

CCC-TAROT-02-05



Hollow Hopes

Part 13 of A Song of Fates

The number of infected have grown. The quarantine is filling with people. One of the former Watchlord candidates, Edea Valkrana, has contacted you asking for your help. Discreetly. Rumors of a cure are rampant – saying there is a mysterious figure hiding somewhere in Thentia near the wall. Is it real? Only one way to find out...

A Two Adventure for Tier 2 Characters. Optimized for APL 8.

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Adventure Primer

"Hope, it is the only thing stronger than fear. A little hope is effective, a lot of hope is dangerous. A spark is fine, as long as it's contained."

-President Snow, *The Hunger Games*

Events from a Time Past and Present

Many an adventurer has heard of the Deck of Many Things, which promises either great treasure or terrible ruin. Few have heard of a special deck, a mix of the original Deck and ancient Vistani magic, called the Tarot Cards of Fate. Each is unique in nature, and Fate had decreed the Cards separated and each lost to time. However, recent events have caused the cards to emerge, and two powerful beings to seek them out – the Ordines and Muma Padurii, who are competing for their ultimate power over the fate of mortals themselves.

As the infection spreads in Thentia, those outside of the Forbidden Zone see more of their family and friends carted off. No one has heard from those inside the Forbidden Zone. At least, not officially. As the Justice card awakens, a major rule holds the balance on who controls the card – and whether the current order outside the zone prevails or not.

EDEA VALKRANA has discovered that her ward is infected with the WOOD WOAD plague. Instead of following the law of shipping her to quarantine behind the Wall, she contacts the adventurers to investigate RUMORS OF A CURE that she had heard, in hopes that her ward AMY can be cured instead of quarantined.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: A Flicker of Hope.** The adventurers meet with Edea Valkrana, learn about the Wood Woad plague in depth, and get sent to find a rumored cure for Amy. This is the **Call to Action**.
- **Episode 2: The Search for the Cure.** The adventurers must search throughout the city, avoid

the Warders, and find the house with the cure. This is **Story Objective A**.

- **Episode 3: Hope's Last Plea.** The adventurers must retrieve the cure from its guardians and administer it to Amy. They must also deal with the incoming Quarantine Officers to take Amy away. This is **Story Objective B**.

Bonus Objectives

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: It's a Trap?** While the adventurers are searching for the cure, agents of darkness chase them throughout the city. They need to avoid capture! Or, if they are captured, figure out what is going on with the Wood Woad Plague... This bonus objective is found in **Appendix 9**.
- **Bonus Objective B: The Other Side.** The adventurers are tasked with retrieving a sample of infected blood. However, this infected person has shown strange tendencies with the infection, and caution should be taken. This bonus objective is found in **Appendix 10**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

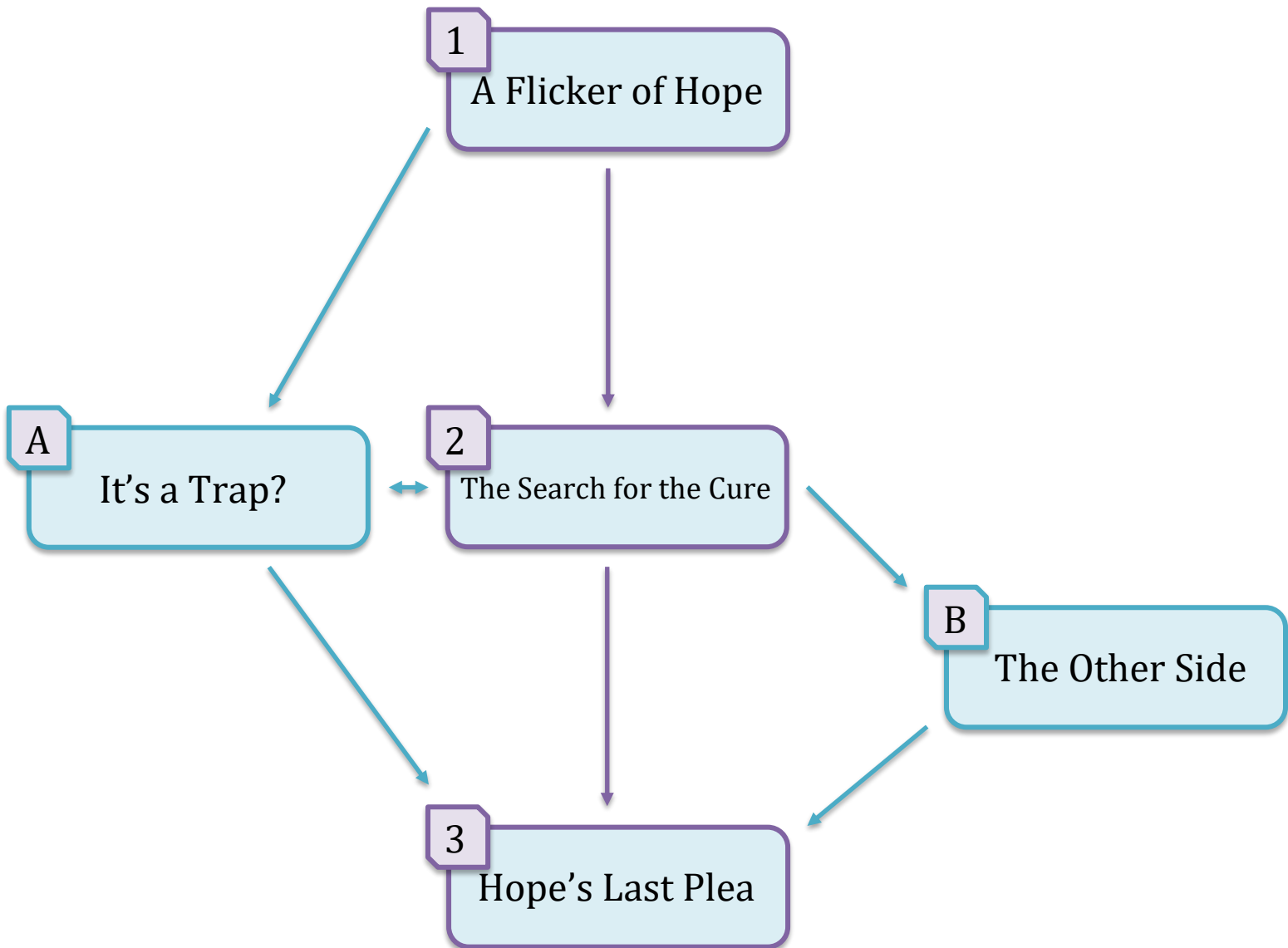
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 **hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. **Bonus Objective A** should occur directly after Episode 1 or 2, whenever the adventurers are travelling in Thentia. **Bonus Objective B** should occur directly after Episode 2, or after Scene A of Episode 3.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: A Flicker of Hope (Call to Action)

Estimated Duration: 10-15 minutes

Scene A. Request for Help

This is a single scene that provides the adventurers with the overarching objective for the entire adventure. Additionally, the **Call to Action** should lay out the hooks that provide the characters with possible directions in which they can pursue their objective. After the players have made some initial decisions, it should be relatively easy for the DM to determine the episode sequence to follow.

- **Touched by Fate.** The adventurers possessing this story award have been called upon yet again, but this time is to help Edea Valkrana. It almost is a hidden sense that they need to find her and help her
- **Sage/Hermit/Outlander Background or Druids/Rangers.** The spread of the Wood Woad plague has started to threaten natural life, and if it goes unchecked, havoc will spread upon the natural world. It is your job to investigate and stop it.

Area Information

This area features:

Dimensions & Terrain. A small, square room. Furnished, but not extravagantly. There is a single door, and there many locks and bolts on the inside of it.

Lighting. There is dim lighting throughout the room – the windows have been covered with thick curtains. There is a single candle in the center of the room, currently unlit.

Other Features. It smells of grime in the room. There are broken off mushroom pieces that look to be calcified throughout the room.

NPCs

In this scene, you will primarily interact with **Edea Valkrana** and **Amy**.

Edea Valkrana is an elven woman who has managed the textile factory for a very long time. She currently has adopted Amy as her ward, and cares very much for her, so far as to do just about anything for her.

Amy Yelrone is the human teenage ward of Edea who has gotten infected by the Wood Woad Plague. She is currently in Stage 3 of the infection – there are visible purple blotches on her skin looking like bruises. She is currently docile – almost unresponsive to everything happening around her.

Objectives/Goals. Edea wants to find a cure for Amy. She has heard rumors that there is a house somewhere near the Wall that holds a cure – an alchemist’s laboratory. She doesn’t know who that person is or exactly where they are, but she is holding on to this last hope to heal Amy. Her goal is to get the adventurers to agree to go find this cure and bring it back. Edea is willing to break the law (and may do so) in making sure that Amy is not taken away to beyond the Wall. She should try and entice the adventurers to get this cure for Amy regardless of the cost.

What Does She Know? Amy knows of a rumor of a cure, and knows it is located in an alchemist’s laboratory somewhere near the Wall by the Harbor Ward. She believes it will work more out of desperation than anything else, and sincerely hopes for it to cure Amy. She will try to entice the adventures by whatever means to retrieve the cure – pleading to their sense of humanity or other tactics. She also knows that there are other groups of people looking for the cure, so they might encounter some difficulty finding the Alchemist’s House. She also knows that there are those seeking to contact their loved ones on the other side of the wall. She also knows that Aesir has ordered a ban on all magical attempts at healing, instead to focus on a long cure. No matter how many magical attempts to heal occur, you can get reinfected (as what happened with Amy). She doesn’t want to reveal all her information right away and will just try to send them on a quest first, but she will divulge what she thinks is important in order to get them to go on this quest for her.

Call to Action

This section summarizes both story objectives and presents them as an overall objective of the adventure. Some examples include:

- Edea should task them to go find the Alchemist’s House near the Harbor Ward. (main objective)
- The adventurers should retrieve the cure and administer it to Amy before she is taken away. (main objective)
- If they can find out any information about the Wood Woad Plague, it might help the city overcome their problems.

Episode 2: The Search for the Cure (Story Objective A)

Estimated Duration: 45-50 minutes

Setting: The Streets of Thentia

In this episode, the adventurers should first be using social skills to find the location of the Alchemist's House. Once they find it, they will have to solve puzzles and riddles around the house to get their way inside.

Prerequisites

Accepting Edea's quest (completing Episode 1).

Story Objective A

The adventurers need to find the location of the Alchemist's House, get there, and then find a way inside.

Bonus Objective

After Scene A is a time where you could insert Bonus Objective 1 (**Appendix 9**).

Area Information

This area features:

Dimensions & Terrain. The city of Thentia is obviously a city – built-up roads, buildings and shops of all kinds. The adventurers should see people taking precautions against the plague – covering their mouth, limiting contact to others. In addition, the city is in sort of a disarray while trying to deal with the infected around.

Lighting. The city is illuminated by the sun – it is a slightly overcast day. It feels a bit humid and muggy, but the light is normal.

Atmosphere. There should be a palpable worry through the city – people acting strange, whispers of a cure or what caused this horrible malady, all of it speculation.

Scene A. Rumors Abound

While wondering outside around Thentia, looking for someone to talk to, they see countless people shuffling through their daily doldrums. There are a lot more Riders in the town, periodically checking people for signs of infection. As they begin their search, they do see **Isen Shadowcloak** talking with one of the Riders, but upon seeing the adventurers, he ends his conversation and promptly approaches.

Creatures/NPCs

The town is filled with various Thentian people, mostly human, who have a general worry about the plague that is ailing the city. They are suspicious in general and have heard many rumors about the cure and of other occurrences in Thentia. Most of them don't know anything more than general rumors and heresay, but **Isen Shadowcloak** has more helpful information.

Objectives/Goals. **Isen Shadowcloak** wants to find out more information about the Plague – he received inspiration from Tyr in the form of a prayer for a cure. But he needs a blood sample from someone who has succumbed almost completely, and those people are only beyond the wall (see **Appendix 10**). He is willing to trade information, with appropriate social skills (**Persuasion, Deception, Intimidation**) at DC 15

What Does He Know? He knows the following information.

- There is an old halfling Alchemist who lives right along the newly-formed wall. The cure should be there.
- His house is guarded and supposedly trapped with many puzzles.
- The Key is in the keys.

Playing the Pillars

COMBAT

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EXPLORATION

When the adventurers get to the Alchemist's House, all the puzzles relate to each other and they should find information to help them on each puzzle. They can also find clues about the intruder (see Episode 3) that awaits them.

SOCIAL

Isen Shadowcloak is a paladin of Tyr, so any use of social skills and arguments of justice, fairness, and upholding goodness in the realms will earn advantage. He will try to use those same ideals to get the adventurers to agree to his request.

Setting: The Alchemist's House

In this scene, the adventurers should be exploring around the house and solving the puzzles left behind to be able to safely enter the house. Refer to the Playing the Pillars on the previous page for help.

Area Information

Use **Appendix 3: The Alchemist's House Exterior** for the rest of this Episode.

This area features:

Dimensions & Terrain. The house may have at one time been a nicer estate, but it is very weathered and worn down, with no signs of recent repair. Most of the windows are either broken or boarded up, and you can tell the second floor is almost completely fallen in. There is a gate and entryway, but parts of it are broken and ruined. The grand double door into the house seems to be much newer – or much better kept – than the rest of the house.

Lighting. Being near the Wall, the sun is currently shining so that the Wall casts a long shadow over this house – if you could call it that. It is impossible to see inside the house, due to the windows on the first floor being boarded up.

Atmosphere. The house should almost feel off – as if anything could and might jump out at them from any time. This is where the cure is, and they don't know what might stop them from getting the cure.

Tracks. Throughout the grounds, if adventurers think to do **Wisdom (Survival)** or **Intelligence (Investigation)** checks, they find tracks and hints about the creature that has already broken inside (revealed in Episode 3). Each scene will specify what adventurers can find.

Scene B. The Gate

The gate and gateway leading into the house and its small plot of land. It is broken down, with many holes in the gate, thus providing many potential entrances.

Area Information

This area features:

Dimensions & Terrain. This gate is made of a dull, almost rusty metal. The main entrance gate itself is still intact, although not touching the ground, with an iron plaque on it (see **It's Electrifying** below). The surrounding parts of the gate are broken down, with many areas missing posts and there are certainly areas where the adventurers could crawl through if they thought to (see **Holes** below).

It's Electrifying! The gate is protected by a magical electric current that goes through the area, which can be detected with an **Intelligence (Arcana) DC 16** check. Any creature (living or otherwise) that tries to go through the gate AND/OR THE HOLES suffers the following consequence

- Electric field – the creature takes 15 (3d8) electric damage and is pushed back 5 feet.

If they investigate the plaque, they notice that it is decorated with storm clouds and lightning bolts. It reads as follows.

- The entrance to this place is found

When the lightning touches the ground
The solution to this puzzle is to somehow get the metal gate to touch the ground WITHOUT using a person as a conduit. Some examples of solutions might be to throw ground/dirt at the gate, to connect them with a weapon that can conduct electricity, or other clever thinking. Once they are able to open the gate, the plaque cracks apart and drops a piece of parchment, which can be found in **Appendix 11**.

Holes. The holes in the gate are a tight squeeze for a Medium-sized creature, but they could do it. It is easy for a Small or smaller creature to crawl through. Any creature crawling through the holes suffers the trap consequence as noted in **It's Electrifying!**

Tracks. The adventurers can find tracks of a single humanoid with a large boot print heading in through the main gates. They seemed to walk around and survey the gate, but ultimately, they went through the main gate.

Scene C. The Mouth

This corner of the house is fairly unremarkable, except for an engraving of a mouth, ears, and a phrase above it in common.

Area Information

This area features:

It Has a Mouth. This corner of the house is made of the same material as the rest. The mouth, ears, and engraved phrase seem to be untouched by time, but everything feels like it is falling apart around it. When an adventurer approaches the mouth, it animates (see **It Speaks** below).

It Speaks! When an adventurer approaches the mouth, it begins to move and speaks – it is very jovial and pleasant, but also as dumb as a bag of bricks. To get the key phrase (see **Scene G**), they must play a game with it. There is an inscription above the mouth – the adventurers must get the mouth to say the phrase, but there are specific words they cannot say (listed below). If they do say them, follow the guidance in **It Licks** (below). Once they get the mouth to say the phrase, a piece of parchment is spit out, which can be found in **Appendix 11**.

Inscription. The inscription says, “Beauty is in the Eye of the Beholder”.

It Licks. Should the adventurers say a forbidden word while trying to get the Magic Mouth to say the phrase, a stony tongue reaches out and licks them, dealing 12 (3d6) necrotic damage.

Forbidden Words. Beauty, Eye, Beholder, Ugly, Eyestalk, Behold, Xanathar

Rewards. When the puzzle is solved, the adventurers get a key phrase that says “Beauty”

Tracks. The same boot prints from before. They seemed to walk around here, but nothing else of note.

Scene D. The Wall of Holes

This corner of the house is full of holes of different sizes. Each hole has a different small bronze plaque above it depicting animals.

Area Information

This area features:

Wall of Holes. This wall has many holes, each one having a small bronze plaque above it depicting animals. There are plaques of an owl, snake, rabbit, blink dog, turtle, roc, elk, owlbear, and kuo-toa above different holes. There is also a larger bronze plaque in the center of the holes, which is detailed below.

Large Plaque. The large plaque is beautifully decorated and features a carving of a large, three-eyed dragon. However, the eyes of the dragon are sockets, and look as though something is missing. The large plaque reads as follows.

- I live where it is warm
Where all-natural life is born.
I hear pitter-patter as I sleep
I emerge from the deep.

Reach inside the Hole. The adventurers might reach inside the holes. Should they reach inside the owl, snake, and rabbit holes, they will find a gem inside each one. Should they reach inside the other holes, they feel something bite them, dealing 12 (3d6) poison damage each time they reach inside.

Gem-Eyes. If the adventurers put the three gems into the three eyes of the dragon on the large plaque, it opens its mouth and reveals a piece of parchment that says “Reach”, which is located in **Appendix 11**.

Tracks. As you approach this area, the tracks suddenly stop, as though whatever was walking around stopped walking and vanished where they were.

Scene E. The Dark Circle

This corner of the house has a strange circular piece of stone, with dark circular tiles scattered on the floor beneath it. Use **Appendix 7** to see the answer key.

Area Information

This area features:

The Dark Circle. This corner of the house has a strange circular tile, with smaller circular indents, as if something could be placed in them. On the ground near it are a scattering of black circular tiles that look to fit exactly into the indents. In the center of the circle, there is a faintly glowing inscription in common that says, "When does Selune shine?"

The Dark Tiles! Each of the dark tiles seem to be featureless. If they are looked at in darkness, they each glow with a different phase of the moon. To solve the puzzle, the tiles must be placed in the correct order while in darkness. Whenever the cover the tiles in darkness, give them **Appendix 12**. Once that happens, the tile opens and reveals a parchment that says "Moon", which can be found in **Appendix 11**.

Tracks. There is a lot of back and forth pacing around here, and a lot of stomping.

Scene F. The Fist

This corner of the house is unremarkable except for a stone clenched fist that is sticking out of the side of it.

Area Information

This area features:

The Clenched Fist. It is obvious that this stone fist is holding something. Above the fist is an engraving that reads as follows.

- "A gentle touch is more powerful than a sword"

The way to get the fist to open is to treat it gently. The adventurers might be able to do this through tickling it (through use of a feather or something else), maybe surprising it with a kiss on the hand. Reward them for their creativity!

The fist is completely indestructible and cannot even be destroyed or modified using magical means. Once they do something to shock or gently touch it, the fist giggles and drops a scrap of parchment. On the parchment, it says "Grip", which can be found in **Appendix 11**.

Tracks. You see lots of damage to the area surrounding the fist – sword marks, scorch marks, and other signs of a struggle.

Scene G. The Main Doors

The main doors of this house are beautifully well kept, made of a beautiful ironwood. It has a series of glowing marks etched into it, and a piece of parchment that has lines and strange symbols on it. More details can be found in **Appendix 8**.

Area Information

This area features:

The Strange Parchment. Give the adventurers **Appendix 13**. On the top of it, a phrase that only says, "Speak the Key". The adventurers should (if they got the hint from Isen Shadowcloak) be using the four pieces of parchment to figure out how to open the door. The fifth word is "Ground", in reference to the Gate Puzzle. Once they have all the words in the correct slots on the parchment, they will have to unscramble certain letters. The final answer they need to speak is "Order" – this will allow the doors to open.

Tracks. You do see a mess of humanoid footprints, but they stop suddenly, as if that person had just vanished.

Advancement! Once the doors open, proceed to Episode 3.

Episode 3: Hope's Last Plea (Story Objective B)

Estimated Duration: 60 minutes

Scene A. Defying Gravity

In this episode, the adventurers must find the cure that is rumored to be here and bring it back to Amy to administer it.

Prerequisites

Completed Episode 2 and entered the house.

Story Objective B

Retrieve the cure, give it to Amy, and deal with the Quarantine officers.

Area Information

Refer to **Appendix 4: The Alchemist's House Interior** for this scene. This area features:

Dimensions & Terrain. This room is a 30' cube, with each wall looking pretty similar. You can tell that there were signs of a fight, and near the entrance is a body of a halfling carrying an empty flask, obviously dead through sword wounds.

Lighting. This room is magically lit through various continual flame spells that provide bright light.

Floor 6. This is the ceiling of the room, and it has a plain small, locked wooden door on it. It can only be opened by the key the Auftrag has. It contains a strange colored liquid that is the "cure".

Floor 5. This floor has swords hanging on it – there is a trapping mechanism that locks them to be pointing out into the room – this happens when the gravity is on Floor 5. If the adventurers fall onto them, they may make a **DC 15 Dexterity** save or take 15 (3d8) piercing damage.

Gravity Cube. Currently in the hands of the Auftrag, it looks similar to a six-sided dice. Each side of the cube is a button that, when pressed, makes the gravity shift to whatever wall that corresponds to. Refer to **Appendix 4** for a diagram. Anytime the adventurers fall due to gravity changes, they take 12

(3d6) bludgeoning damage as they fall prone. They may make a **Dexterity save DC 15** for half damage.

Creatures/NPCs

The **Auftrag** is a servant of the Cult of Ordinances as one of the higher-ranking members, guarded by a **Gladiator**.

Objectives/Goals. They are here to make sure that no one can create and/or hand out a cure for the Wood Woad plague to further the Ordines plans.

What Do They Know? They know that the Ordines can use the plague to help impose ultimate order upon the city of Thentia, and that anyone entering the house is likely an enemy of the Ordines, and thus needs to be eliminated.

Modifications. The Auftrag uses the **Blackguard** stat block, with the following modifications.

- **Legendary Actions** (3 charges) – the Auftrag can use the following legendary actions after another creature takes their turn. They regain all charges at the beginning of their turn.
 - **Push the button!** (1 charge) – the Auftrag pushes the next button in this order: 6 – 2 – 5 – 4 – 3 – 1 (and can repeat if needed)
- Has maximum Hit points

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak/Weak:** The Auftrag is a **Gladiator** instead.
- **Strong/Very Strong:** The Auftrag is a **Champion** instead.

Treasure & Rewards

- **Magic Items.** The Auftrag's Buskins (Winged Boots) found in **Appendix 15**.
- **Special Rewards.** A key that opens the door.

Playing the Pillars

COMBAT

The Auftrag has winged boots that let them ignore the terrain effects of this scene. As soon as ALL of the adventurers enter the room, he presses "6" on the gravity cube.

EXPLORATION

The gravity cube changes the direction of gravity in the room, which is done by pushing the buttons on each side.

SOCIAL

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Scene B. The Cure?

In this episode, the characters move to complete the adventure's fiustory objective. Provide ties to any bonus objectives that become available.

Prerequisites

Must have acquired the cure from the Alchemist's House.

Bonus Objectives

Before arriving to this Scene, the adventurers can take on both Bonus Objectives A and B (**Appendix 9** and **10** respectively) before returning to Edea's place of residence.

Area Information

Use **Appendix 5: Amy's Annex** as a map for this scene. This area features:

Dimensions & Terrain. A small, square room. Furnished, but not extravagantly. There is a single door, and there many locks and bolts on the inside of it.

Lighting. There is dim lighting throughout the room – the windows have been covered with thick curtains. There is a single candle in the center of the room, currently unlit.

Other Features. It smells of grime in the room. There are broken off mushroom pieces that look to be calcified throughout the room.

Creatures/NPCs

Amy and Edea are here, as 6 Quarantine Officers barge in and try to apprehend Amy to take her beyond the wall.

Advancement

Once the adventurers have decided on what to do with Amy, proceed to the Wrap-Up below.

Objectives/Goals. The Quarantine Officers (4 of them use the **knight** stat block, while the other 2 use the **mage** stat block) are here to apprehend Amy by any means necessary to prevent infection of others. Edea is willing to do whatever necessary to ensure Amy doesn't get taken away. They will NOT do lethal damage to the adventurers, instead opting to take them out via non-lethal damage.

Modifications. The **mag**es make the following adjustments to their stat block (it replaces their spells prepared in their spellcasting feature).

Spells Prepared

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, hypnotic pattern, slow*

4th level (3 slots): *confusion, greater invisibility*

5th level (1 slot): *Bigby's Hand*

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak/Weak** Remove 2 **Knights**
- **Strong** Add 1 **Knight**
- **Very Strong:** Change 1 **Knight** to 1 **Gladiator**, remove 1 **knight**.

Playing the Pillars

COMBAT

The Quarantine Officers are here to collect Amy by any means necessary, including force. They will always use non-lethal damage on the NPCs and adventurers. At some point in combat, Amy jumps forward and takes a blow, causing spores to infect Edea and the other Quarantine officers.

EXPLORATION

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SOCIAL

Edea begs with the adventurers to not help the Quarantine officers arrest Amy, however the Quarantine officers need the adventurers help to safely restrain Amy.

Wrap-Up: Concluding the Adventure

For this adventure, there are two separate endings. This depends on if the adventurers earned the **Tarot of Fate (justice) Upright** or **Tarot of Fate (Justice) Inverted** story award.

If they earn the **Tarot of Fate (Justice) Upright** story award, the adventurers assisted the quarantine officers in detaining Amy and making sure no one else got hurt. Although Edea is upset and losing her composure as Amy gets dragged away, the adventurers should feel a sense that they helped the people of Thentia as a whole.

If they earn the **Tarot of Fate (Justice) Inverted** story award, the adventurers protected Amy from detainment or helped Amy escape, and during the combat/escape (or shortly thereafter), Amy spreads spores and infects Edea as well as many others. The adventurers see, hours later, all of them being carted off. They see the look of defeat and loss of hope from Edea, as well as the strange docility overcoming Amy. They should feel the sense that they have been an unwilling ally to someone who does not have Thentia's best intentions at heart.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 1 advancement checkpoint(s) and 1 treasure checkpoint(s) for each **story objective** **that** they complete, as follows:

- **Story Objective A:** Find and enter the Alchemist's House.
- **Story Objective B:** Decide what happens to Amy.

The characters receive 1 advancement checkpoint(s) and 1 treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Escape or discover information about Wood Woad Plague.
- **Bonus Objective B:** Retrieve the blood sample.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:
The Auftrag's Buskins (Winged Boots). These boots are made of a firm, solid leather sole and intricate golden cord lacing. Decorating panels of leather along the calf are images of the Cult of the Ordinances – including their symbol, a stylized balance against an infinity loop. While wearing these boots, you feel compelled to follow rules and orders, and a sense to impose order in your own life. This item can be found in **Appendix 15**.

Story Awards

Characters playing the adventure may earn:
Tarot of Fate (Justice) Upright. By helping the quarantine officers move the infected into the quarantine zone, you have foiled the plot of the Cult of the Ordinances. Because of this, you may suffer their ire in a future adventure. More information can be found in **Appendix 14**.

Tarot of Fate (Justice) Inverted. By letting Amy stay in the city while infected, whether you protected her or let her escape, it ended up leading to multiple others being infected as well by the Wood Woad Plague, thus furthering the plots of the Cult of Ordinances. Because of this, you may gain their blessing in a future adventure. More information can be found in **Appendix 14**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

S

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Edea Valkrana (eh-DEA VAL-krana).** She is a 200-year old elven woman who has managed and owned the Valkrana tile factory for decades. Since losing the election, she has gone back to her work, but noticing the infection with Amy, has gone to more extreme measures to protect her. Normally one to follow rules, she will do anything to protect Amy.

Personality: *I'm here to represent the common people and interest.*

Ideal: *Everyone matters!*

Bond: *My ward is everything to me*

Flaw: *I will do anything to protect loved ones.*

- **Amy Yelrona (AMY YELL-ron-a).** The teenage ward of Edea and friend of Kaireri Moongleam, since getting infected, she has become more and more docile, with bouts of activity. Most of the time she is seen, she sits in a vegetative state.

Personality: *I want to prove myself! But I also want to be cool in front of my friends.*

Ideal: *We should all be able to get along.*

Bond: *Kaireri is my best friend*

Flaw: *I let my friends sway my decisions.*

- **Isen Shadowcloak (EYE-sen SHA-dow-cloak).** Paladin of Tyr and one of the Riders of Thentia. He is seeking news on one of his comrades who was quarantined a while ago across the wall, [insert name]. He is willing to help out the adventurers in exchange for them completing this task. He thinks he knows someone who may be able to cure the illness.

Personality: *Upholds Truth and Justice as guided by his deity, Tyr.*

Ideal: *We must uphold Truth before all else*

Bond: *Lorem Ipsum*

Flaw: *Those dear to me cause me to sway from my righteous path*

- **Kazagar "Kaz" the Blade (KAZ).** A Rider of Thentia and friend to Isen Shadowcloak, he wants to uphold the laws and feels a duty to Thentia, however when he's off duty, he is somewhat of a flirt to anyone that's available. Since his infection, his personality has diminished, and he is docile most of the time.

Personality: *I'm seeking love in all the wrong places*

Ideal: *My duty as a Rider is first, and to Thentia second.*

Bond: *My loyalty goes to my city first, and my heart second.*

Flaw: *I'm easily distracted by a pretty face.*

- **Seiri (SAY-ree).** A servant of Muma Padurii, she keeps herself hidden at all times, and dons a magical disguise in addition to the physical one she wears. She likes a game and offers a game for information. She plays fairly during games, but her games are very real, as are the punishments of losing.

Personality: *Lady luck guides my hand – and Muma guides my actions.*

Ideal: *We must stop the loss of free will.*

Bond: *The only master I serve is Muma Padurii...and the dice.*

Flaw: *She relies on the dice to determine fate*

- **Alchemist's House (AL-chem-ihst HOUSE).** This house is the abode of a halfling who, was once from a prosperous family, but the family has long since lost their money. The house should feel creepy and broken down. All of the traps are in place to protect the Alchemist from other people who might steal his secrets!

Appendix 2: Creature Statistics

Blackguard

Medium humanoid (human), Lawful Neutral

Armor Class 18 (plate)

Hit Points 153 (18d8+72)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 11 (+0) | 18 (+4) | 11 (+0) | 14 (+2) | 15 (+2) |

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th level spellcaster.

Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, thunderous smite*

2nd level (3 slots): *branding smite, find steed*

3rd level (2 slots): *blinding smite, dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a short or long rest).

The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Cult Fanatic

Medium humanoid (human), Chaotic Neutral

Armor Class 13 (leather armor)

Hit Points 33 (6d8+6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened

Spellcasting The fanatic is a 4th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared.

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

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The blackguard makes three attacks with its greatsword or light crossbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Champion

Medium humanoid (human), Lawful Neutral

Armor Class 18 (plate)

Hit Points 143 (22d8+44)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 15 (+2) | 14 (+2) | 10 (+0) | 14 (+2) | 12 (+1) |

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The blackguard makes three attacks with its greatsword or light crossbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Gladiator

Medium humanoid (human), Lawful Neutral

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8+45)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+2) | 16 (+3) | 10 (+0) | 12 (+1) | 15 (+2) |

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

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

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., and range 20/60 ft., one target. *Hit:* 11 (2d6+4) piercing damage, or 13 (2d8+4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Knight

Medium humanoid (human), Lawful Neutral

Armor Class 18 (plate)

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

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

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

Mage

Medium humanoid (human), Lawful Neutral

Armor Class 15 (mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 11 (+0) |

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 xp)

Spellcasting. The mage is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following paladin spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (2 slots): *counter spell, fireball, fly*

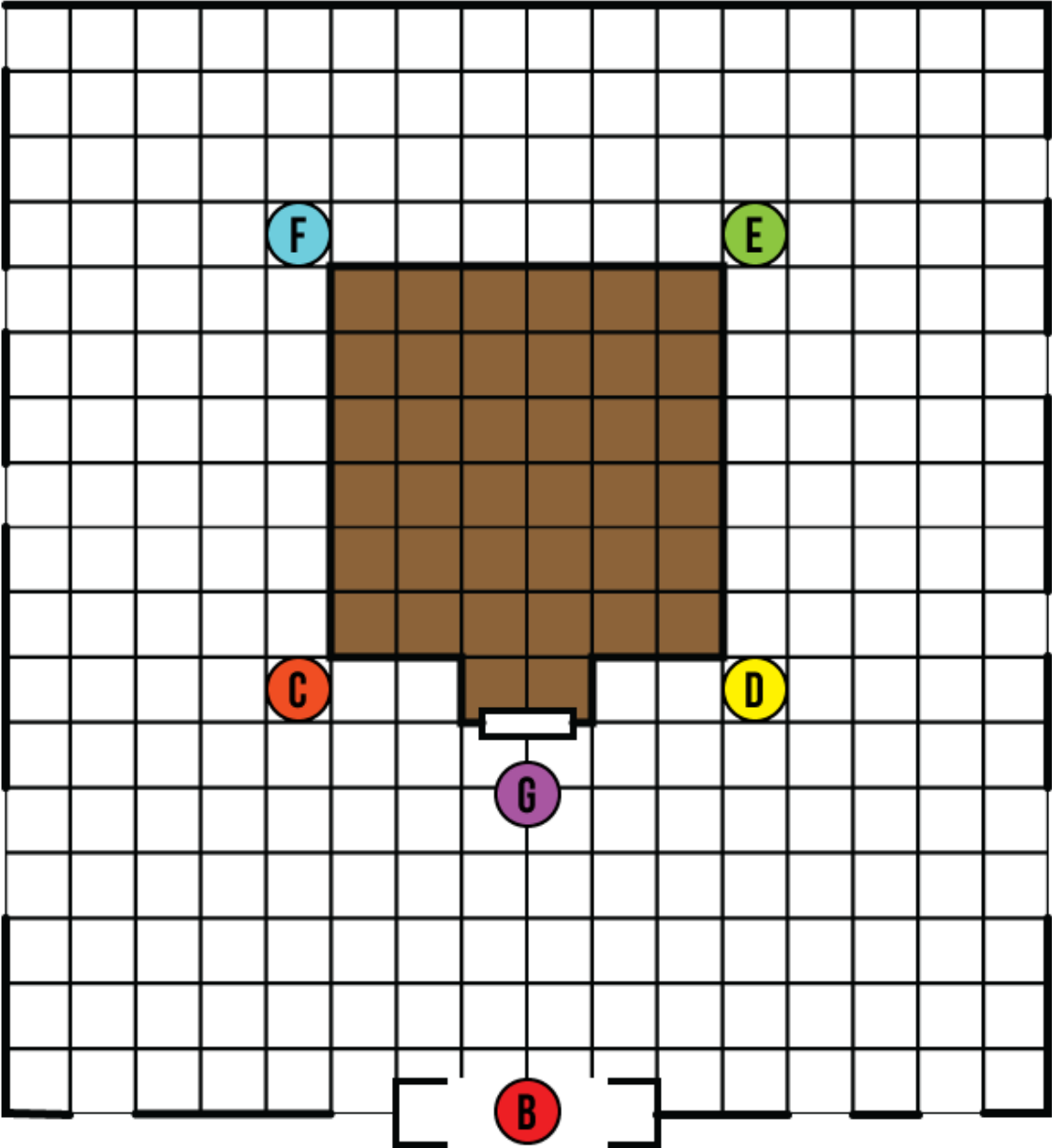
4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

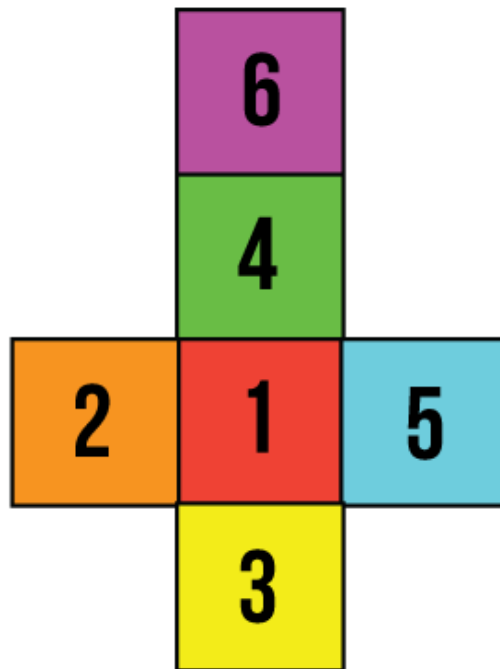
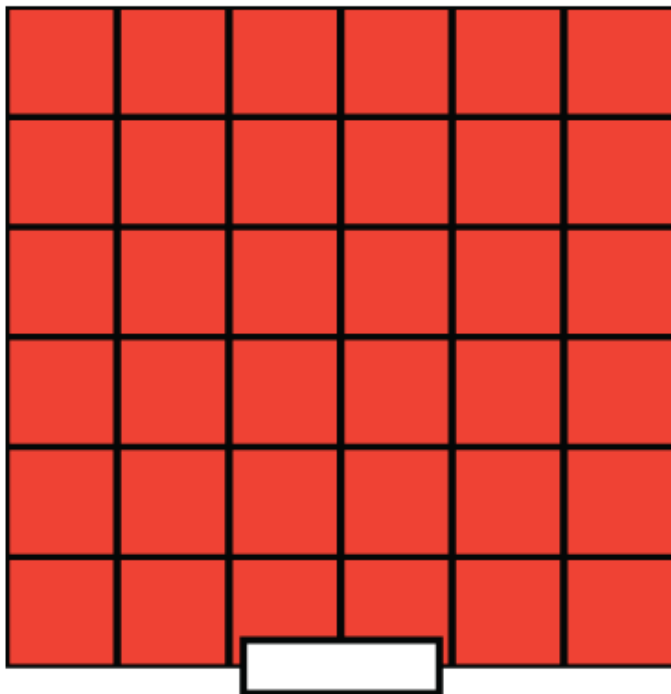
Actions

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

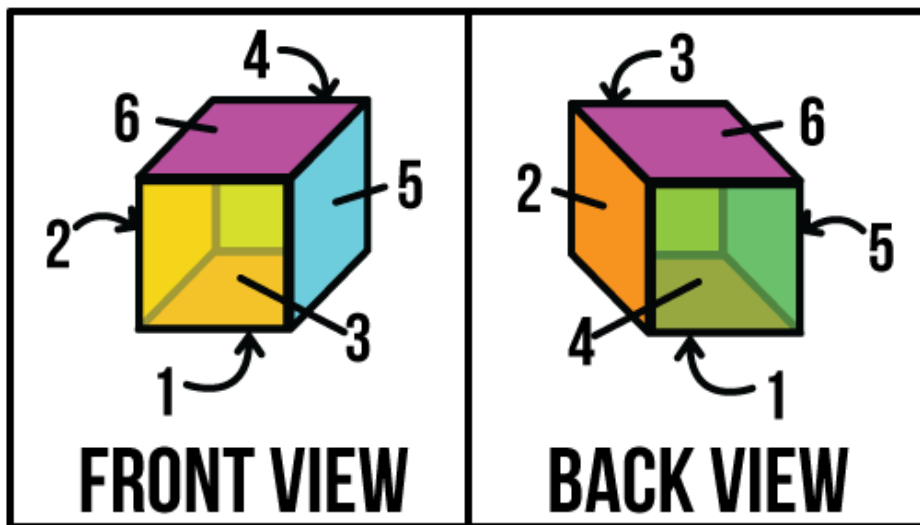
Appendix 3: The Alchemist's House (Exterior)



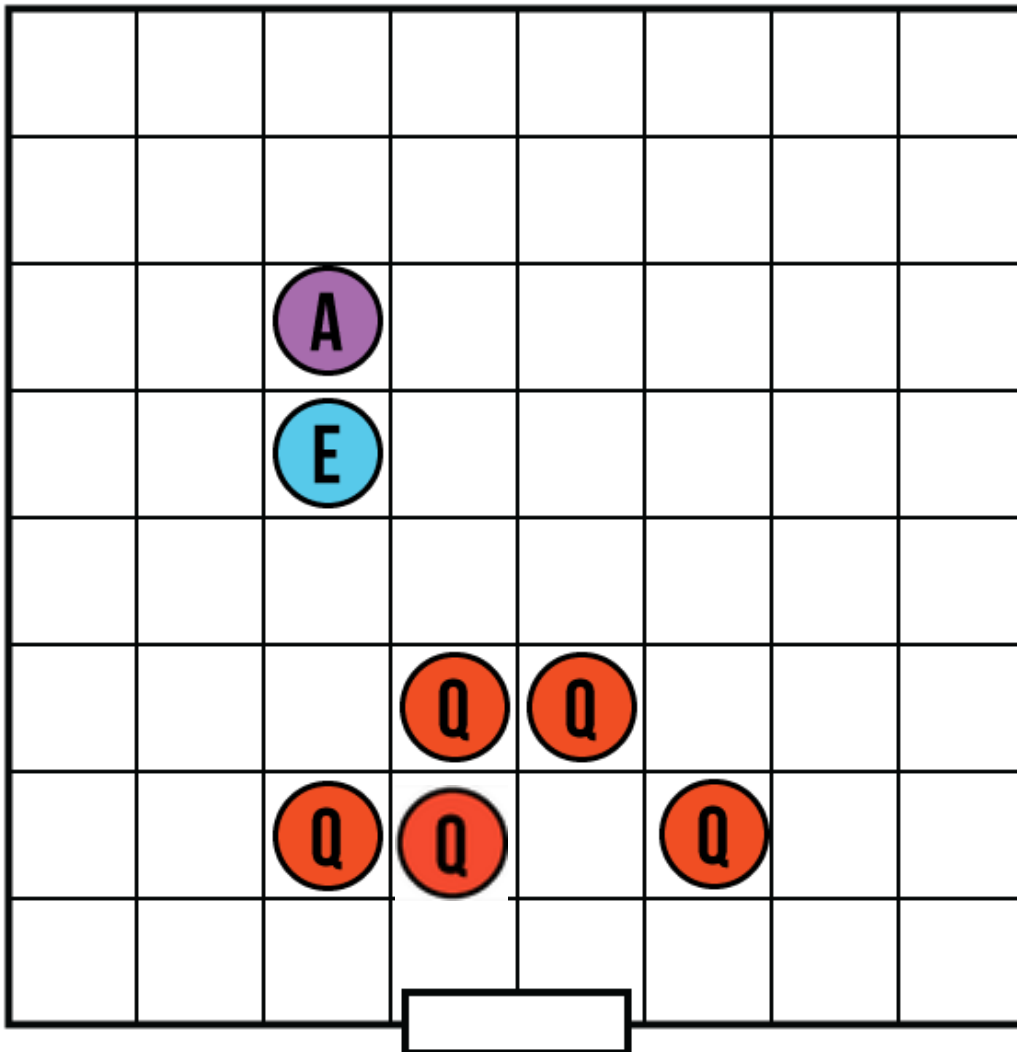
Appendix 4: The Alchemist's House (Interior)



- 1 - **BOTTOM**
- 2 - **WEST**
- 3 - **SOUTH**
- 4 - **NORTH**
- 5 - **EAST**
- 6 - **TOP**



Appendix 5: Amy's Annex



A = AMY

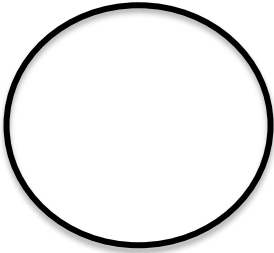
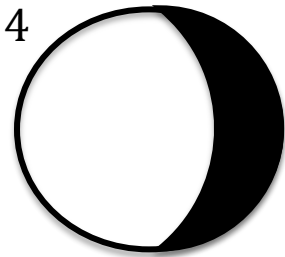
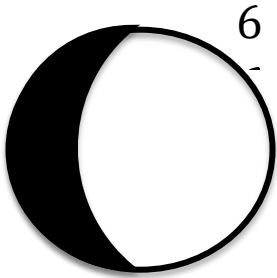
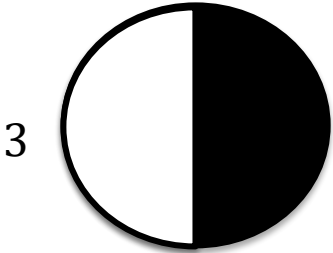
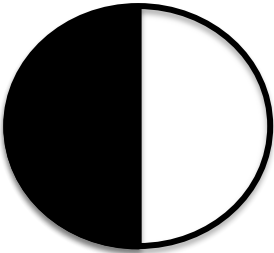
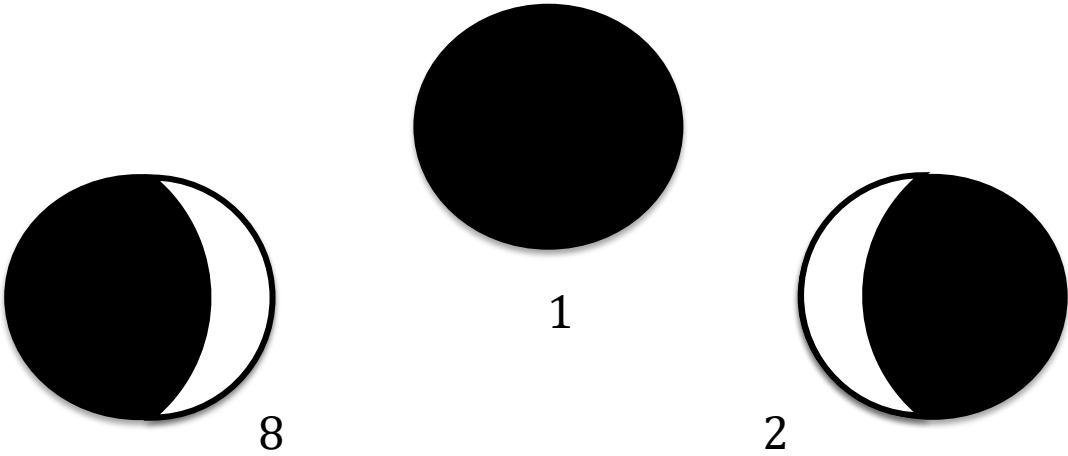
E = EDEA

Q = QUARANTINE OFFICER

Appendix 6: Map of Thentia



Appendix 7: The Dark Circle (DM Handout)



Appendix 8: The Main Gate (DM Handout)

G R O U N D
M O O N
B E A U T Y
R E A C H
G R I P

Final Answer to Speak Aloud

“Order”

Appendix 9: It's a Trap? (Bonus Objective A.)

Estimated Duration: 60 minutes

Scene A. Catch Me If You Can!

The adventurers should be on their way to a different location in Thentia when they notice a tail and

Prerequisites

Adventurers must be outdoors (i.e. travelling in Thentia) and either in Episode 2 or 3. They must have completed Episode 1.

Bonus Objective A

Escape or discover information about Wood Woad Plague.

Area Information

This area features:

Dimensions & Terrain. The city of Thentia is obviously a city – built-up roads, buildings and shops of all kinds. The adventurers should see people taking precautions against the plague – covering their mouth, limiting contact to others. In addition, the city is in sort of a disarray while trying to deal with the infected around.

Lighting. The city is illuminated by the sun – it is a slightly overcast day. It feels a bit humid and muggy, but the light is normal.

Atmosphere. There should be a palpable worry through the city – people acting strange, whispers of a cure or what caused this horrible malady, all of it speculation.

Chases

Refer to pages 252-255 of the *Dungeon Master's Guide* for a more in-depth look, but the basics are reproduced below. Run the Chase in Player Round and Enemy Round. Each round, the adventurers (and enemies) can do specific actions to help them. Count their successes and failures individually, but they will need an average of 5 each to escape.

- **Dash** – allows them to cover twice the distance/get 2 successes
- **Distract Enemies/Help Allies** – allows them to cause advantage or disadvantage on a Complication check (as below) – use your discretion on this. Have them be creative!

Creatures/NPCs

The adventurers are being chased by 5 agents (4 **cult fanatics** and 1 mage) of Muma Padurii (featured in other TAROT adventures).

Objectives/Goals. They are only seeking to capture the adventurers and convince them about the Ordine army coming to Thentia and how they are trying to take control of the Plague sweeping through the town.

What Does He Know? They mistakenly think kidnapping is the answer to start conversation, and they spend some time righting their wrongs. They also will give out ONE answer for the traps in Episode 2.

Chase Complications and Rules

The Chase. Each round, each adventurer and enemy rolls a Constitution saving throw DC 15. On a success, they gain one success. On a failure, they gain one failure. In addition, have them roll a d10 and consult the Complications table, presented below.

The Chase Complications. At the end of each adventurers turn, have them roll a d10 and you consult the following table.

Chase Complications

| D10 roll | Complication |
|----------|--|
| 1-5 | Nothing happens, safe journeys |
| 6 | One of the agents throws a net, requiring a DC 15 Dexterity saving throw or gain a failure |
| 7 | You trip over a loose cobblestone in the road! Make an Athletics or Acrobatics check DC 15 or fall prone until your next round |
| 8 | An older person pushing a cart of cabbages gets in the way – and shouts “my cabbages!!” Make an Athletics or Acrobatics check DC 15 or be delayed, gaining a failure |
| 9 | One of the agents of Muma casts a strange holding spell (hold person) at you – make a DC 15 Charisma saving throw or be held for one round! |
| 10 | A flock of tressyms flies across your view – blocking your path! Make a DC 15 Dexterity saving throw to avoid them or gain a failure as you spend time petting them and playing with them. |

Ending the Chase. The adventurers need an average of 5 success each to escape. If they escape, this bonus objective is over. If they do not escape, proceed to Scene B below.

Scene B. Do You Want to Play a Game?

The adventurers have been captured by the agents of Muma Padurii, and are willing to trade information...if they play in a little game.

Area Information

This area features:

Dimensions & Terrain. This room seems to be in a rundown building, with broken shafts of wood and other signs of wear. It seems to be about 30 feet square, with a few chairs, a few candles, and a game set up.

Lighting. This room is dimly lit with candles and some small beams of light from outside coming through broken parts of the walls and ceiling.

Atmosphere. It should feel tense, but not too tense. Ultimately, the Agents of Muma want to help the adventurers uncover the secret of the Plague and help them stop the Ordines from achieving their goal. However, as with servants of Muma would do, it will cost a price.

Creatures/NPCs

In this room, there are 5 agents of Muma Padurii (see other TAROT modules), but only one speaks to the adventurers. They don't give a name, only saying that they can be called **Seiri**. The others are guarding the door and keeping an eye on the adventurers.

Objectives/Goals. **Seiri** wants the adventurers to tell them everything they know about the Ordine Cult as well as the Plague in Thentia. She also wants to warn the players about the incoming army, saying that the Ordines are aiming to take over all of Thentia. Finally, she wants to test their intelligence and mettle as people, through her game.

What Does She Know? Seiri knows the following information, only one of which she gives out at the end of the Shadow Game (should the adventurers be successful).

- Put the moon in darkness
- Touch the fist gently
- Get the mouth to say the phrase
- Not all the holes are safe
- The cure is a lie -

The Shadow Game

The Rules. Each adventurer needs 5d6, while Seiri gets 7d6, and a cup (or everyone can share a cup). Each player will take turns rolling the die IN THE CUP and declaring one side and how many they expect to see (for example, they would say "I will see 4 4's" or something of the like). They then reveal the roll. If it matches what they declare, they keep all their die. If it does not, they lose one of their die. When an adventure (or Seiri) loses all their die, they are out of the game. If all the adventurers are eliminated, Seiri wins, and the adventurers get the Consequences. If Seiri loses, the adventures get ONE piece of information, and proceed to the End of the Game.

The Consequences. Should Seiri win the Shadow Game, she places a hex on the adventurers – they suffer **vulnerability to all damage until the end of the next Episode (either episode 2 or 3)**. This cannot be reversed in anyway.

The End of the Game. Regardless of how the game ends, the adventurers are then booted out of the building without any time to do anything back. If they re-enter the building, they find all of the agents of Muma Padurii gone without a trace.

Playing the Pillars

COMBAT

The adventurers can use spells and thoughtful tactics to help them escape the chase, however, the pursuers will try their best to subdue the characters – nonlethal damage, spells that hold, etc.

EXPLORATION

-

SOCIAL

During the Shadow Game, Seiri is an exciting person to play against, very lively, almost like she is having the best time of her life. However, her countenance darkens when talking about the Ordine Cult.

Appendix 10: The Other Side (Bonus Objective B.)

Estimated Duration: 60 minutes

The Quarantine Zone

The adventurers are doing Isen a favor and retrieving a blood sample from his Rider comrade who was infected.

Prerequisites

Must have completed Episode 2 and accepted the quest from Isen Shadowcloak (See Episode 1).

Bonus Objective B

Retrieve the blood sample.

Area Information

This area features:

Dimensions & Terrain. The wall of Thentia, and then they are in a crossing between two roads when they see Kazagar “Kaz” the Blade. The street crossing is surprisingly calm, and you can see people milling about with various stages of infection. The open square is about 40’ on each side, with a 20’ wide road trailing off in each of the cardinal directions.

Lighting. The city is illuminated by the sun – it is a slightly overcast day. It feels a bit humid and muggy, but the light is normal.

Mood. This side should feel eerily quiet – almost too quiet. Occasionally, people are seeing milling around aimlessly, or just standing and staring at nothing. Only the most recently infected show signs of emotions and reactions.

The Wood Woad Plague

Kaz and others are at later infection stages, which means that they are mostly docile and still, but can suddenly jump into (mostly) violent action. They need some coaxing and conversation to remember things “before their illness”. The other people in this area haven’t progressed as far, so they might just have weird splotches of purplish skin, or they might just seem normal. However, every civilian in this area is infected.

Scene A. Getting Over the Wall

Area Information

This area features:

Dimensions & Terrain. The wall of Thentia, which is 30’ tall and has a ladder near the entry point. There are 2 guards posted on the ground and 2 on top of the wall. The entry point itself is an iron barricade with spikes on it. They are alert and actively watching the area around.

Lighting. The city is illuminated by the sun – it is a slightly overcast day. It feels a bit humid and muggy, but the light is normal.

Creatures/NPCs

A group of 4 Quarantine Officers (4 **Knights**) are guarding this area of the wall. They are standing still in front of the wall,

Objectives/Goals. They are trying to keep people from unlawfully going over the wall – they only let those through who show signs of infection.

What Does He Know? They know that it is eerily calm on the other side of the wall, and that people are continuing to show signs of infection.

Guard Duty. Due to being on active duty, their passive Perception is 15.

If Combat Insues. If combat ensues, they fight to the best of their ability, calling over an additional 4 **Knights**. If they manage to subdue the adventurers, they fail this bonus objective. They will NOT lethally harm them.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 2 knights.
- **Weak:** Remove 1 knight.
- **Strong:** Add 1 knight.
- **Very Strong:** Add 2 knights.

Scene B. Gathering Blood

Creatures/NPCs

Kazagar “Kaz” the Blade (more information in **Appendix 1**) is here, along with other citizens of Thentia who have been infected. Kaz, as a stage 4, looks very strange with purplish splotches on his skin and an empty look in his eyes.

Objectives/Goals. Most of the infected are seeking to spread their spores to new people (the adventurers). If they can converse with Kaz, he will willingly work with the adventurers to achieve their goal. Do this through appropriate **Charisma (Persuasion, Deception, or Intimidation) DC 15** checks. Should this succeed, Kaz goes to his former personality and starts enjoying the conversation.

What Does He Know? Kaz knows that the Alchemist guards his house with an electric gate, and that ground is the key (if they manage to converse with him). Kaz also will let the adventurers take a blood sample willingly. If they try to take it through any other means, Kaz will attack, which draws the attention of some other infected, as noted below.

Gaining Some Blood. Any sort of piercing or slashing damage can cause blood to flow – after that, they just need to spend an action within 5 feet of Kaz to gather the blood sample.

If Combat Issues. Kaz uses the **Gladiator** stat block, while 3 others joining (or 5 if Kaz is helping the adventurers) the combat use the **Knight** stat block. They all make the following modifications to their stat block.

- They gain blindsight out to 60 ft.

Kaz also gains the following modification.

- **Spore Infested.** When Kaz is struck by an attack that deals slashing or piercing damage, spores fill the air, heavily obscuring a 5 ft. radius around the creature.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 2 knights.
- **Weak:** Remove 1 knight.
- **Strong:** Add 1 knight.
- **Very Strong:** Add 2 knights.

Scene C. Return to Isen

Creatures/NPCs

Isen Shadowcloak eagerly awaits the adventurers’ return.

Objectives/Goals. Isen is hoping that the adventurers brought the blood sample to give to one of his clergy friends. If the adventurers brought it, he is ecstatic, and gives them a **Potion of Greater Healing** as a thank you. If the adventurers didn’t bring it, or were unable to obtain it, he thanks them for trying and wishes them luck in their quest.

What Does He Know? He knows that the blood might have an answer as to what is happening, but he needs a specialist to be sure. His specialist is a clergywoman of Selune, but other than that, he can’t say for her safety. He also knows that there are strange things with the illness sweeping through Thentia, and have heard rumors that Sir Joanna Arcengale might know more. She has been acting very strangely lately – using the “we” pronoun, referring to herself as a collective instead of an individual.

Playing the Pillars

COMBAT

If they fight, some of the infected join the battle. After 4 rounds, the fight is broken up and the adventurers are ousted to the other side of the wall, potentially without their blood sample.

EXPLORATION

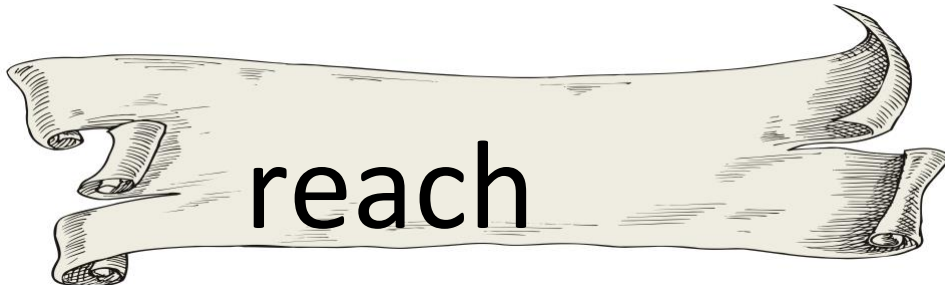
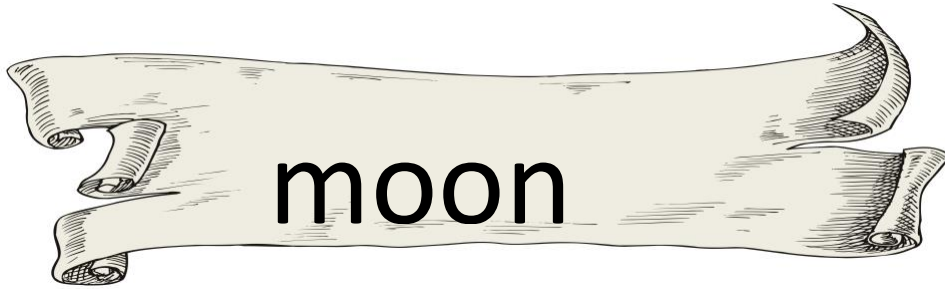
Curing Kaz of his infection is an instant way to get him to remember his past and have him help the adventurers in their quest.

SOCIAL

Kaz responds with grunts and sounds with some way to remind him of who he was. Once they are able to do that, he will gladly give some blood, at which point some crazed infected attack them.

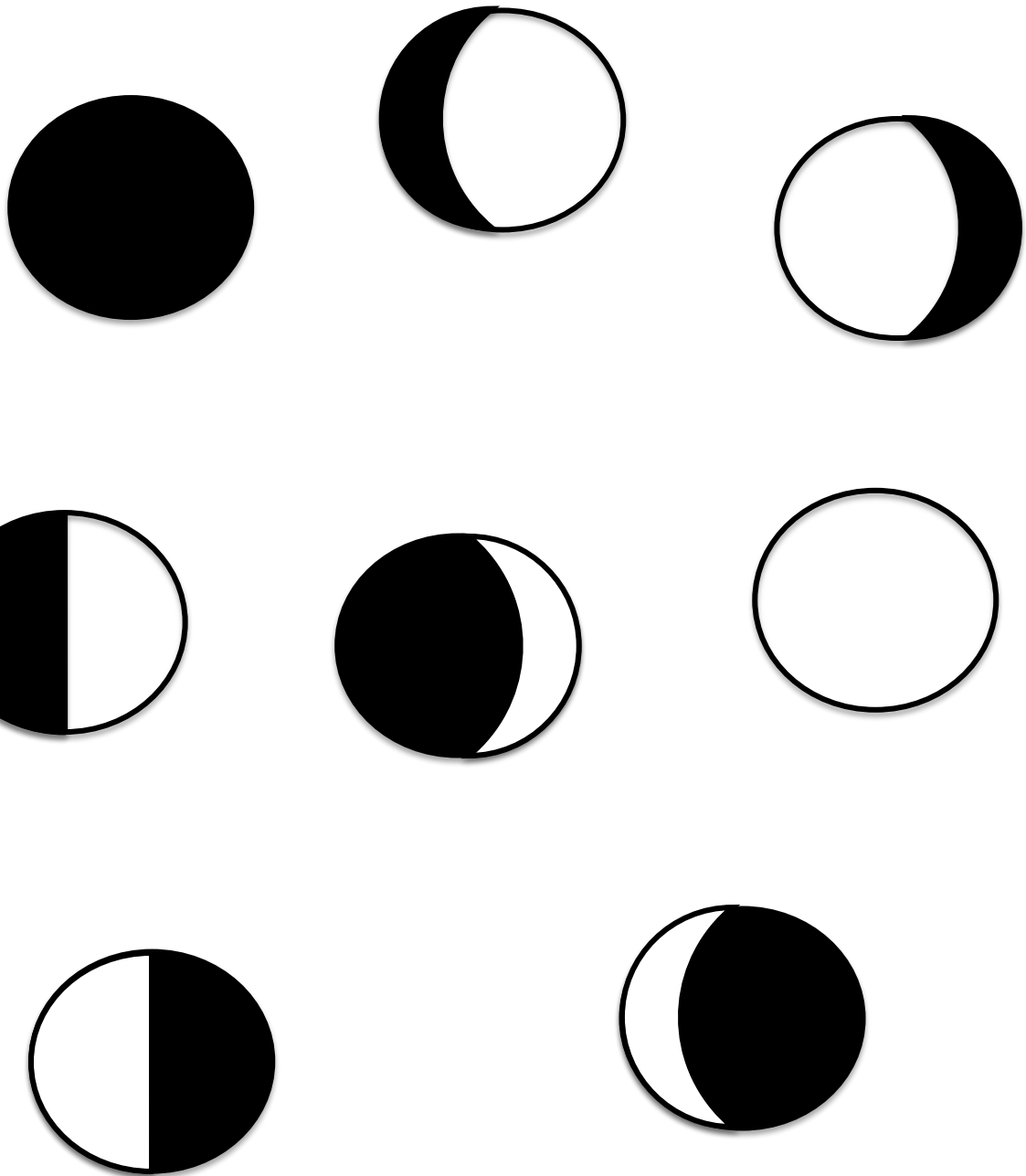
Appendix 11: The Keys (Player Handout 1)

This handout should be cut into strips, with each strip having a different key.



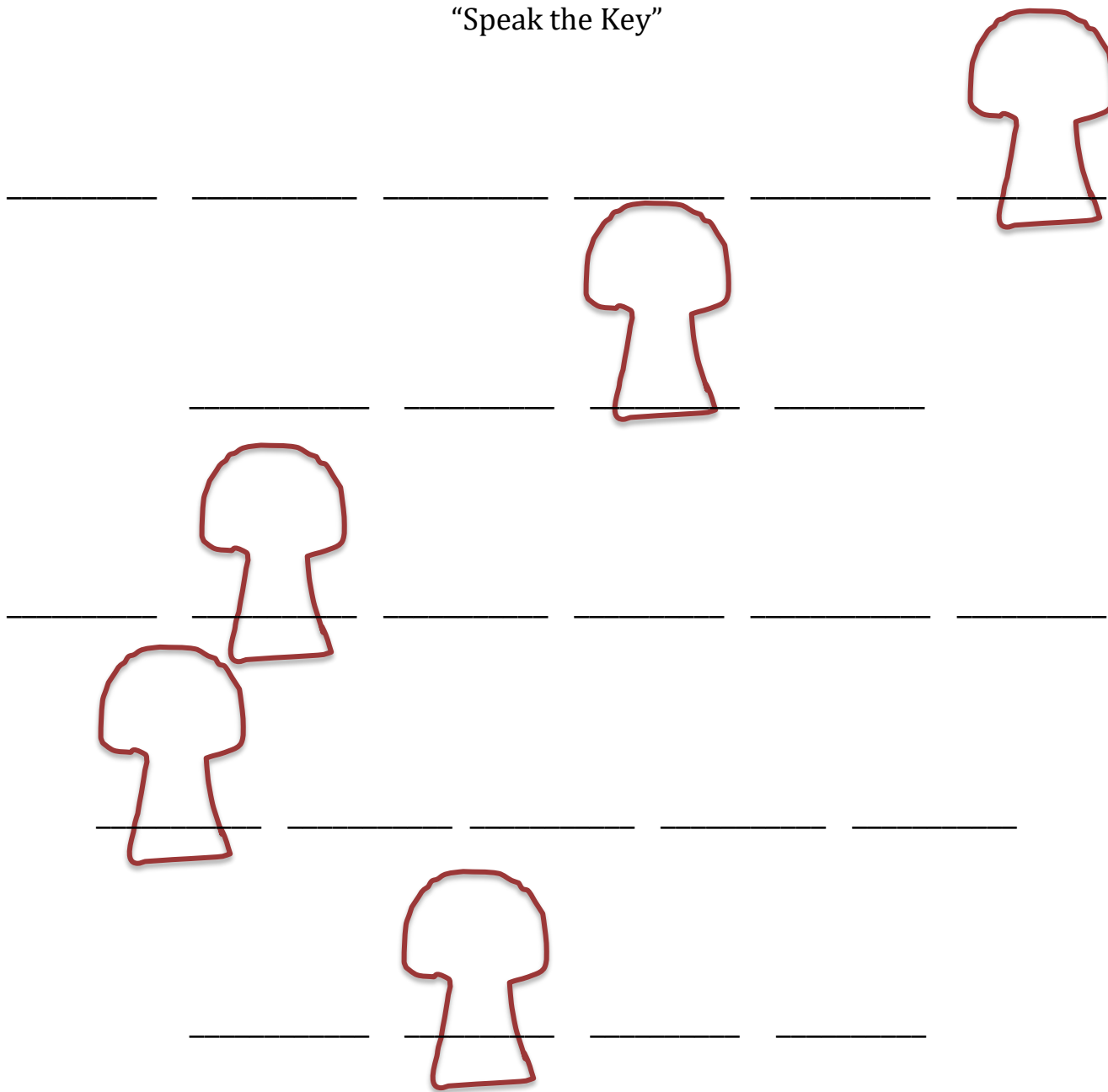
Appendix 12: The Dark Circle Revealed (Player Handout 3)

Cut the following tiles out for them to arrange in the correct order.



Appendix 13: The Front Door (Player Handout 4)

“Speak the Key”



Appendix 14: Story Awards (Player Handout 5)

Adventurers will obtain one of the following story awards dependent on their actions throughout the adventure.

Tarot of Fate (Justice) Upright. By helping the quarantine officers move the infected into the quarantine zone, you have foiled the plot of the Cult of the Ordinances. Because of this, you may suffer their ire in a future adventure.

Tarot of Fate (Justice) Inverted. By letting Amy stay in the city while infected, whether you protected her or let her escape, it ended up leading to multiple others being infected as well by the Wood Woad Plague, thus furthering the plots of the Cult of Ordinances. Because of this, you may gain their blessing in a future adventure.

Appendix 15: Magic Item (Player Handout 6)

Characters completing this adventure's objective unlock this magic item.

The Auftrag's Buskins (Winged Boots)

Table F

Wondrous item, uncommon (requires attunement)

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*

These boots are made of a firm, solid leather sole and intricate golden cord lacing. Decorating panels of leather along the calf are images of the Cult of the Ordinances – including their symbol, a stylized balance against an infinity loop.

Appendix 16: Dungeon Master Tips

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.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

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 |