in various coins, gems, and jewelry. In addition, Nicholas has an *Instrument of Illusions*.

Conclusion

There are several possible sections of the conclusion to this adventure, depending upon character options. Read **Base Conclusion** and then any other additional boxed text as appropriate.

Base Conclusion

The storm abated somewhat as you neared the walls of Thentia. More guards were present along the walls and gates than when you had left. Even more curious, priests and clerics were speaking with everyone wishing to enter the city, asking about their health and where they had traveled. Some people wanting to enter were quickly passed through while others were pulled aside for more detailed questioning.

Added Conclusion – Kaireri Cured

Read this additional conclusion only if the characters return with Kaireri and they made the guards aware of her lycanthropy curse.

Overly excited, or maybe scared, guards quickly surround Kaireri, dragging her away from the group. It took a few hours but eventually you answered all the questions the priests asked of you. They were interested in your health, whether you were running a fever, weren't feeling yourself, or exhibited any other symptoms of an illness they would never describe.

You heard, several days later, that Kaireri has taken a "sabbatical" and would be staying in the House of the Moon for an extended period of time.

Edea Valkrana was happy to see Amy return home, seemingly unscathed. She happily paid you the agreed upon amount.

"I hope you think well of me when the WatchLord elections comes around," she says. "Someone has nominated me for the position and while I think it's foolishness it's also obvious that someone that cares about the common folk in this city takes control for a while. The mages and merchants have had control for long enough."

Each character is awarded the **Tarot if Fate (Death): Inverted** story award.

Added Conclusion – Characters doesn't mention Kai's infection

Read this section only if the characters is either unaware of, or does not tell the guards about, Kaireri's lycanthropic infection.

Having Kaireri with you finally worked out in your favor. You were quickly escorted past the waiting clerics, many of whom fawned over Kaireri, and allowed into the city.

Edea Valkrana was happy to see Amy return home, seemingly unscathed. She happily paid you the agreed upon amount.

"I hope you think well of me when the WatchLord elections comes around," she says. "Someone has nominated me for the position and while I think it's foolishness it's also obvious that someone that cares about the common folk in this city takes control for a while. The mages and merchants have had control for long enough."

Each character is awarded the **Tarot if Fate (Death): Upright** story award.

Added Conclusion – Kaireri left behind

Read this additional conclusion only if the characters did not investigate the island.

Edea Valkrana was happy to see Amy return home, seemingly unscathed. She happily paid you the agreed upon amount.

"I hope you think well of me when the WatchLord elections comes around," she says. "Someone has nominated me for the position and while I think it's foolishness it's also obvious that someone that cares about the common folk in this city takes control for a while. The mages and merchants have had control for long enough."

Each character is awarded the **Tarot if Fate (Death): Upright** story award.

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
Diseased Guards	25
Bandits	25
Wererat	450
Thugs	100
Bard	450

Non-Combat Awards

Task or Accomplishment	XP Per Character
Speaking with Til Amendov	100
Speaking with the Orc refugees	50
Discovering, and reporting, info about the diseased guards.	100
Disrupting the <i>Curse</i> Ritual	50

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 characters. 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
Edea’s Payment	250

Seireri’s Coin Purse	100
Bandit Treasure	25
Rat Pack Treasure	100
Kaireri’s Bribe	250

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*.

Moon Strike, Short Bow +1

Weapon, Short Bow, Uncommon

This intricately carved short bow was a gift from the Moon Elves of Cormanthor. In Darkness or low light, arrows shot from this bow appear as bright streaks of moonlight as they fly towards their target. This item can be found in **Player Handout #2**.

Instrument of Illusions

Wondrous Item, Common

While you are playing this musical instrument, you can create harmless, illusionary visual effects within a 5-foot-radius sphere centered on the instrument. If you are a bard, the radius increases to 15 feet. Sample visual effects include luminous musical notes, a spectral dancer, butterflies, and gently falling snow. The magical effects have neither substance nor sound, and they are obviously illusory. The effect ends when you stop playing. This item can be found in **Player Handout #2**.

Potion of Greater Healing

Potion, common

This item can be found in the *Player’s Handbook*.

Story Awards

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

Tarot of Fate (Death) Upright. Life has changed in many ways for Kaireri Moongleam. How these changes will Thentia in the troubled times ahead is unknown. More information can be found in **Player Handout #1**.

Tarot of Fate (Death) Inverted. Against her wishes, you have intervened in Kaireri Moongleam’s

life. Whether this will help or hinder Thentia in the troubles that the Fates have placed against the city, only time will tell. More information can be found in **Player Handout #1**.

Renown

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

Members of the Harpers that return with engravings from the ritual stones around the lost shrine of Talos earn **one additional renown point**.

Downtime

Each character receives **five downtime days** 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).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Muma (*Moo-ma*). A friendly old human woman looking to find adventures to rescue a damsel in distress. She is reluctant to speak about herself and insisting that the young girl is in danger.

Kaireri Moongleam (*KEYE-ear-ee MOON-gleam*). An exceptionally haughty young noble girl that has a higher opinion of her place in the future of Thentia than she probably should. Susceptible to flattery and tales that speak of her fame, beauty, and importance.

Edea Valkrana (*eh-DEA VAL-krana*). A 200-year-old elven woman that has owned and managed the Valkrana tile factory in Thentia for decades. Well known as a carrying, if someone understated person, who always has a soft spot for the poor, especially those taken as slaves. A candidate for WatchLord of Thentia, she doesn't want the job but feels the responsibility to get the city out of its current myriad of crisis too heavily to object to her nomination.

Groak (*Groak*). A simple, if elderly, orc grandfather who has become afraid of the deaths and rumors in Thar. He led three families in their flight out of danger and the need for assistance wears at his pride, but his love of his family makes him swallow his pride.

Amelone "Amy" Yelrona (*AMY Yel-rone*). Teenage human female ward of Edea Valkrana. Susceptible to peer pressure and is always in the shadow of her best friend, Kaireri Moongleam.

Rum (*RUM!*). A bear of a man with a forceful personality, he is usually jovial and fun loving. He sees himself as a swashbuckling rogue leading his band of misfits known as the Rat Pack. A wererat who feels slighted by the Selunite aversion to lycanthropy. (It's NOT a curse!)

Til Amendov (*Til AHH-men-dov*). One of the four Tils of the Order of the Ordines, a true believer in the need to uphold the law in all its forms to prevent chaos from taking hold in the world. He shows respect to those that follow the law and show him respect. He refuses to get drawn into arguments with those he considers "chaotic" as that simply drags him down to their abhorrent nature.

Naomi "Bright Eye" Khodolis (*NEYE-o-mee Koh-DOH-liss*). Youngest of three children of one of the richest families in Thentia. Wears a patch to cover one blind eye and fervent believer in the rights of the common folk. Longtime friend of Amelone Yelrona.

Appendix. Monster/NPC Statistics

Bandit

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

Armor Class 12 (Leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/8 (25XP)

Actions

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

Light Crossbow. *Ranged weapon attack.* +3 to hit, range 80/120 ft., one target. Hit: 5 (1d8+1) piercing damage.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (0)	14 (+2)	10 (0)	10 (0)	11 (0)

Senses passive Perception 10

Languages Common

Challenge 1/2 (100XP)

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

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5' ft. one creature. Hit: 5 (1d6+2) bludgeoning damage

Heavy Crossbow. *Ranged Weapon Attack.* +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Diseased Guard (Guard)

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually common)

Challenge 1/8 (25XP)

Actions

Spear. *Melee Weapon Attack:* +3 to hit, reach 5' ft or range 20/60. one target. Hit: 4 (1d6+1) piercing damage.

Guards include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles.

Diseased Thug (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 1/2 (100XP)

Pack Tactics. The diseased thugs, due to the anger and paranoia of their infection, do not benefit from the coordinated combat needed for Pack Tactics.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5' ft. one creature. Hit: 5 (1d6+2) bludgeoning damage

Heavy Crossbow. *Ranged Weapon Attack.* +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Wererat

Medium humanoid (human, shapechanger), Lawful Evil

Armor Class 12

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills: Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered.

Senses Darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two melee attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit 4 (1d4+2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5' ft. Hit: 5 (1d6+2) piercing

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack.* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

Bard

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8+8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450XP)

Spell Casting. The bard is a 4th level spell caster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared.

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave.*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

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

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

Sea Hag

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft., swim 40 ft.

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

Senses Darkvision 60', passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450XP)

Amphibious. The hag can breathe air or water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusionary Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect 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 the physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

NOTE: Coven rules are not included for these hags as they will not, under any circumstances, use those spells in this adventure. That is not what they were paid to do, and they do not wish to become embroiled in the search for the Tarot Cards of Fate.

Quadrone

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8+4)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2

Senses truesight 120 ft., passive Perception 12

Languages Modron

Challenge 1 (200XP)

Axiomatic Mind. The quadrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the quadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Actions

Multiattack. The quadrone makes two fist attacks or four shortbow attacks.

Fist. *Melee Weapon Attack:* +3 to hit, reach 5' ft. one creature. Hit: 3 (1d4+1) bludgeoning damage

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

Kaireri (Noble)

Medium female human, Chaotic Neutral alignment

Armor Class 11 (no armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +6, Persuasion +6, Intimidation +6

Senses passive Perception 10

Languages Common

Challenge 1/8 (25XP)

Actions

Unarmed. *Unarmed Attack:* +0 to hit, reach 5' ft. one creature. Hit: 1 (1 pt) bludgeoning damage

Til Amendov (Master Thief)

Medium humanoid (human), Lawful Neutral

Armor Class 16 (studded leather)

Hit Points 84 (13d8+26)

Speed 30 ft., fly 30 ft. (*Pot of Flying*)

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

Saving Throws Dex +7, Int +3

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

Senses passive Perception 13

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

Challenge 5 (1,800XP)

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

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

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword

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

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

Reactions

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

Mitzy (Goblin Boss)

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills: Stealth +6

Senses Darkvision 60' ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Actions

Multiattack. The goblin makes two attacks with its scimitar, the second attack has Disadvantage.

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

Javelin. *Ranged Weapon Attack.* +4 to hit, reach 5', or range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin boss chooses another gobbling within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Naomi Khodolis (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, Perception +2

Senses passive Perception 18

Languages Any one language (usually Common)

Challenge 1/4 (50XP)

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

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

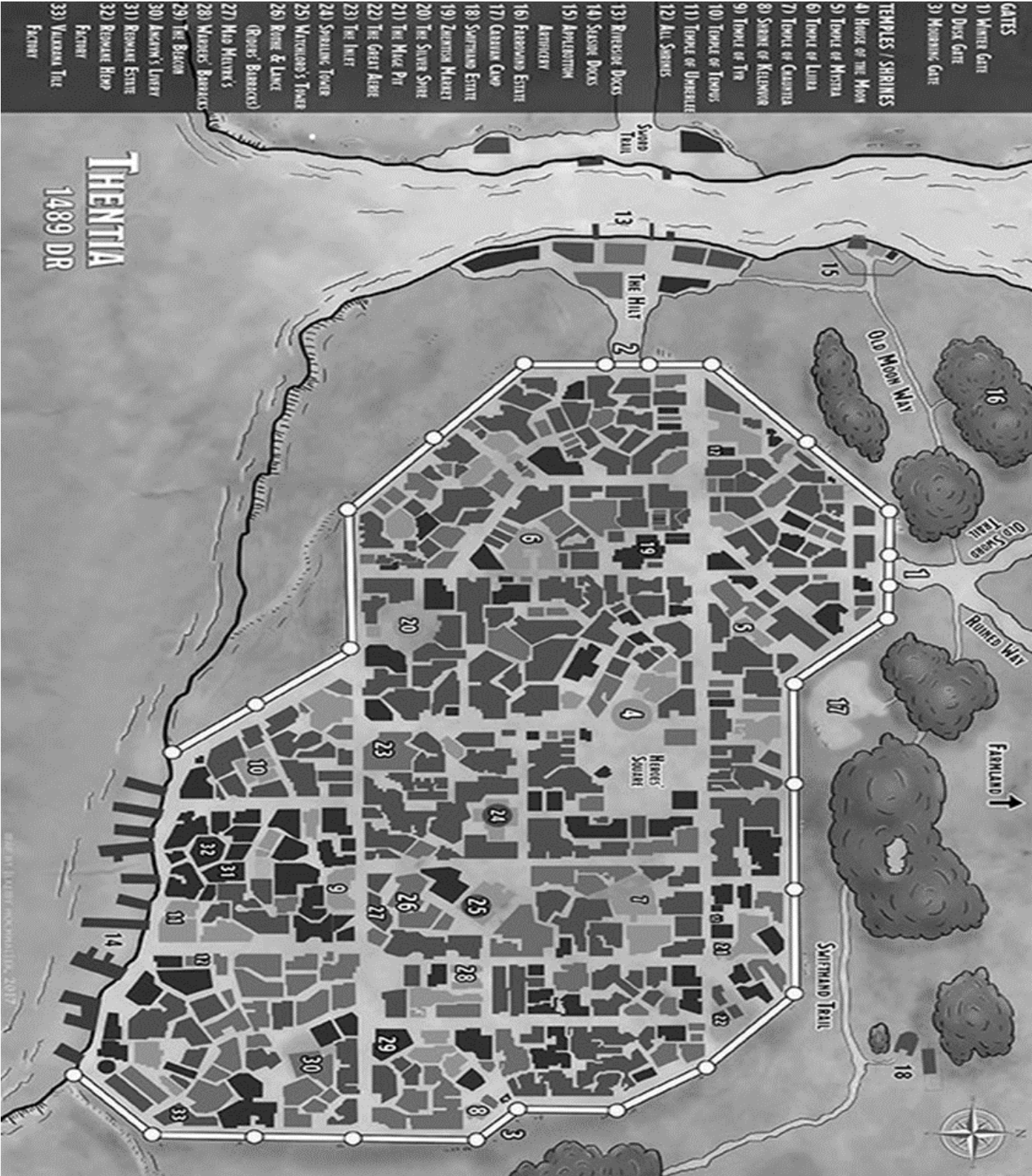
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

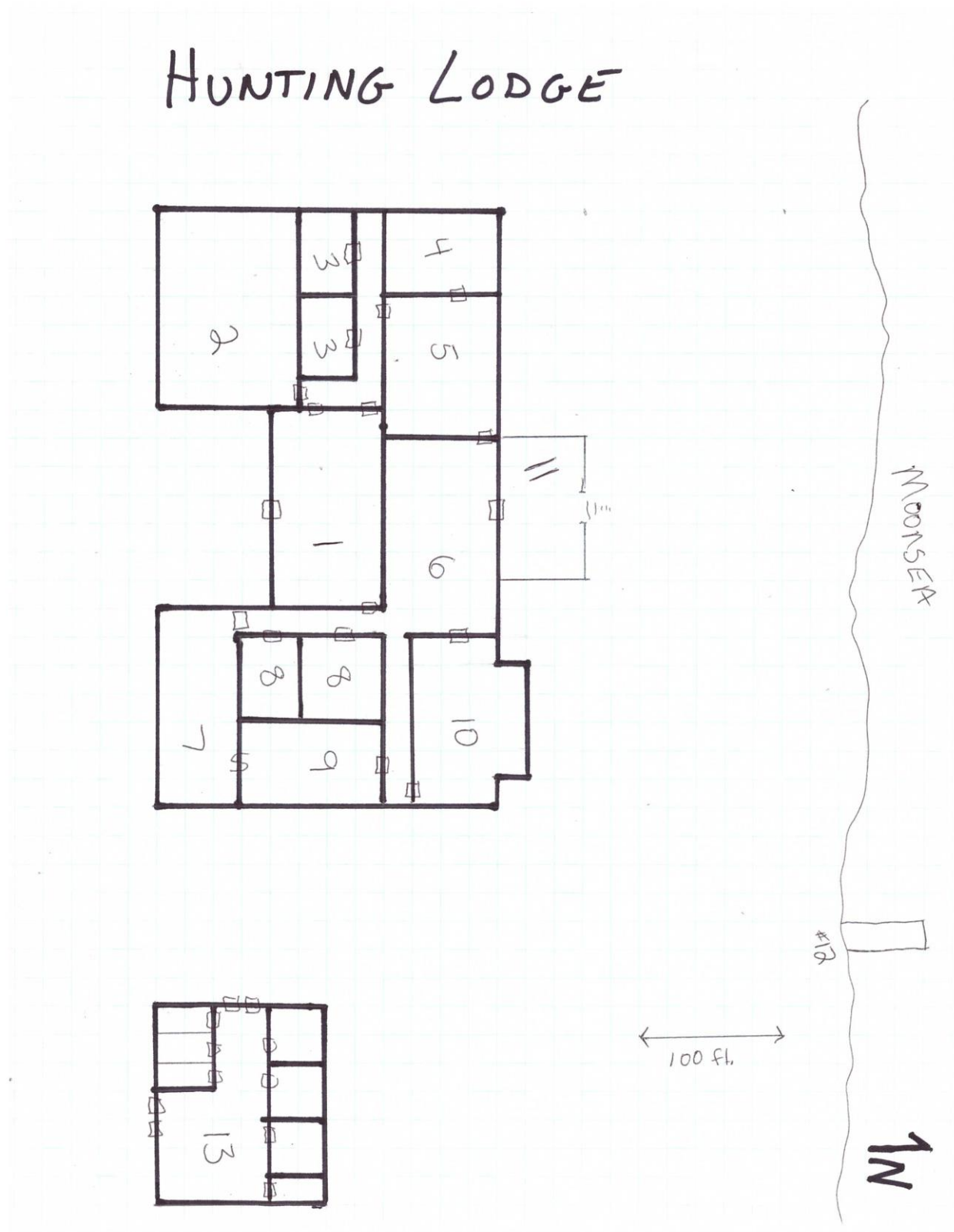
Club. *Melee Weapon Attack:* +2 to hit, reach 5' ft. one creature. Hit: 2 (1d4) bludgeoning damage

Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.

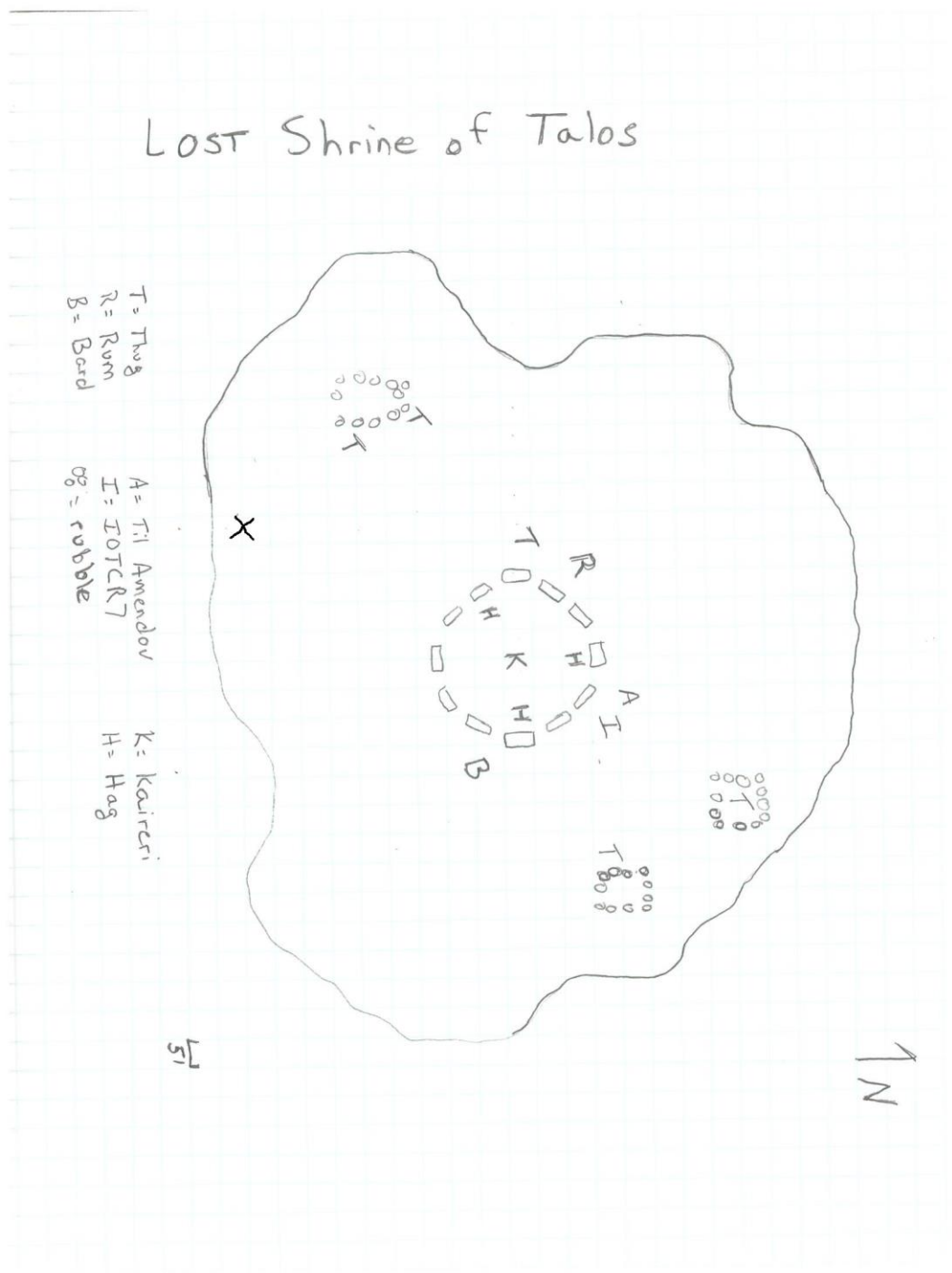
Appendix. Map of Thentia



Appendix. Map Moongleam Hunting Lodge



Appendix. Map Lost Temple of Talos



DM Appendix #1. WatchLord Candidates

WatchLord Candidates

The following NPCs have announced their candidacy for the position of WatchLord of Thentia, and currently have the most support among the voters.

WatchLord Tristan Merrygold. Has held office for 9 consecutive years. Member of the nobility of Thentia and resides in the Merrygold Manor. Running on a promise of stability and experience to see Thentia through these trying times. His supporters wear Blue.

Lord Aesir Highcastle. A chondathan human and mage, his family has spent generations guarding the trade routes to Melvaunt. Has been accused of being behind the recent bandit activity along the trade routes. Runs on a platform of civic empowerment for the common people. His supporters wear Orange.

Edea Valkrana. A female elf nearing her second century of life, she has owned the tile factory in Thentia for decades. Running on a platform that the disasters striking the city are the result of too much power in the hands of certain noble families and the House of the Moon (Temple of Selune), she calls for the removal of the Merchant Elite and Council of Mages from any active involvement in the governance of the city. Her followers wear Green.

Belanna Skallon. A gray haired Tabaxi female and self-proclaimed High Priestess of Azuth in the city, she claims to have been a spiritual advisor to the Council of Mages, although no confirmation of this position (or denial) has been made. 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. Her followers wear Gray in deference to Azuth. Her slogan is "Belanna today; a brighter tomorrow"

Player Handout #1. Story Award

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:

Story Award

Tarot of Fate (Death) Upright. Life has changed in many ways for Kaireri Moongleam. How these changes will Thentia in the troubled times ahead is unknown.

Tarot of Fate (Death) Inverted. Against her wishes, you have intervened in Kaireri Moongleam's life. Whether this will help or hinder Thentia in the troubles that the Fates have placed against the city, only time will tell.

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Player Handout #2. Magic Item

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

Moon Strike, Short Bow +1

Weapon, Short Bow, Uncommon

This intricately carved short bow was a gift from the Moon Elves of Cormanthor. In Darkness or low light, arrows shot from this bow appear as bright streaks of moonlight as they fly towards their target.

See the full description of this item, which can be found in the *Dungeon Masters Guide*.

Instrument of Illusions

Wondrous Item, Common

While you are playing this musical instrument, you can create harmless, illusionary visual effects within a 5-foot-radius sphere centered on the instrument. If you are a bard, the radius increases to 15 feet. Sample visual effects include luminous musical notes, a spectral dancer, butterflies, and gently falling snow. The magical effects have neither substance nor sound, and they are obviously illusory. The effect ends when you stop playing. This item can be found in *Xanathar's Guide to Everything*.