

CCC TAROT02-07



Moonlit Waves Part 2

A Song of Fates part 14

Seireri has been saved! Well, sort of. Her body is still missing and is required to return her from the dead. Where is it and who guards it? Only the Fates know!

A Two-Hour Adventure with two bonus objectives for Tier 2 Characters. Optimized for APL 8.

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Adventure Primer

This adventure is designed for **three to seven 5th to 10th-level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in Thentia.

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

Events in Thentia have begun to spin out of control as more and more Tarot Cards have revealed themselves. The latest, The High Priestess Card is the 14th Major Arcana Tarot Cards to reveal itself.

One of the major turning points in Thentia's spiral into chaos was the death of Seireri Moongleam, High Priestess of Selune. Now, her Soul has been recovered from "The Star", a ghost ship that had been plaguing shipping in Thentia's harbor. A plague of unknown origin had quickly spread throughout the city, turning its victims into mindless, paranoid, and aggressive

hooligans, that the city was forced to quarantine into the city's harbor district, now called the "Forbidden Zone".

The government in Thentia is in upheaval even with the recent election of a new WatchLord, Lord Aesir Highcastle. Random fires spring up randomly throughout the city and crime is rampant as food remains scarce.

Into all this, the characters are requested to come to the aid of the House of the Moon, the local temple of Selune. Rumors have surfaced of one of Seireri's stolen artifacts and it is up to the characters to locate not only her sacred Bowl but they also discover the location of her missing body.

Do the characters succeed in returning both Bowl and Body to Selune's Temple for resurrection, or do they fail? Or perhaps, they choose another path altogether.

The High Priestess is now "in play" in Thentia, both figuratively and literally.

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. 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.

- **Part 1: Intertwined Fates (Call to Action).**

The characters are requested to meet with Kaireri "Kai" Moongleam, acting High Priestess of Selune for a mission vital to the temple.

- **Part 2: Where Evil Lurks.** The party must travel through the Forbidden Zone to the Harbor district to retrieve Seireri's Bowl. **(Story Objective 1).**

- **Part 3: The War Begins.** The characters can retrieve Seireri Moongleam's body and choose where to return it. **(Story Objective 2).** Sir Joanna, a representative of the Order of the Ordines directly confronts the characters, who perhaps unknowingly are acting under the auspices of Muma Padurii. What had been a "cold war" is now turning violent as more Tarot Cards are revealed.

- **Bonus Objective A: Agent of Order.** The characters may, if they choose, help Mitzy arrest a bandit gang working in the city. There, if successful, they will obtain a stolen deck of Tarot cards. **(Bonus Objective A).** This deck can be easily traded at the black-market in **Part 2** for Seireri's Bowl. Information about this encounter can be found in **Appendix 2: Agent of Order** and **Appendix 2: Maps**.
- **Bonus Objective B: Enter Darkness.** The characters cross path with cultists of Shar, who are conducting a ritual to lower the enchantments guarding Seireri's body. **(Bonus Objective B).** Information about this bonus objective can be found in **Appendix 3: Enter Darkness** and **Appendix 2: Maps**

Adventure Hooks

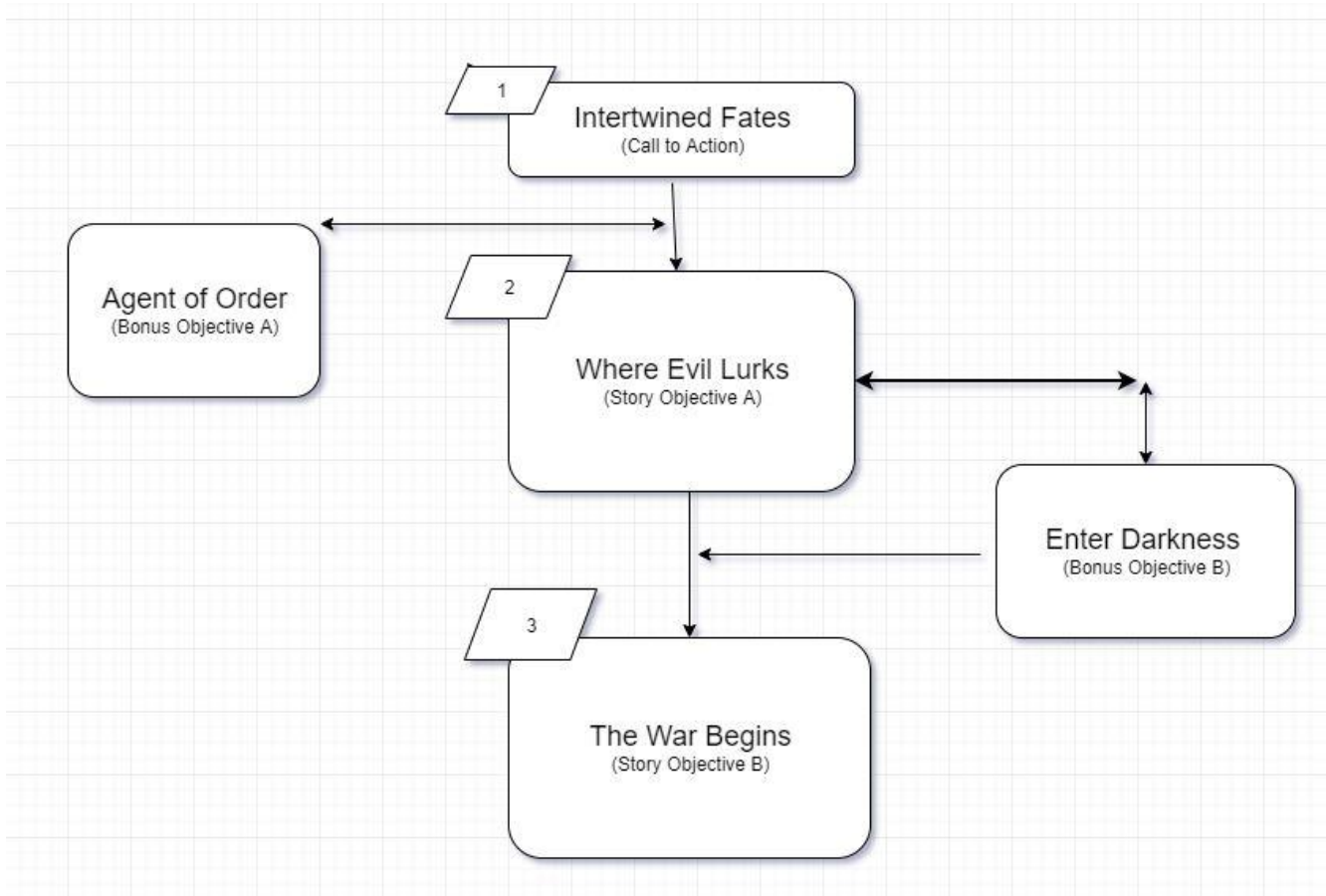
Touched by Fate. Characters that have this story award, by having played any of the TAROT modules, find themselves inexplicably drawn back to Thentia.

Shadow on the Moon. Followers, especially clerics, of Selune have noticed subtle changes to the church within Thentia.

A job is a Job. Professional adventurers are in demand in Thentia as of late and the character's previous "exploits" have caught the attention of Kaireri "Kai" Moongleam.

Adventure 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.



Part 1: Intertwined Fates

Estimated Duration: 15 minutes

*“The moving moon went up to the sky,
And nowhere did abide;
Softly she was going up,
And a star or two beside.”*
~ Samuel Taylor Coleridge

Setting Information

It is late at night in the city of Thentia. Torches or lanterns are spaced randomly along the city streets providing some light. A full moon hangs above the city providing additional light while outdoors. The city streets are nearly empty at this late hour.

Ceilings. The main meeting hall of the Temple of Selune is open to the sky.

Light. Moonlight shines across the city

Sound. The city is quiet but distant thunder can be heard over the Moonsea.

Call to Action, Story Objective, Etc.

The characters have been invited to a meeting with Kaireri Moongleam, acting High Priestess of Selune in Thentia. “Kai” requests the character’s aid in an important quest for items needed to perform a difficult ritual to resurrect the dead High Priestess of Selune, Seireri Moongleam.

1a. House of the Moon

Refer to **Area 4** on the **DM Appendix: Map of Thentia**.

A high, unlit, lighthouse stands just to the north of the temple.

One would expect, under a full moon, The House of the Moon would be bustling with followers of Selune. Tonight, the temple is eerily quiet with only a few acolytes in attendance.

Upon noticing you, one of the acolytes steps forward to ask if he may be of help.

Area Information

The main area of the temple is built open to the sky, tall pillars carved with symbols sacred to Selune adorn the area.

Characters who have a **Passive Perception** of 12 or higher will notice that these acolytes bear patch upon their robes. Under the standard Symbol of Selune, female eyes surrounded by seven silver stars, there is a small tree now adorning their symbols.

#A-1. Seireri’s Office

As the characters enter the doorway read the following:

Two women are awaiting you in the office of the High Priestess of Selune. One, a young blond human woman with an off-center smile, sits behind an oaken desk.

The other, a matronly older woman wearing a bright green scarf and a hat adorned with flowers, sits in a chair near the back corner of the room, knitting a scarf.

The young woman in the office is **Kaireri “Kai” Moongleam**. Kai is the only surviving member of Seireri’s family, and characters may have met her in TAROT 01-06 “Lies in the Moonlight”.

While speaking to the characters Kaireri will project humbleness and respectful. This is quite different from her attitude characters may remember from previous interactions with her.

A character succeeding on a DC 12 **Wisdom (Insight)** check will see she is not quite as humble as she wishes to appear. If Kaireri is questioned regarding this, **Muma** will interject and claim she is trying to help the girl gain some maturity, but “it’s been difficult” (with an exasperated expression).

The characters may also be acquainted with the older woman, **Muma**. Muma has been seen in TAROT 01-02, TAROT 01-06, and TAROT 02-04 and has hired adventurers to handle other duties in those modules. Kaireri will take the lead in discussions during this encounter.

Seireri Moongleam

A human woman, appearing to be in her early twenties at the time of her murder by goblinoids in TAROT01-02 “By the Light of the Moon”. Seireri Moongleam had been the High Priestess of Selune in Thentia for over 70 years, and a normal acolyte/priestess for a decade before that.

Seireri was known as an ardent believer in caring for the needs of the common folk of Thentia and the surrounding area. She was at odds with several of the nobles of the city, many of whom she outlived. Seireri always pushed for more freedoms and rights for commoners of all races.

The Job Offer

Kaireri, acting high priestess of the temple, has invited the characters here because she needs their help.

Kaireri can explain the following:

- Her aunt, Seireri Moongleam, was High Priestess of Selune for many years, but recently murdered by villains unknown.
- Seireri’s body disappeared from the temple after the local priests were unable to Raise her.
- Kaireri has been seeing to the day-to-day duties as acting head of this temple while waiting for Seireri’s return.
- Recently, adventurers were able to obtain Seireri’s trapped soul, which is held now in the temple within a magical lantern. (See events of TAROT02-04 “Moonlit Waves, Part 1). Characters that played that adventure may have been involved in the soul’s return.
- Kai and Muma need two more things to be able to Raise Seireri. Her body and her Bowl.

- Now, rumors that Seireri’s Bowl is available for sale at a black-market tonight, aboard a sunken pirate ship in the harbor.
- The name of the ship is “The Deceit of the North”. It was the first ship sunk during the current troubles afflicting the city.

When asked about “Seireri’s Moon Bowl”, Kaireri can provide the following:

- Paraphrase info in “Selunite’s Moon Bowl” sidebar below
- Seireri had a very old, silver, bowl with a crack on one side that she used exclusively on the first night of the full moon.
- Seireri would drink the milk from the bowl at dawn the next day, but would not allow others to drink from it.
- This bowl was only used on the first night of the full moon, never any others.
- Rumors abounded that this bowl was the means that Seireri used to prolong her life.
- Normally seen here in Seireri’s office, the bowl could not be located after her death.

Why the bowl is important:

- Muma needs three items to be able to perform a ritual to resurrect Seireri
 - Her Soul (which they have)
 - Her Body (which is still missing)
 - Her Bowl (now for sale)
- Time is short. They need to retrieve the bowl before it is sold and lost forever.
- They have also been searching for Seireri’s body but have had no luck finding it. Any information the characters can obtain would be hugely useful.
- Kai is willing to pay any cost needed to obtain her Aunt’s body as well.

Selunite’s Moon Bowl

Most followers of Selune place bowls of milk outside their front doors during nights of the full moon as an offering to the goddess.

Many followers use simple bowls that are handy at the time of the offering. Others purchase or create more intricate bowls whose only function is to be used to make these offerings.

Seireri Moongleam used what appeared to be an ancient silver bowl, with a crack along one side. She never told anyone where it came from or how she came to be in possession of this cup, nor was anyone else allowed to use or handle it.

Read the following once the characters ask what Kai needs from them.

“The rumors we’ve heard about the person possessing the bowl is that she will only trade it for an equal, or more powerful, magical item. We can’t take the chance that someone will outbid us for the bowl, so we ask that you take my Aunt’s Moonblade and trade it for the bowl.”

“Is this something that you can do for us?” Kai asks.

Read the following if the characters agree to help.

“Wonderful!” exclaims Kaireri excitedly. “Once my Aunt’s bowl is returned, we’ll be one step closer to being able to push back against the outside forces that have brought doom and destruction to this great city!”

“You need to get to the market quickly, before the Bowl is sold. And return it to us while the moon still holds, so we can try to use it to detect my aunt’s body.”

“Unfortunately, those who oppose us have spies throughout the city. If you attempt to get to the harbor via the River Docks they will, most likely, assault you or cause some other diversion.”

“Avoid the river. The quickest way to get to the harbor is through the Forbidden Zone, but not to fear, we have a secret, and safe, way in and out of the zone.”

“Before you leave,” the older woman speaks up, “would you like a cookie for your trip? They’re freshly baked and oh so good!”

Kai can provide this additional information on the Forbidden Zone, and ultimately the black-market:

- Muma has a secret, magical, entrance into the Forbidden Zone that she uses to provide food, aid, and medicines to the afflicted.
- The entrance is hidden near the Temple of Tyr
- Find the spot, and use the magical password “Otvorene” to gain entrance.
- The inflicted are violent and dangerous. Roving bands have been known to attack travelers.
- There are a couple aid workers set up at the former temple of Tyr, feeding and caring for some of the inflicted.
- Avoid this “commune” at the Tyr temple. The workers there may, unwittingly, provide info about your mission to others.

The Cookies

There are several types of cookies in the tin. Chocolate chip, sugar, macadamia nut among them. If asked for a particular type of cookie, Muma will lift up the tin, look inside, and pull out the requested cookie.

Eating any portion of a cookie imbues the character with the effects of a *Potion of Water Breathing* that will last until sunrise.

The Power of the High Priestess Card

One of the meanings of an Upright High Priestess Card in a Tarot deck is “*the power of the inner mind to heal*”.

This power not only is keeping Vasyli in between life and death it also affects those nearing death.

Any character, monster, or NPC that takes damage that reduces them to 0 hit points, can instead make a saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the person drops to 1 hit point instead.

The character or NPC makes this save with the modifier equal to their Constitution modifier + the number of previous CCC-TAROT adventures they have played in. (For NPCs the number played is zero). This reflects the characters efforts to affect Fate by participating in these adventures.

Part 2: Where Evil Lurks

Estimated Duration: 45 minutes

2a. Forbidden Zone

Environmental Effects inside the Zone

Light, smell, touch, and taste are normal within the Forbidden Zone, but sound does not carry well. Unless specified below, attempts at **Wisdom (Perception)** checks that rely on sound are made at Disadvantage.

Inside, over time, the inflicted have become exceptionally lethargic and docile. If poked or prodded they do not respond even to defend themselves. Seemingly, if not fed the inflicted probably would starve to death or forget to breath.

The characters need to transverse the Forbidden Zone as quickly as possible to reach the black-market sale before it begins

With the directions provided it was not difficult to find the hidden entrance into the Forbidden Zone. The hastily built walls encompassing the harbor district are imposing, but surprisingly moss, vines, and other growing plants cover nearly one-quarter of the walls.

The entrance area is fully covered with vines. As you spoke the command word, all the vines and other growth pulled back from the wall, revealing a magically worked door that opened at your touch.

Once the characters enter the Forbidden Zone read the following:

The Forbidden Zone isn't what someone would expect it to be. Wild vines and other growth have started to reclaim many of the roads and buildings. Grass and weeds have grown through the cracks of the streets and several houses are nearly lost to the growth.

One large tree has grown inside what looks to once have been an inn, with the top of the tree now broken through the roof.

It's eerily quiet with only random street lights lit. The moon light shines brightly on the forbidding greenery.

You see no movement, nor are there living creatures in sight.

The Inflicted

One of the most visible effects of the Tarot Cards on Thentia has been a strange infliction that has wracked the city. While clerics are able to cure the inflicted, there simply became too many sick. The spread of the illness quickly overwhelmed any ability to control the spread of the plague.

Initial symptoms of the plague were similar to that of the flu but the inflicted quickly turned paranoid, distrustful of authority, and eventually, violent. The inflicted began to lose impulse control, leading to increases in both suicides and criminal activity. It was easy to spot the inflicted, as purple splotches became visible on, and under, their skin.

The infliction was deemed to be spread via bodily fluids, and the violent nature of the inflicted made it more likely their victims also became ill. Medical wards and temples in the city quickly became overrun.

In response, the leaders of Thentia declared an emergency and called upon the Mages Guild to build a great wall around the harbor district. The inflicted were gathered, sometimes quite forcefully, and quarantined within the walls. This walled off area became known as "The Forbidden Zone" as average, non-inflicted, citizens were forbidden entry, even to try to locate and help family or loved ones.

Once, roving gangs of criminals roamed the streets of the Forbidden Zone, fighting for control or just for the enjoyment. Mages, and other guards, patrolled the tops of the walls as

much to keep people out as to keep the inflicted in.

Over time the inflicted became less violent and today, while the wall is still guarded, there are not nearly as many patrols.

Inside the inflicted have become exceptionally lethargic and docile. If poked or prodded they typically do not respond, even to defend themselves. If not fed the inflicted probably would starve to death in due course.

Setting Information

The Forbidden Zone has the following attributes:

Light. The moonlight provides some light but the depth of the forest growth provides plenty of shadows. Very few torches, and mostly only near the Temple of Tyr, provide some light as well.

Sound. The lack of sound from living creatures is ominous. The greenery and growth within the Zone seem to absorb sounds.

Smell. The smell of new growth, and fresh rain permeate the area.

2A-1 The Commune

The characters have entered the Forbidden Zone near the former Temple of Tyr. (Map area # 9). Two aid workers, a married pair of Mages named Vera and Vigo, have set up a soup kitchen to provide food for the inflicted.

A few minutes of travel within the Forbidden Zone brings you to the area near the Temple of Tyr.

The Temple of Tyr stands tall and proud just within the walls of the Forbidden Zone. High, defensible walls, surround the temple square but tonight the thick gates are wide open.

Several dozen figures sit or lie prone around the outside walls of the temple but there is little or no movement from them as you walk past.

Faint sounds, the first you've heard inside the Forbidden Zone, come from within the temple square.

If any characters wish to investigate the temple, they can see the following:

- The grounds inside the temple area are covered with figures who sit or lie prone on the ground.
- The only two people moving inside the temple square are an older couple. A man stands next to a large kettle, stirring the contents. A woman is nearby moving from prone person to person trying to persuade them to eat.

Neither of the two are paying much attention to areas outside the temple. A group **Dexterity (Stealth)** check with a DC 10 will allow the party to quietly move past the temple area without being noticed.

If noticed, or if a character attempts to interact with the couple inside, they can learn the following:

- The two are **Vera and Vigo (Mages)**. They are married.
- They originally entered the Zone under the orders of the Mages guild to attempt to find the source of the infection. See TAROT02-01 "A Sunk Cost" for more information.
- They haven't seen many others in days.
- The infected have become extremely docile over the past few weeks. So much so that if not actively fed they will simply lie around and probably die.
- They haven't seen any children in the area in quite a while. They've searched but haven't been able to find any. Children used to be common as many entire families were forced into the Forbidden Zone if even one member became infected.

Roleplaying Vera and Vigo

The quintessential “old married couple”, Vera and Vigo are prone to disagree over even the most trivial of facts. Do not, however, allow them to mislead the characters or provide incorrect information.

2A-2 The Witch’s Cauldron

As the party traverses the Forbidden Zone read the following:

The sounds of crying meanders through the overgrown town. The crying, though muted, sounds of a child sobbing in a group of trees to the east.

After a few moments you hear the sobbing intensify and a young boy’s voice cries out “No, please don’t hit me! I’ll be good, I promise!”.

The sounds seem to be moving quickly away from you.

The Lost Children

An unknown number of children have disappeared within the Forbidden Zone. Nobody knows how many because of the chaotic nature of the quarantine and the violent mobs that once roamed the area. The only known fact is that none of the children have been found.

The vast majority of these children are dead, but one side effect of the High Priestess Tarot Card is that the children are not able to pass onto their afterlife. These children now manifest within the Forbidden Zone as **Ghosts** with some slight modifications as listed below.

These children are not evil, nor do they comprehend that they are “undead”. They are extremely scared and confused. These children flit into and out of existence within the Forbidden Zone at random times, and are searching for their family or someone to play with. They can physically manifest and interact

with objects, normally toys, and look exactly like they did when alive. The Paladin “*Divine Sense*” or other similar abilities will reveal the children’s undead nature.

The **Ghosts** will only use their **Horriifying Visage** ability if a character is deemed to being “mean” to a child. Of course, it’s a child’s interpretation on what “being mean” entails. The **Horriifying Visage** ability will only target characters deemed to be mean, others will simply see the child as crying.

The **Withering Touch** action happens but as a side effect of the child hugging someone, holding their hands, or otherwise innocently interacting physically. The **Ghosts** have advantage if a character is willingly allowing themselves to be touch.

The **Ghosts** will never use their **Possession** ability.

When one of these children’s **Ghost** takes damage, the child will “cry like a child that doesn’t understand why it’s being punished.”

These **Ghosts** also have the following changes to their stat blocks:

AC: 10
HP: 6

Objective and goals. These children have no intent to harm characters. They are driven by their need to play and an overriding desire to separate characters from each other and get them lost in the “forest”, so they are forever around to “play”.

Read if a character follows the sound of a crying child, or adjust to fit other leads.

The sound of a crying child has led you deeper into the woods growing within the Harbor District. You haven’t traveled more than 30 or 40 feet but the difference is startling. Gone are even the semblance of civilization and you find yourself in what now appears to be a deep, dark

forest. The canopy of tree limbs and leaves overhead blocks out most of the light even coming from a full moon.

From ahead you can hear the child sobbing once again and then the sound of a door slamming shut cuts off your ability to hear any more crying.

Allow the character the chance to turn back. If they return back it quickly becomes evident, they are still within Thentia. They can quickly find the houses that the trees, vines, and foliage have covered.

If they continue towards the sounds read the following:

The dark forest opens into a clearing, with a peaceful white house sitting in the middle. Light streams out of the windows of the house and the scrumptious smell of pies baking inside reaches you.

This encounter has manifested from the fears of Philip, one of the **Ghost** children. It is built off a scary story he was told about a witch that lives in the forest that cooked naughty children. There is no Witch in this encounter but Philip will be fearful of her imminent return.

Area Information

The Witch's Hut has the following features.

Dimensions & Terrain. The witch's hut is approximately 20' wide and 30' deep. It is an open floor space with a large fireplace that has a kettle on a swingable arm. A wooden kitchen table, along with a wide variety of knives and cooking utensils laying on top. In the back corner, Philip is trapped inside a small 4'x4' cage.

Ceiling. The ceiling is 12' high in the center, but slopes downwards on the sides.

Light. Even though from the outside they appeared to be quite a bit of light streaming out the windows, from the inside the room is dark, full of twisting shadows, and everything a child would see in their nightmares.

Lights brought into the hut, such as torches or magically created, only give out a fraction of the luminance you would expect. The hut, as a figment of Philip's fears, always remains in shadows.

Sound. Other than the sound of Philip softly sobbing and the crackling of the fire, the hut is eerily silent.

Smell. The hut smells of freshly baked bread, cookies, and pies, although none of these appear inside the hut at all.

Read the following if someone looks inside the hut from the outside:

The inside of this forest cottage seems quaint. An old woman is busy kneading bread on a large wooden kitchen table. Beside the dough, three pies sit cooling on the table and they smell delicious!

Softly you can hear the sound of a small boy sobbing, and now you can see him in a corner, and locked inside a small cage.

The only way to enter the hut is through the unlocked front door. The windows look to be made of thin glass and should be easy to break through, but they resist any attempts to do so. No matter how hard a character strikes the window the scene inside does not change, nor does the woman seem to notice.

Philip does notice, however, and cries out for help and begs to be rescued.

Read the following as a character enters through the front door.

The inside of the cottage is dark and creepy. Shadows seem to cling to the walls, and especially the corners of the cottage. A hearth and fireplace are on the wall to your left. The fire inside the fireplace is large and roaring but does little to push back the shadows.

The lock on the cage holding Philip is very tough. It can be opened in two ways

- A successful **Dexterity (Thieves' Tools)** check
- A successful **Strength (Athletics)** check
- The DC in either case is 20 to succeed

Once freed, Philip will gratefully hug his rescuer(s). See **Withering Touch** addendum in the **Lost Children** note above.

As the first character enters the witch's hut, randomly select one of the other characters and read the following to that character.

You feel a small, tentative, tug on your cloak or clothing. Looking down you see a young half-elven girl smiling up at you. She appears to be around 5 or 6 years old.

"Would you like to play catch with me?" she asks you as she bounces a small blue ball in her hand. "My name is Sarah, what is yours?"

Objective and goals. Sarah really wants someone to play catch with her. Her father used to before he went away. Now she's lonely and looking for a friend. If the character refuses, Sarah will pout and walk away, slowing fading into nothingness the further away she gets.

Rescuing Philip

Philip is more than willing to leave the hut, clinging desperately to his rescuer even as his *Withering Touch* activates. Philip does not understand what is happening and can only relay that his parents were ill, they were taken away, and he desperately wants to find them.

If Philip is taken more than 20' from the hut he fades away and returns back to the cage, and his cycle of capture begins again. The only way to end the tortuous cycle is to destroy the cottage. Characters can burn the hut down, or destroy it by doing a total of 100 hp of damage to it.

Treasure

There is no treasure in the witch's hut worth keeping. Any items, such as knives, etc., taken

out of the hut will fade away the further it is taken.

2b. The Black Market

Setting Information

It remains late night in Thentia. The full moon continues to shine down upon the city, and the harbor. Shallows waves from the Moonsea make their way towards the abandoned docks of the city.

Light. The full moonlight and clear night provide plenty of light to see by. One torchlight shines brightly near the middle of the harbor.

Sound. The only sounds are of the waves gently lapping in the harbor.

There are several abandoned row boats at the docks and the characters can easily reach the market.

#2b-1. Market Entrance

A group of enterprising youths thought to make a profit off those attending the market by selling potions of water breathing. When Widar found out he approved of their initiative but couldn't condone something that might limit attendance, so he simply purchased all the potions and paid these youths to hand them out to attendees needing them.

A small wooden platform sits in the center of the harbor.

As you approach the barge you realize that it has been built around a crow's nest sticking up out of the water. A pirate flag flies proudly from the tip of the mast.

Three teenage humans wait on the barge and happily instruct attendees how to access the market. They will provide the following information if asked:

- The market is being held underwater on the deck of a sunken pirate ship.
- There is a magical bubble of air surrounding the deck, but attendees will need to climb down the mast to enter the bubble.
- The bubble starts approximately 30 feet below the surface.
- They can, if needed, provide *Potions of Water Breathing* to those that wish to attend.
- The market is being presided over, and guarded by, Widar Patja, a devote follower of Waukeen, and major merchant in the city.
- Widar has brought several large creatures to the auction to guard the market.
- All the attendees must agree to a truce and no violence is allowed.
- The market isn't scheduled to begin for another 30 minutes and few attendees have shown up, so far.

A ladder has been attached to the mast making it easy to climb down. No check is required. Characters may also swim down if they so choose.

#2b-2. Pirate's Parley

Area Information

Terrain. The deck of the "Deceit of the North" is approximately 60' below the surface. An air bubble extends across the main deck. The air bubble does not extend to any decks below.

Lights. A series of brightly colored lanterns provide extensive light on the main deck.

Sounds. A string quartet provides simple but elegant music in the background. Voices of customers and merchants exchanging offers provides additional background noise.

The well preserved, main deck of *The Deceit of the North* was easy to reach. Brightly colored lanterns provide plenty of light, and music from a string quartet warming up on the forecastle make for a festive scene.

Servants are busy rolling cargo barrels across the deck. Several barrels are already in place, being used to display items available for bidding. One large barrel, well-lit by multiple lanterns, sits on the forecastle, a young halfling woman standing next to it.

Stationed on the forecastle is a massive, towering, suit of armor wrought of heavy metal.

Only a few attendees mill around the deck but seats for several dozen are being set up. Food and drink stations are available at each mast.

Widar will personally greet each attendee as they reach the main deck and explain the rules of the auction.

The market rules include:

- Each attendee agrees not to commit violence. Any rule breakers will be seen to by the market guards, up to and including the **Iron Golem**.
- At Widar's option, other attendees are encouraged to help detain anyone causing a raucous, rule breaking, or thievery.
- All sales are final, and Widar will be the final, and sole, arbiter of contested negotiations.

There are not many sellers tonight. The various troubles in Thentia have most too paranoid to make a public appearance. See **DM Appendix 6: Market Merchants and Attendees**

Unlike normal black-market days, several rich and powerful people have arrived tonight due to the rumor of Seireri's Bowl, and the possibility of extended life. See DM Appendix XX: Attendees for more information.

Kava's Objective and goals. Kava (**Night Hag**) is in disguise as a halfling woman. She believes she is cursed by Seireri's Bowl to remain on this ship until she can rid herself of it.

- She is only willing to trade the Bowl for an equal or higher value magic item.
- Kava was sent by Lord Strahd to track down a renegade **Barovian Witch** who

was working for Esmæ. See **Attendees Appendix** for more details.

- It is highly unlikely the characters will personally own any items that interest her.
- She will, however, immediately recognize the playing cards from Huhnar's belonging as containing the Card she was sent to fetch.
- She will be willing to trade the Bowl for the deck of cards but doesn't wish to appear to be too eager to conduct the trade.
- If the characters are willing to throw in the Moonblade, Kava will tell them where to find Seireri's body.
- Kava will offer both the Bowl and information on Seireri's body if that is what is needed to obtain the Cards.
- See Part 3 "Seireri's Body" for details on where the body can be found.

A successful DC 12 **Wisdom (Insight)** check will reveal how eager Kava is for the deck.

Any character with a **Passive Perception** score of at least 15 will notice that a poorly disguised Sir Joanna is intently watching Kava's stall.

Any character paying attention to Sir Joanna will notice her angrily leave the market if the Bowl is purchased by someone else.

Part 3: The War Begins

Estimated Duration: 60 minutes

3a. Seireri's Body

#3a-1. The Steps of the Moon

The Mourning Gate is located in the eastern wall of Thentia, with the Steps of the Moon to be found just inside the forest approximately one quarter mile from the Gate.

Area Information.

The Steps of the Moon have the following features.

Dimensions & Terrain. There are 3 stone, square levels to the Steps, each approximately 5' in height. The base is 30'x30', with the second level 20'x20', and the top level 10'x10'. Easy to climb steps have been chiseled into the Steps on the western side, facing Thentia. The woods are kept cleared 10' around the base level of the Steps, and a well-maintained crushed stone walkway leads to the built-in steps.

Lighting. Four lit torches, one in each corner of the base level, provide light. The full moon overhead also provides adequate illumination.

Sounds and weather. The woods around the Steps of the Moon are normally quiet and the chill of the air is accentuated by a light breeze blowing in from the Moonsea.

Thentia Burial Background Information

Many Thentians are Selûnites, and prefer sky burials, laid out on a platform to be picked clean and scattered by scavengers and storms. Most often, Selûnites are given a sky burial at sea, placed naked upon a raft and towed out onto the Moonsea. The raft is released well out from shore. When burial at sea is not an option, bodies are carried through the Mourning Gate in the east wall, and into a small forest just to the east of the city. There, a large, stepped stone dais,

called the Steps of the Moon, waits to raise up the bodies of the dead for sky burial.

To the north of the Steps of the Moon is Kelemvor's Acre, a swatch of land dedicated to the burial of non-Selûnites who choose to be interred within the ground. This cemetery holds graves and mausoleums, and is watched over by Warders to prevent grave robbing.

The Berislav family is an exception to the normal burial rites of Selunites in Thentia. Due to their obligations they elected to create a family crypt so that even in death they may continue their duty.

An old, sickly looking, man heavily weighed down by his armor, and a young woman, stand at the entrance of a trail leading further into the woods.

Two bowls of milk sit on the ground at their feet.

Creature Information

Vasyli Berislav (a **Guard**) stands an honor watch near the entrance to the woods, over 100' feet away from the Steps of the Moon, which is out of sight behind the trees.

Standing watch with Vasyli is another, albeit much younger, follower of Selune, named **Luna** (female half elf **Guard**). Luna has recently become an unofficial squire and ward to Vasyli and who hopes to one day become a member of the Swords of the Lady religious order, guarding Temples of Selune.

Objective and goal. Vasyli will deny any knowledge of the whereabouts of Seireri's body. Anyone succeeding on a **Wisdom (Insight)** check with a DC of 12 will recognize that he is lying. Any character with a **Passive Perception** score of 14 or higher will notice Luna seems startled when Vasyli makes his denial. A successful DC 15 **Wisdom (Insight)** check on Luna's reaction will reveal that she was surprised by his denial, but realized it for the lie

that it was. Her reaction, though quickly covered, was in line with someone having a “now everything makes sense” sort of moment.

Vasyli’s Health

Vasyli Berislav is dead.

His duty, and love, compels him to Remain.

Vasyli died shortly after the death of High Priestess Seireri Moongleam. For characters that met him in TAROT 01-02 “*By the Light of the Moon*” that may have happened when he faced his grandson Andrei. For others, it happened “off screen”.

Vasyli’s honor and the Power of the High Priestess Tarot Card have kept him in a state of limbo between life and death.

When he returned to the Temple that night, Vasyli found a letter addressed to him in Seireri’s own writing. See **DM Appendix C “Seireri’s Letter”**. Upon reading the letter Vasyli has vowed not to rest until relieved from his Duty, per the letter’s instructions.

Vasyli looks, and acts, as a very sickly old man. He suffers from the effects of a *Resurrection* spell, but no amount of rest removes the effects. Due to this, Vasyli takes a -4 penalty to all attack rolls, saving throws, and ability checks. (See *PHB* page 272 for details).

Vasyli understands he has died and what his duty requires. He does not, however, willingly discuss his condition unless he feels the situation warrants doing so.

See note on **Powers of the High Priestess Card** for additional information.

If Vasyli is shown Seireri’s Bowl, read the following:

What first seemed to be a cloud in the sky reflects bright moonlight as it suddenly streaks

above the trees and towards the Steps of the Moon.

Vasyli and Luna will move as quickly as possible towards the Steps, which in Vasyli’s case is not very quickly at all.

Read the following as the first character moves within sight of the Steps of the Moon.

A shining form made out of moonlight stands atop the Steps of the Moon.

She ignores your approach but watches Vasyli struggle to the Steps as quickly as he can, a small smile upon her lips.

“Vasyli, my Guardian,” she says as he nears. “It is good to see you again. I thank you for the diligence with which you carried out my last task.

The time has come and we must trust to Fate to see the city through to the end” she continues as her moonlight form walks calmly down the Steps towards Vasyli.

Vasyli moves toward the apparition and kneels before her. Luna stands beside Vasyli with her mouth hanging open.

“This is your squire?” the woman says as she looks Luna over. “I approve. She will bring honor and faith back to the temple.” Reaching over with her free hand the form touches Luna’s forehead in blessing. “Yes, she will do fine indeed!”

“Soon, some will arrive to relight the Lighthouse and our beacon of hope will be relit.”

“You know what must be done, Vasyli” the form concludes as it begins to fade away into motes of moonlight. “We must trust to The Moonmaiden to see us through.”

No matter what actions any characters take it will be evident that Seireri is only able to perceive Vasyli and Luna.

Luna will inform the characters, if needed, that was Seireri Moongleam, or at least her ghost. Vasyli is too emotional to be able to speak for a minute.

Given a few moments to compose himself, Vasyli will provide the following information:

- Upon the night of her death, Vasyli found a letter addressed to him, in Seireri's writing.
- The letter instructed him to quietly remove her body and hide it somewhere it could not be found.
- If asked to see the letter, provide the characters with **Players Handout 4: Seireri's Letter**.
- He snuck Seireri's body out of the House of the Moon late one night after attempts to Raise her failed.
- Her body is hidden in the Berislav family crypt, in an unmarked niche near the back of the crypts.
- The body is guarded by mystical traps that Vasyli believes were placed by a Celestial.
- He does not know how to remove the traps.
- Vasyli will offer to lead the characters to the Berislav crypts. Luna will remain behind to continue watch over the burial ceremony.

#3a-2. Duty's End

The Berislav family mausoleum is a solid, if unpretentious, stone edifice. The family name, crest, and holy symbol of Selune are engraved above the entrance. The wooden doors to the crypt are closed and locked.

There is no light inside the mausoleum. The doors are locked and Vasyli has the key on a chain around his neck.

If Vasyli is not present the door can be opened with a successful DC 20 **Dexterity (Thieves Tools)** check or broken open with a successful **Strength (Athletics)** check, with a DC of 20.

Area Information

- The Berislav family mausoleum is 20'x20'
- Wooden coffins are placed into niches along the east and west walls.
- A small altar to Selune is on the northern wall, directly beneath a window that allows moonlight to stream in. This is the only light currently in the mausoleum.
- There are 10 coffins currently in the family crypt with room for another 10.

Seireri's body is inside an unmarked coffin in a niche along the east wall, nearest to the altar to Selune.

Trap. Guarded by Faith

There are magical runes woven into the cloth Seireri's body is wrapped in.

Detection and Disabling. The trap can be detected with a successful DC 12 **Intelligence (Investigation)** check. It can be disabled with a successful DC 19 **Intelligence (Arcana)** check. A *Dispel Magic* will nullify the trap, with the same DC to succeed.

Trigger. Movement of the body or any desecration of the niche or burial shroud.

Effect. A burst of Radiant energy will fill the mausoleum. Anyone not wearing a Symbol of Selune must make a DC 15 **Wisdom Save**. Failure results in 45 points (10d8) **Radiant** damage. Success results in half damage.

Reset. The trap resets itself after 1 round. If the body is removed from the shroud and mausoleum the trap is deactivated.

Note. Depending on events of Bonus Objective B, the trap may already be disabled for the remainder of the night.

Seireri's body is under the effects of a "*Gentle Repose*" spell.

As Seireri's body is removed from the niche read the following:

As Seireri's body is pulled from the nice a soft sigh can be heard throughout the mausoleum.

Vasyli slump downs to the floor, and his head lies forward on his chest as the heaviness of his armor finally seems to weigh him down.

Moonlight streaming through the window seems to be a spotlight showcasing his body.

Now that Vasyli's last duty is complete, the power keeping him alive dissipates and he passes on.

If searched, Vasyli carries his last letter from Seireri. See **Player Handout 4: Seireri's Letter**.

Treasure

The only treasure available in the mausoleum is the body of Seireri Moongleam.

3b. Ordine Intervention

Area Information

The area has the following features.

Dimensions & Terrain. The streets of Thentia are paved in cobblestones that haven't seen much maintenance since the troubles began. Most streets are narrow and approximately 15' across, barely enough for two wagons to pass.

Ceiling. The streets are open to the clear night sky.

Light. A bright full moon provides plenty of moonlight to see by. Only a few street lights are lit.

Sound. Thentia is extremely quiet this late at night.

Read the following as the characters make their way back towards the House of the Moon.

"Hi!" a young goblin girl calls out as she steps into the road before you waving excitedly. "My name is Mitzy, I've been sent to escort you to the meeting!"

Creature Information

The very young, and very naïve, goblin girl is Mitzy (a **goblin leader**).

Depending on whether this adventure is run as a 2-hour or 4-hour adventure the characters may have met **Mitzy** already in Bonus Objective A "An Agent of Law". Adjust her responses accordingly.

Objectives & Goals. Mitzy has been sent ahead to escort the party to meet Sir Joanna. Mitzy was instructed to find the party and lead them to the **Rothe & Lance (Map location 26)**, headquarters of the Riders of Thentia.

What Does She Know? As explained to Mitzy, the party has embarked upon a noble quest to right a wrong, and Sir Joanna and the Ordines want to help the party succeed! But for that to happen Sir Joanna needs to talk to the characters and explain that without the guidance of the Ordines, and the backing of the law, they can't finish their noble quest. She's to lead the party back to the Rothe & Lance for a meeting. Joanna inferred to Mitzy that no harm will come to anyone and there won't be any fighting.

Allow the characters to talk with Mitzy for a short time, if they wish, then read the following as they begin to move away.

Rhythmic thumping can be heard coming from a street beside you and the sounds of a quickly galloping horse can be heard ahead of you.

Quicker than you would expect, a woman rides a mechanical horse towards you. A slightly plump human woman, with tightly coiffured blond hair that doesn't seem to move even in the wind created by her fast approaching horse. She wears a white cloak adorned with the symbol of the Warders of Thentia.

She stops her horse ahead of the party as a troop of mechanical creatures comes to a halt in the intersection to your right.

"Halt. My name is Sir Joanna Arcengale of the Warders of Thentia" she announces in a commanding voice. "You are carrying, perhaps without knowledge, stolen property which I must impound as evidence."

Creature Information

Sir Joanna (a **Champion**) has deputized certain members of the Order of the Ordines as *Warders of Thentia* to aid her in acquiring the bowl.

Blocking the road to the right are:

- Four (4) **Duodrones**
- One (1) **Oaken Defender** (invisible)
- One (1) **Illusionist** (named Penelope)

Combat Notes

- Joanna has pre-activated her **Leadership** ability
- The **Illusionist** has cast *Invisibility* upon the **Oaken Defender** prior to the start of this encounter, to provide surprise and advantage on its initial attack.
- The **Illusionist** has pre-cast *Mage Armor*

Objectives and goals. Sir Joanna has brought what she believes is an overwhelming force to obtain Seireri's bowl. She prefers to accomplish this without force but her no-nonsense nature won't allow much frivolous negotiation. Sir Joanna believes she has the right and the strength to impound the stolen property and will act accordingly.

Sir Joanna will use the following arguments to attempt to persuade the characters to hand over both the Bowl and the body.

- She is a representative of the law enforcement services of Thentia. (True)
- Both items are stolen property and rightfully it is her task, along with the WatchLord and other leaders of the city, to see they are returned to their rightful place.
- Neither Kaireri nor Muma can be trusted. They have subverted the will of the temple of Selune for their own goals.
- The events and catastrophes that have hindered Thentia began with Seireri's death. Her return is imperative to ending the strife.

- Only the WatchLord and the legal leadership of the city have the wisdom needed to see Seireri is returned, and help the city survive.

If negotiations become heated or threats of violence begin, Sir Joanna will grow weary of dealing with these "agents of chaos" and begins to order the Modrons forward. Read the following to the characters.

"No!", Mitzy cries out in a squeaky voice as she stomps her foot. "You promised, no fighting!"

"Indeed, there will be no violence" Sir Joanna replies as she casually leans over and backhands Mitzy. "If these agents of chaos hand over the stolen bowl" Joanna continues as she turns towards your group while Mitzy's body crumples to the

Adjusting this Encounter

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

- **Very Weak:** Joanna is a **Knight**
- **Weak:** Remove two **Duodrones**
- **Strong:** Add 1 **Tridrone**
- **Very Strong:** Add 1 **Stone Defender** with Joanna

Treasure

Sir Joanna's mechanical horse wears a set of *horseshoe's of speed*. She also carries assorted coins and gems.

3c. Conclusion

Depending on actions and decisions the characters make during this adventure, they can

3c1: Players Returned Bowl & Body to Kai

Read the following:

“Thank you so much!” exclaims Kaireri as you returned both her Aunt’s body and bowl to the temple of Selune.

“Now, we can perform the ritual needed to return my aunt to us! Once she is back, we’ll be better able to face the forces trying to tear this city apart!”

If any characters ask about the ritual, or permission to watch, Muma will inform them:

- She will be performing the ritual tonight, before the sun rises.
- They are welcome to remain here in the temple but the ritual is complex and will take a few hours to perform.
- The body, bowl, and soul need to be slowly recombined in order to then Raise Seireri
- The ritual will be performed in Seireri’s private rooms, and no one but family may be attendance.
- Since the characters have been exposed to the magical influences of the Tarot Cards, their attendance at the ritual may interrupt the fragile magic needed to perform it.

If any characters decide to remain in the temple and await the conclusion of the ritual, read the following to them:

It took many hours but eventually Kai, Muma, and the newly revived Seireri walked out of the chambers.

Seireri appeared extremely weak and exhausted, as to be expected. She did give a small smile and wave to you as she was led away to a private infirmary to recover from her ordeal.

Provide any character that remained behind have a **Passive Perception** of 18 or higher, give them a copy of **Player Handout 3: Seireri’s Exit**.

3c2: Players Returned Only the Bowl

Read the following:

“Thank you for helping our Temple this evening,” Kaireri speaks. “The bowl gets us one step closer to returning my aunt, and fighting off the forces that are wreaking our city.”

Kaireri and Muma thank the party for their help.

3c2: Players Returned Only the Body to Kai

Read the following:

We thank you for returning my aunt’s body to us. We are not sure that we can return our aunt without the bowl, but we will research to find an answer.”

“Thank you again for providing aid to us, our temple, and our city.”

3c1: Players Return Empty Handed

Read the following:

“You were not able to procure the bowl?” Kai fumes. “We gave you everything you needed to be successful!”

“Go away! It looks like I’ll have to figure this out on my own, like always!” Kai snarls as you as she storms out of the room.

If the characters return the body to Kai and Muma, award each member of the party the story award: **High Priestess: Inverted**

If the characters do not return Seireri’s body to Kai and Muma, award each member of the party the story award: **High Priestess: Up Right**

Story Awards

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Player Rewards

The characters can earn the following rewards:

Advancement and Treasure Checkpoints

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

- **Story Objective A:** Retrieve Seireri's Bowl.
- **Story Objective B:** Retrieve Seireri's Body

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

- **Bonus Objective A:** Find the missing Tarot Cards.
- **Bonus Objective B:** Stop the evil ritual.

Magic Item Unlock

The characters unlock the following magic item(s) for **completing the adventure**:

horseshoes of speed.

This item is described in **Appendix 5**.

Potion

A single potion of *water breathing*

Story Award

The characters unlock the following Story Awards for **completing the adventure**:

Tarot of Fate: The High Priestess (Up Right)

High Priestess Seireri Moongleam's body has been recovered, but the choice on what to do with it rests with you, and you've chosen not to return the body to Kai and Muma for Resurrection.

Many pray to the Fates that you've made the right choice.

Tarot of Fate: The High Priestess (Inverted)

High Priestess Seireri Moongleam's body has been recovered and you've chosen to return it to Kai Muma for Resurrection.

Many pray to the Fates that you've made the right choice.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement** and **treasure checkpoints** for the characters' completion of objectives, above.

You may complete DM Quests for running this adventure. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Dramatis Personae

- **Kaireri (Kai) Moongleam (KEYE-ear-ee).** Impatient, entitled teenager and figurehead leader of temple of Selune.

Personality: I was born to noble blood and should be in charge.

Ideal: Power. I hope to rise to the top of Selunite religious hierarchy.

Bond: I come from a noble family, and it will one day be acknowledged

Flaw: Easily manipulated by her desire for power

- **Muma (MOO-ma).** The actual power in the House of the Moon. Grandmotherly, at least on the outside.

Personality: Friendly, outgoing, caring

Ideal: Freedom of Choice. Freedom, and personal choice, must be defended.

Bond: Nature will provide, if we let it.

Flaw: Unwilling to actively challenge the status quo

- **Mitzy (MITT-zee).** Extremely naïve and trusting.

Personality: I just want to belong somewhere

Ideal: Everyone should just get along

Bond: Friends saved me, and I will do anything for someone I consider a friend.

Flaw: Did we mention super naïve?

- **Vasyli Beraslav (VAH-sil-ee BEAR-a-slav).** Honest and dutiful, but tired.

Personality: Always polite and respectful

Ideal: I defend the temple of Selune, and Selune defends me.

Bond: Duty. My life has been about doing what I must.

Flaw: Selunite priests will never lead me wrong.

- **Widar Patja (VEE-dar PAT-jaw).** Devote follower of Waukeen.

Personality: Serious demeanor, takes his duties to Waukeen to heart.

Ideal: Free trade and market access leads to equality of all

Bond: Trade. A business agreement is sacred, and not to be abandoned.

Flaw: If it's been agreed to, it cannot be rescinded, even if it hurts others.

- **Sir Joanna Arcengale (JO-anna ARR-cenn-gail).** Officer of the Warders of Thentia (the City Watch) who has seen too many guilty freed because of their connections.

Personality: A very strict woman who has no patience anymore for liars or thieves.

Ideal: LAW. The law must govern, otherwise we're all just animals.

Bond: Thentia. I will enforce the law as I see them to save the city I swore to protect.

Flaw: Law and order is more important than feelings.

- **Kava (KAH-va).** A sea hag in disguise. Sent by her lord to return a stolen, magical, card.

Personality: Conniving and ingratiating

Ideal: Lord Strahd. His wishes are law.

Bond: I serve my lord no matter the danger or those who object.

Flaw: Too eager to please her lord makes Kava easy to manipulate.

- **The "Deceit of the North".** A pirate ship sunk in the deepest part of the harbor.

- Hosting the monthly black market
- Magical air bubble over main deck

- **The House of the Moon.** The temple of Selune within Thentia.

- Mostly open-air temple, currently administrated by Kai Moongleam
- Acolytes have accepted a "new age" version of Selunite teachings that push free choice and opportunity offered by the "nature" aspect of Selune.

- **The Forbidden Zone.** Formerly the Harbor district, it's used to quarantine those infected by a strange plague.

- Infected were initially paranoid and violent but have become docile and immobile

Appendix 1: Creature Statistics (by encounter)

Ghost

Medium undead, chaotic evil

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Withering Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Ethereal: The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4x10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it

occurring.

Possession. The ghost children cannot possess any targets while in the Forbidden Zone.

Duodrone

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Senses truesight 120 ft., passive Perception 10

Languages Modron

Challenge 1/4 (50XP)

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

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

Actions

Multiattack. The duodrone makes two fist attacks or two javelin attacks.

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

Javelin. *Ranged Weapon Attack.* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Illusionist (Penelope)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700XP)

Spell Casting. The illusionist is a 7th level spell caster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *dancing lights, mage hand, minor illusion, poison spray*

1st level (4 slots): *color spray**, *disguise self**, *mage armor, magic missile.*

2nd level (3 slots): *invisibility**, *mirror image**, *phantasmal force**,

3rd level (3 slots): *major image**, *phantasmal steed**

4th level (1 slot): *phantasmal killer**

* Illusion spell of 1st level or higher

Displacement. (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5' ft. one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

Oaken Bolter

Medium construct, unaligned

Armor Class 16 (Natural Armor)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poisoning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine.

Condition Immunities. charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Understands one language of its creator but can't speak.

Challenge 5 (1,800 XP)

Magic Resistance. The oaken bolter has advantage on saving throws against spells and other magical attacks.

Actions

Multiattack. The oaken bolter makes two lancing bolt attacks or one lancing bolt attack and one harpoon attack.

Lancing Bolt. *Melee or Ranged Weapon attack:* +7 to hit, reach 5', or range 100/400 ft., one target. Hit 15 (2d10+4) piercing damage.

Harpoon. *Ranged Weapon Attack:* +7 to hit, range 50/200 ft., one target. Hit: 9 (1d10+4) piercing damage, and the target is *grappled* (escape DC 12). While grappled in this way, a creature's speed isn't reduced, but it can move only in the directions that bring it closer to the oaken bolter. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the oaken bolter can pull a creature grappled by it 20 feet closer. The oaken bolter can grapple only one creature at a time.

Explosive Bolt (Recharge 5 - 6). The oaken bolter launches an explosive charge at a point within 120 feet. Each creature within 20 feet of that point must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much on a successful one.

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Stone Defender

Medium construct, unaligned

Armor Class 16 (Natural Armor)

Hit Points 52 (7d8+21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poisoning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine.

Condition Immunities. charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Understands one language of its creator but can't speak.

Challenge 4 (1,100 XP)

False Appearance. While the stone defender remains motionless against an uneven earthen or stone surface, it is indistinguishable from that surface.

Magic Resistance. The oaken bolter has advantage on saving throws against spells and other magical attacks.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit 11 (2d++4) bludgeoning damage, and if the target is Large or smaller, it is knocked prone.

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack, the stone defender gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the stone defender must be able to see the creature and the attacker.

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Tridrone

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	9 (-1)

Senses truesight 120 ft., passive Perception 10

Languages Modron

Challenge 1/2 (100XP)

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

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

Actions

Multiattack. The tridrone makes three fist attacks or three javelin attacks.

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

Javelin. Ranged Weapon Attack. +3 to hit, range 30/120 ft., one target. Hit: 4 (1d6+1) piercing damage.

Sir Joanna Arcengale (Champion)

Medium humanoid (any race), any alignment (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 knight makes three attacks with its great sword or its light crossbow.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5' ft. one target. Hit: 112 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half 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) if the champion has more than half its total hit points remaining.

Knight – (weak encounter Sir Joanna)

Medium humanoid (any race), lawful neutral

Armor Class 18 (plate)

Hit Points 62 (8d8+16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

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

Actions

Multiattack. *The knight makes two melee attacks.*

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 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.

Bonus Objective A Monster Stats

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 chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Wereboar

Medium humanoid (human, shapeshifter), neutral evil

Armor Class 10 in humanoid form, 11 (natural armor) in boar or hybrid form

Hit Points 78 (12d8+24)

Speed 30 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills: Perception +2

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

Senses passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,200 XP)

Shapeshifter. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 9 hit points, it is reduced to 1 hit point instead.

Actions

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

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5' ft., one target. Hit: 10 (2d6+3) bludgeoning damage.

Bite (Boar or Hybrid Form Only). *Melee Weapon attack:* +5 to hit, reach 5', one target. Hit 10 (2d6+4) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

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.

Werewolf

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8+18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills: Perception +4, Stealth +3

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

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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 Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two melee attacks, one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon attack:* +4 to hit, reach 5', one target. Hit 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5' ft., one creature. Hit: 7 (2d4+2) piercing

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack.* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Bonus Objective B Monster Stats

Cultist

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills: Deception +2, Religion +2

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1/8 (25XP)

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

Actions

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

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8+5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills: Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Any two languages

Challenge 2 (450XP)

Divine Eminence. As a bonus action, the priest can expand a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher the extra damage increases by 1d6 for each level above 1st.

Spell Casting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared

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

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5' ft. one creature. Hit: 3 (1d6) bludgeoning damage

Appendix 2: Agent of Order: Bonus Objective A.

BOA-1. Mitzy - Agent of Order

Run this encounter only if playing this adventure as a 4-hour event.

This encounter happens outside the House of the Moon, in a small alleyway that runs between Hero's Square and The Spiraling Tower (map location 24).

It is a cold and crisp night with the temperatures dropping below freezing as you exit The House of the Moon.

"Thief!" a young, squeaky, and girlish, yell punctuates the night. "By the Order of the Ordines I place you under...."

SMACK! The sound of a blow hitting flesh is quickly followed by a cry of pain and taunting laughter can be heard from across Hero's Square

Area Information

Dimensions & Terrain. A cobblestone road leading out of Hero's Square. The road is 10' wide and open to the night sky.

Light. The full moon provides ample light to see but only in black and white.

Sound. Normal night time sounds plus that of a softly crying goblin girl.

If the characters investigate read the following as they approach the scene.

Turning the corner into a small road off Hero's Square, a young goblin girl sits in the middle of the street, crying. In the bright moonlight you can see she hold a hand to her cheek, tears flowing freely down her face.

The goblin girl wears an oversized white tabard with a golden crest that is now stained with dirt from the street.

A broken bottle of Evermead leaks its contents onto the cobblestones.

If examined, characters can easily discern:

- The white tabard was created for someone much larger than the goblin girl.
- The tabard has a golden crest with interlocking circles and an upside-down horseshoe.
- Characters that played TAROT01-01 "Awakening of Fates" will recognize the tabard as being similar to one worn by Cherzei, the protagonist of that adventure.

Creature Information

Sitting on the ground is **Mitzy (Goblin Leader)**, a (very) young goblin who is patrolling the city in her self-assigned patrol duties.

Mitzy is distraught by her first attempt at apprehending a criminal but if consoled she can provide the following information:

- She saw a male goliath climbing out of a back window of *Aren's House of Intoxicants*, carrying several bottles in their hands.
- She tried to arrest him, even drawing her dagger.
- The thief laughed, saying something about "her tiny blade can't hurt a "where", then punched **Mitzy** and strolled off.
- She is sure that the thief is a member of a local gang called the Rat Pack that murdered a man the previous night.
- The gang left the body behind, but rumor has it they were looking for something extremely valuable to trade at tonight's black-market.

Objectives and goals. If questioned about why she is patrolling the area **Mitzy** will provide the following:

- She is attempting to prove herself worthy to join The Ordines

- The Ordines are a group dedicated to bringing Law and Order back to Thentia.
- She doesn't know where the Ordines are headquartered but has done odd jobs for them over the past few months.
- Many of the local townsfolk are fearful of a series of children disappearing at night in this area. **Mitzy** believes if she can catch the kidnapper it will prove her capable of joining the Ordines.
- She has also heard that a black-market flea market of stolen goods is taking place somewhere near the harbor, but missing children MUST take priority.
- If pressed to admit it, **Mitzy** will admit that she doesn't have any authority to arrest anyone.
- **Mitzy** will offer to give the party her most prized magical possession, a *rock of gravity detection* in return for their aid in arresting the gang.

BOA-2. The Wolves Den

Area Information

The area has the following features.

Dimensions & Terrain. The common room of the *Oasis* is a 30-by-40-foot room. There are 3 intact tables and 7 intact chairs arranged on the east side of the room, near a quarry rock faced fireplace and the bar. The remnants of several broken tables and chairs have been pushed to the sides of the room.

Ceiling. The ceiling is 12' high

Light. One lantern and a lit fireplace provide plenty of light, and shadow.

Sound. Members of The Rat Pack speak loudly and brashly, but the crackling fire is the only other sound in the room.

Mitzy has tracked the thieves to their hideout, a closed bar, originally named *The Oasis*, that some members of the *Rat Pack* lycanthrope bandits have turned into an impromptu den.

Tracks leading to the back door can be located with a successful **Wisdom (Survival)** check with a DC of 10.

There are 4 doors exiting out into the alleyway and the sounds of a raucous party can be heard from the door leading to the Den. The back door into this single level bar is not locked.

Creature Information

Inside the bar is 1 **wereboar**, a male genasi named Seethe, and 3 **wererats** (one male Goliath named Keski, one male human named Ianoth, and one female gnome named Nika). All **weres** are in their hybrid human-were form.

Adjusting this Encounter

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

- **Very Weak:** Change **Wereboar** to **Wererat**.
- **Weak:** **Wererats** start in humanoid form
- **Strong:** Add 2 **Wererats**
- **Very Strong:** Change **WereRats** to **Werewolves**

All are slightly inebriated enough to augment their naturally combative behavior but not enough to diminish their combat abilities.

Objective and goals. The Rat Pack is preparing to leave for the harbor and attend the black-market. They have the Tarot Cards Seethe looted off of Huhnar the night before, and are confident that these cards are the item that one of the market merchants is searching for.

The *Rat Pack* members will not fight to the death. Rather they will attempt to flee if half their members are down, and surrender if fleeing is not an option.

If captured, Seethe will attempt to batter for his freedom but necessarily the other member's. His lack of concern for the other members will not go unnoticed by the remainder of the *Rat Pack*.

What do they know? Seethe has the following information he can trade in exchange for his freedom:

- He's heard that tonight's black-market event involves a very magical item, said to prolong life.
- The vendor of that item has been rumored to be looking for a set of magical cards, like the ones Huhnar had. (And the characters really should go track him down!)
- If the characters agree to release him, he will lead them to Huhnar and the cards.
- Children are being kidnapped and sold to local merchants, or so he has been told. His band of the *Rat Pack* has not been involved in it and he has no idea which merchants, only that the price was pretty good for each child. (True)

detection in return for their help arresting the Rat Pack.

Seethe is not the most attentive person and can easily be deceived into divulging the information by a DC 10 **Charisma (Deception)** check. Attempts to **Intimidate** him are more difficult and require a DC 15 to succeed.

Mitzy will suggest that any unconscious or captured members of the *Rat Pack* be tied up, and she will make sure that they are turned over to the authorities to be jailed for breaking into *Aren's*.

Seethe has the Tarot Cards stolen from Huhnar inside his jacket. They can be found by searching him with a successful **Intelligence (Investigation)** check with a DC of 10.

Treasure

The Rat Pack has the Tarot Cards along with 3 unopened bottles of Evermead on the bar top. They also have assorted coins and gems between them.

Mitzy gives the characters her *rock of gravity*

Appendix 3: Enter Darkness: Bonus Objective B.

Bonus Objective B Encounters

BOB-a. Forbidden Rites

This optional encounter should only be run if this adventure is being played as a 4-hour event. Run this encounter at any time after the characters enter the Forbidden Zone.

The characters discover a cult devoted to Shar working within the Forbidden Zone, actively attempting to thwart the various factions vying for the Tarot Cards, and to acquire the power for themselves. All Shar followers in the following encounters are treated as **Cultists** unless specified otherwise.

The Forbidden Zone, although overgrown with trees, bushes, and plants, has generally been quiet. The few infected you have seen do not stir themselves as you pass by. Except for their dull eyes watching you, which are void of any curiosity, you may have thought them to be dead.

Movement ahead, though, catches your eye. Four men in dark cloaks seem to be herding several of the infected towards the east.

BOB-b. Capture or Follow?

Although the Cultists are watching for additional infected to herd, they are not, yet, aware of the party. To successfully follow the Cultists, the characters must succeed on a DC 12 **Dexterity (Stealth)** group check.

If followed, the Cultists will lead the party to Angrym's Livery (**map location #30**). The Cultists will enter the stables and never exit.

What the Cultists believe and what they know.

If confronted, the Cultists will first attempt to bluster their way past and then resort to combat. They will quickly realize they are out classed and surrender. Initially the Cultists will refuse to answer any questions and will respond with the following type of answers:

- “The moonies are in disarray now that their precious princess is dead! All they have now is a spoiled little rich girl! Hahahaha”
- “It’s our time to strike and bring darkness to the Selunites!”
- “This city is.... dying but has so much power. And it will all be ours!”
- “Shar herself will arrive soon to claim all these secret powers!”

Persuasion will not work on these Cultists, but a successful DC 12 **Charisma (Intimidation)** check will convince them to provide the following information:

- Their secret lair is in Angrym's Livery.
- Their leader's name is Mubid.
- There are other secret cells located throughout Thentia but they don't know where
- Mubid is orchestrating a great ritual that will steal all the gathered power that has been released into Thentia, and no one will ever be the wiser!
- The ritual, powered by the life force of these infected, has started and will soon reach its climax.

BOB-c. Angrym's Livery

Area Information

Angrym's Livery has the following characteristics

Dimensions & Terrain. The livery building is approximately 40' wide by 70' in length. It is made of wood and stands two stories tall. The main entrance is on the south side with a set of double doors, used to load hay barrels, on the second floor on the south wall. A small paddock is fenced in on the east side of the building. The floors inside the livery are dirt.

Ceiling. The second floor is 12' above ground level, although the center area is open to the ceiling which is 20' above the ground. Several old, moldering, bales of hay are neatly stacked on the second floor.

Light. There are no lights lit within the livery but ample windows on the second floor allows some moonlight inside.

Sounds. The livery is quiet.

A small trapdoor is hidden in the southeastern most stall. The door has hay tied to it so it does not slide off when the door is open. It can be located with a successful DC 10 **Intelligence (Investigation)** or **Wisdom (Perception)** check.

The trapdoor is not locked and opens to reveal steps leading down into the temple area.

BOB-d. The Hidden Temple

Area Information

The Temple of Shar has the following characteristics:

Depth. The temple is approximately 15' below ground.

Construction and terrain. The walls and floor of the temple are constructed of tightly worked

stone blocks. Dust and cobwebs indicate the temple area has been in existence, but unused, for decades.

Light. Several lit torches in sconces provide adequate lighting in the temple area.

Sounds. The temple area is quiet as most Cultists are resting

#d-A. Cultist Barracks

Four **Cultists** are resting inside their barracks area. A small storage room full of old, forgotten, furniture sits on the north side of the entrance hall.

The Cultists are not expecting any trouble and **Dexterity (Stealth)** checks to surprise them are made with Advantage. The Cultists will attempt to flee if possible, and quickly surrender if it is not.

See "*What the Cultists Believe and what they know*" listing above for details on how these Cultists will respond.

#d-B. High Priests Office

Mubid (**a Priest**) has claimed this room as his own. A small bed has been moved into the room along with a rickety desk and chair. He will not fight to the death, instead attempt to negotiate an exchange of information for his release.

In addition to the information the other Cultists possess, Mubid will trade the following information for his freedom:

- A High Priestess of Shar, who went by the name Cirha (SEAR-ha) set up, and initiated the ritual.
- Cirha leads various cells of Shar worshippers hidden in Thentia but he doesn't know her location, nor that of the other cells.
- Cirha used a spell to siphon the life force from nearly a dozen of the infected to power the ritual. Their bodies remain inside the ritual chamber.

- The ritual has started, and Cirha created a magical trap on the outer doors to make insure no one interferes.
- The column originally glowed with a soft white light (perhaps moonlight?) but as the ritual progresses, he believes segments of the column will switch to darkness instead of light.
- The ritual is self-sustaining at this point.
- The ritual will be complete within just a few minutes.
- Once completed, the ritual will rip away the magical protections around Seireri's body, enabling the Shar followers to grab the body and make sure the Selunites can never bring her back.
- After the ritual was initiated, Cirha sent another follower of Shar to the Berislav Mausoleum to snatch away Seireri's body.
- Extra infected were brought in and are obediently sitting quietly in Area C

#d-C. Storage

This small storage area holds ten "infected" (**Commoners**) of Thentia. The infected are nearly comatose and unresponsive. They have not been fed in days and near death.

#d-D. Ritual Chamber

Cirha created a magical trap on the outer doors to protect the chamber while she is gone.

The protection is a simple word scramble with the correct answer being "Forgetfulness".

Read the following as the characters approach the outer ritual chamber doors.

Two massive stone doors block your way forward. Weirdly glowing and pulsating letters attached to the door in the following order:

gtsfelueforsn

A successful **Intelligence (Investigation)** check with a DC of 12 will show that these glowing letters can be physically moved around.

The ritual chamber doors are also locked. A successful **Dexterity (Thieves' Tools)** DC 15 check will unlock the doors. The doors can be broken down with a successful DC 20 **Strength (Athletics)** check.

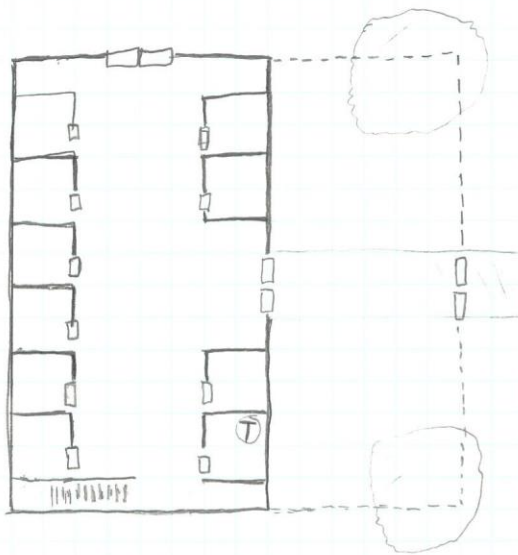
The Ritual Column

There are 10 total segments in the column, with the bottom 3 now dark. The remaining 7 are lit with a light luminescence similar to moonlight.

Destroying the Ritual Column

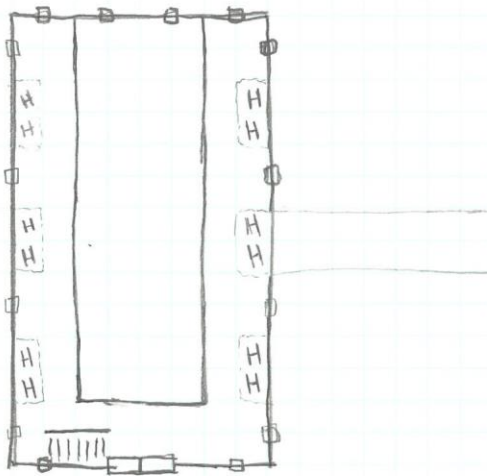
The ritual column can be destroyed by inflicting 100 points of damage to the column. The column is immune to psychic damage.

Appendix 04: Maps.



ANGRYM'S
LIVERY

First Floor

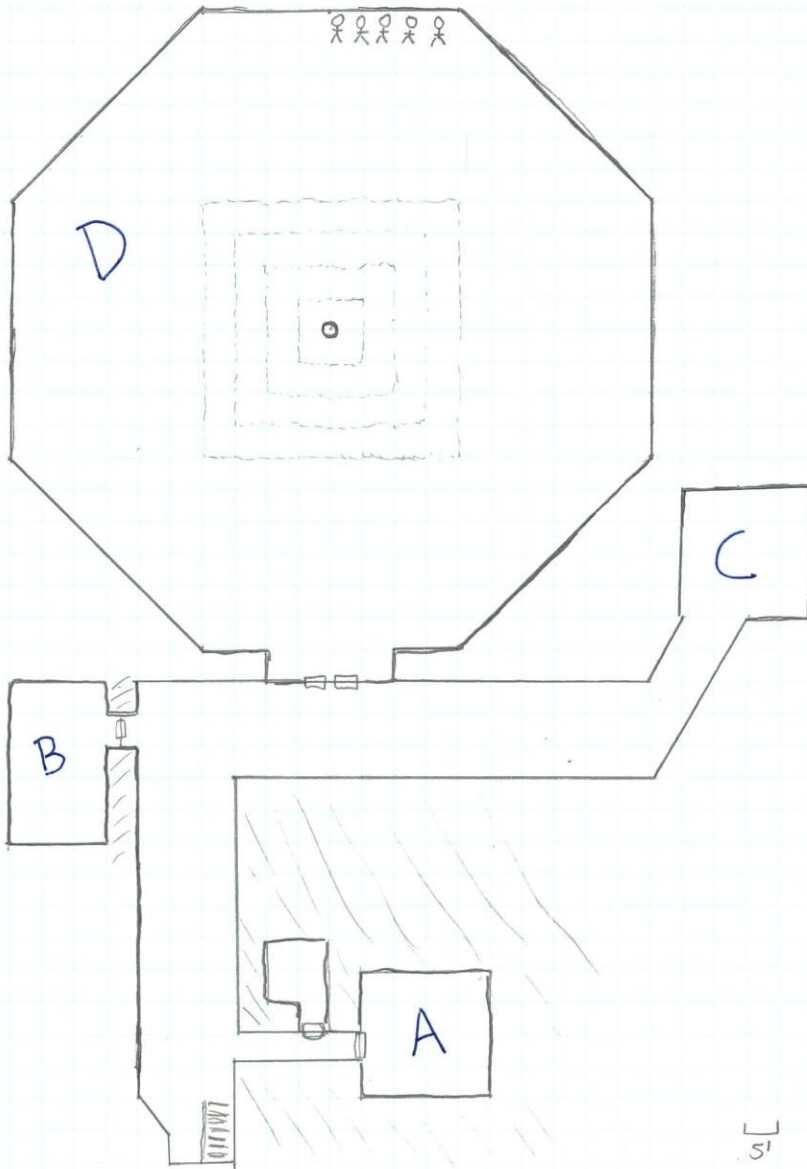


ANGRYM'S
LIVERY

SECOND
Floor

- Fence
- ⊕ WINDOW
- ⊞ Door
- H Hay
- ||||| Stairs
- Tree
- Ⓣ Trap Door
- ⌞
S'

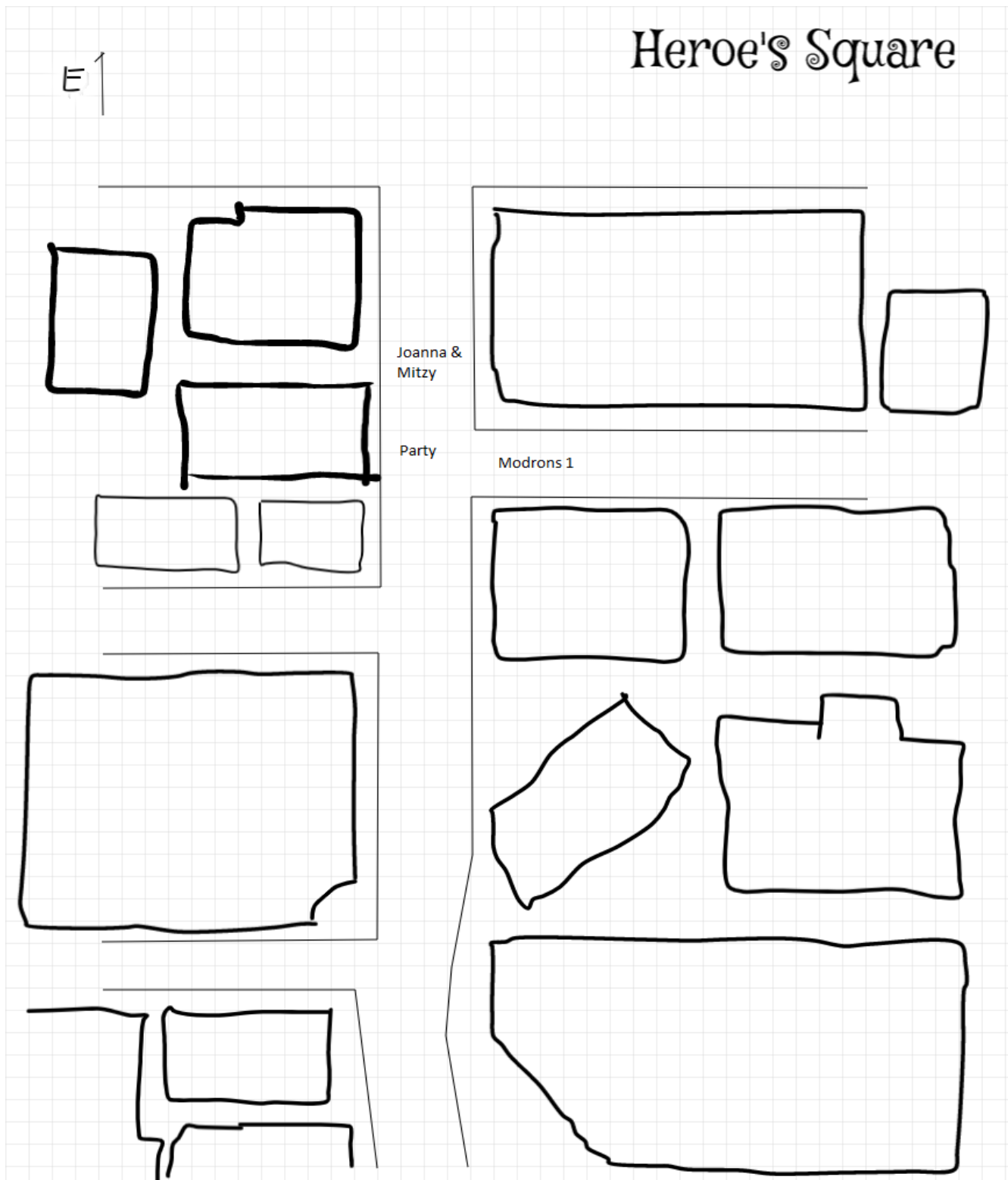
Shar Temple



DM Appendix: Map of Thentia



Appendix: Map - Ordine Intervention



Player Handout 1: Invitation to the House of the Moon

Glorious Adventurers!

Greetings! The House of the Moon is in need of your services to perform a holy quest. A magical artifact has been stolen from our temple and we request your aid in its return!

Please, if you can provide us aid, meet me at the House of the Moon at midnight tonight and I will provide more details.

Your Servant,

Kaireri Moongleam

High Priestess of Selune (Acting)

Player Handout 3: Seireri's Exit

Something seemed a bit “off” as Seireri walked unsteadily out of the room. Initially you assumed it was the aftereffects of being raised. Later, after you left the House of the Moon, you realized what you saw.

Seireri's shadow cast by torchlight against the wall. Her shadow seemed to have chicken legs instead of the humanoid legs you would have expected.

Player Handout 4: Seireri's Letter

My Dearest Vasyli;

In the end, you are the only truly honest Believer that I can trust.

My time is short and our Fates are hidden even from the Goddess' eyes. Others seek to use me to bend Fate to their whims. I cannot allow this. Only my Death can prevent the downfall of this city we both love so very much.

I entrust my future to you. Once the Lighthouse goes dark, spirit my body away. Keep it hidden until I return for it.

Then, perhaps, Fate will allow us to save this city.

My Love Always,

Seireri

Appendix 05: Character Rewards

horseshoes of speed

Wondrous Item, Rare

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they increase the creature's walking speed by 30 feet.

While active, these horseshoes flicker as if flames from a torch and sheds light in a 20-foot radius.

This item can be found in the DMG on Magic Item Table C.

Story Award (One only)

Tarot of Fate: The High Priestess (Up Right)

High Priestess Seireri Moongleam's body has been recovered, but the choice on what to do with it rests with you, and you've chosen not to return the body to Kai and Muma for Resurrection.

Many pray to the Fates that you've made the right choice.

Tarot of Fate: The High Priestess (Up Right)

High Priestess Seireri Moongleam's body has been recovered, but the choice on what to do with it rests with you, and you've chosen not to return the body to Kai and Muma for Resurrection.

Many pray to the Fates that you've made the right choice.

Appendix 06: Market Vendors & Attendees

The sellers at the market include:

- **Helo** – a dealer in fine art and jewelry. Most of it is real but of dubious value. Female, half elf Bard.
- **Pekar** – a rough speaking and antagonistic half orc, he sells “gently used” weapons that may or may not have been used in previous crimes.
- **Olafsson** – a young mage, recently evicted from the Mage’s Guild. He sells potions, scrolls, and other easily produced items (see PHB for items), including talismans guaranteed to protect from the infliction.
- **Glotov** – a female tiefling, she has a large supply of medicinal goods that “fell off a wagon headed to the Forbidden Zone”.
- **Kreu** – Selling fresh produce recently acquired from Thar.
- **Hannah** – a female human, and member of the Zhentarim, she is selling mundane items for whatever price she can get in order to purchase food and supplies for other Zhents suffering in Thentia.

The market attendees include:

- **Widar Patja** (VIE-dar PAT-ya). One of the most active, and profitable, merchants in Thentia, Widar is also the erstwhile head of the Temple of Waukeen and a devote follower of the Merchant’s Friend. Widar is a pauncy, middle-aged human man with salt and pepper hair, three day’s growth of beard, and green eyes. For this event he wears a tailored suit and a holy symbol of Waukeen on a necklace.
- **Chuck** (Iron Golem). Controlled by Widar, Chuck is the main enforcement tool to keep the auction fair. Chuck is really a nice guy if given half the chance. Unfortunately, he’s held back by prejudices against Iron Golems.
- **Kava Viquel** (KAH-va vi-QWELL). Currently in the form of a young halfling woman, Kava is actually a Night Hag servant of Lord

Strahd. Kava was sent thru the mists to find, and return, a valuable item stolen from Lord Strahd, a magical playing card. The magical card appears at most times to be a Six of Swords, but Kava was warned it can be duplicitous and assume other forms. The Card was stolen by a Barovian Witch associated with Esmae (See season 4 Adventure League modules for details on Esmae). The Barovian Witch was described as a “young, blond, human woman with a haughty demeanor”.

- **Naomi “Bright Eye” Khodolis** (NEYE-o-mee Koh-DOH-liss). Youngest child of one of the richest families in Thentia, Naomi wears a patch to cover one blind eye from a childhood weapons training accident. Naomi is representing an organization that has championed the removal of all dangerous magical items and artifacts from the city as a means of combatting the increasing violence seen in the city.
- **Drakerus** (DRAHK-ear-us). An exceptionally arrogant, red-scaled dragonborn. He seeks to purchase the bowl to enhance the power of his sect of the Cult of the Dragon.
- **Sir Joanna Arcengale** (JOE-an-na ARSE-en-gayle). A young human woman, and Warder of Thentia, upset with the lack of order in the city.

Appendix 07: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). 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 if outside its level range.

New to D&D Adventurers League?

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

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

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) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and

your information is added at the end of the adventure session—whether the completed the adventure or not.

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

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