

D&D
ADVENTURERS
LEAGUE



By the Light of the Moon

A Song of Fates Part 2



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Part 2 of A Song of Fates

Storms batter Thentia and the rains are threatening to wash away what little farm land is available. But these are not the only storms to threaten the peace as various powers wage a quiet struggle around the city. Are you brave enough to become an Agent of the Fates?

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

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Adventure Code: CCC-TAROT01-02

Optimized For: APL 3

Version: 1.0

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Introduction

Welcome to *By the Light of the Moon*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

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

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Events from a Time Past

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

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

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

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

Events in a Time Present

The Moon Card has awoken and one of the Powers in pursuit of the Cards, The Cult of Ordinances, has sent their agents to retrieve it from its hiding place. The Moon Card is hidden inside crypts belonging to a family that has, for generations, dedicated their lives and deaths to Selune and protecting the Card.

Another of the Powers, anxious to block others from getting ahead of them, attempt to use the party as unwitting agents to block their opponent's retrieval of the Moon Card.

The Moon Card represents the dark night of the soul, deception, trickery and secret foes. Its power influences even those attempting to possess it.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Muma (Moo-ma). An old human woman looking to hire adventures to help Vasyli Berislav.

Vasyli Berislav (VA-sill-EE BER-a-slav). A retired guard of the temple of Selune, he has lived his life in service to the temple. His family has been entrusted to guard a powerful item but he knows little more than that about it.

Kaitlen (KATE-lynn) A wererat leader of one of the bandit squads of The Rat Pack, she has seduced Andrei Berislav and convinced him to help her rob his family's ancestral crypt.

Andrei Berislav (AN-drey BER-a-slav). A young human man, still distraught over the death of his parents nearly 10 years earlier. Easily swayed and now under the influence of Kaitlen, and unwittingly a newly created Wererat.

Seireri Moongleam (See-AIR-ee Moon-gleam). High Priestess of the temple of Selune in Thentia. Human, female, thought to be in her mid-20's. Targeted for assassination by at least one of the factions searching Thentia.

Adventure Overview

The adventure is broken down into four parts:

Part 1 Storms across Thentia finds the characters in the Tattered Griffin attempting to wait out a passing storm. They are able to find many interesting rumors about life in Thentia, and interact with a fortune teller. Eventually an old woman approaches the party intent on using them to deflect her competitor's endeavors. She asks the characters to help Vasyli Berislav, a retired guardian of Selune.

Part 2 Stolen Honor. The characters, inform Vasyli of the theft and, accompanied by Vasyli, they travel to the mausoleum. Depending on party actions they may find out about an attack taking place inside Thentia itself, and must choose whether to continue to help this old man, or return to the city to try to help.

Part 3/ Part 4. The characters, depending on their choices in Part 2, either enter into the mausoleum to confront the family betrayer and stop a theft, or return to Thentia to fight goblinoids that are attacking the city. As the characters fight the invaders they have a chance to witness an assassination taking place that will rock the political establishment of the entire city.

Adventure Hooks

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

Faction (Lords Alliance). Rumors of a Bandit King threatening the stability of Thentia has reached The Lords Alliance. They have asked you to find out what you can about this bandit's actions and intentions, then report back.

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

Part 1: Storms across Thentia

Expected Duration: 30 minutes

The characters begin this adventure inside the Tattered Griffin tavern, which is near capacity with patrons attempting to escape the constant rain. During this section of the adventure the characters will have the chance to speak with employees or customers of the Tattered Griffin, as well as a mysterious fortune teller.

General Features

The Tattered Griffin has the following features.

Terrain. The inside of the tavern is warm, with old worn benches and seats. A soft fire burns in a hearth, a long wooden bar sits in the northeast corner. Each of the round tables has customers ordering both food and drink. Several buckets are set on the floor and tables to catch rain as it drips from multiple leaks in the roof.

Weather. The weather outside is stormy. High winds from the Moonsea pushes the heavy rain almost horizontally.

Light. It is well lit in the tavern

Smells and Sounds. It smells of rain, mud, and smoke from the cooking fire.

Thentia! City of Splendors! City of... oh wait, that's Waterdeep.

Thentia! Jewel of the North... no, that's Neverwinter.

Thentia! City of Danger... err, no, that's Mulmaster.

City on the Edge? Nope, there's rumors of a place in Chult bearing that description.

Thentia? City of perpetual rain, flooded streets, and ankle-deep mud? Yes, that seems more appropriate.

You may have come to Thentia for any of many reasons. Adventure. Trade. Perhaps even to study magic with the powerful mage guild of the city. Whatever the initial reason, one would have expected more activity in a city this close to Phlan and Melvaunt. Typically, the one thing you can be sure of never finding in any city on the Moonsea is boredom.

The rain has made a mess of things. Today's Harvest Festival was scarcely attended and tonight's festivities, including naming the new "Summer's Queen", doesn't look like it will be much better. Even the presence of Seireri Moongleam, High Priestess of Selune, probably won't help attendance much.

People in the Tattered Griffin are dour and quiet. As the Griffin's owner, Nigel, approaches your table with your drinks you notice a strange old man in rags, but no cloak, watching your table. His hands appear arthritic as he shuffles a deck of cards and places four of them in front of him. He looks up at your table, sighs, reshuffles the cards and lays them out again but his expression makes it apparent that he once again finds the cards frustrating.

You could have sworn that a group of merchants had been sitting in that table just a few moments ago.

"Are you planning to attend tonight's Harvest Festival activities in Heroes' Square?" Nigel says as he sets down your drinks. "I'm not one to gossip mind you, but so many things are happening that tonight is bound to be exciting!"

A feeling that Fate has Her Eye on you settles upon your shoulders. Maybe the boredom is about to end.

Characters that have played Tarot01-01 "*Awakening of Fates*" may recognize the fortune teller as a madman that accosted them in Thentia on their last visit. He spoke to them about "*one controlled by the machinations of Ordinances and chaos, with the tainted one hanging in the balance*", and that the characters were "*chosen*". The Fortune Teller will not admit to any memories of that interaction.

The players have several options at this point. Speak to the fortune teller (See **Fortunes of Fate** below), strike up a conversation with Nigel (See **Rumors of Trouble** below) or simply wait until Muma walks in (See **Muma Enters** below).

1A Fortunes of Fate

The fortune teller will not approach the characters but if they move over to his table he will greet them each by name. He will not directly reveal how he knows their names, simply that "the fates have foretold their involvement." The fortune teller does not provide the characters with any specific name to call him other than "*A simple fortune teller*". He does not have direct information about local events for the players but offers to read the future of anyone interested.

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

For storyline purposes, it would be good if the Lovers, Moon, and Empress cards are pulled, as these clues lead directly into the next adventures in “The Song of Fates” story.

A player can notice, with a **successful DC12 Wisdom (Perception)** check, that the staff and other patrons of The Tattered Griffin do not interact directly with the fortune teller. They will step around him but otherwise don’t pay him any attention. It’s as if they don’t consciously notice the fortune teller.

When the last character interested in having their fortune told is done, or Muma walks in, the Fortune Teller will stand up, nod toward the group, and blend in with the crowd in the tavern. He vanishes from the tavern as soon as he is out of sight of the characters.

Development

All characters receive the “**Touched By The Fates**” story award regardless if anyone had their fortunes told.

1B Rumors of Trouble

Any character that wishes to strike up a conversation with Nigel can learn up to 2 of the following rumors. Select one at random but if a particular character wants a second rumor they will need to make a **Charisma (Persuasion)** check, with the DCs listed below:

- Several merchant ships have floundered in the Thentia harbor making it difficult for others to dock, especially with the raging storms. (DC 8)
- Local farmers fear this year’s harvest will be limited as the rain cuts into planting season. (DC 10)
- Last year’s crops failed or were burned by orcs raiding the outlying farms. The town had to import food to feed the citizens over the winter. (DC 10)
- Locals claim that a “Bandit King” is behind a recent spate of raids on caravans and farms.

The Watchlord and the Riders have tried to squash this talk. (DC 12)

- New druids of Chauntea have joined with the local followers and have renamed the “Harvest Crown” winner to be called the “Summer Queen”. It involves some fake kidnapping to appease Chauntea. (DC 15)
- Nestor, a priest of Ilmater, has been helping the poor of the city survive this past winter, but his methods of doing so have angered some of the merchants. They’ve accused him of setting up a black market. (DC 15)
- Whispers of powerful magic in Thentia has the Council of Mages on edge. They have been even more secretive and withdrawn than normal. (DC 20)

1C Muma Enters

After the characters have had their fortunes told, or interacted with the tavern patrons, Muma will enter the Tattered Griffin. Time this out as you see fit depending on how much your table is interacting with others in the tavern.

A grandmotherly looking woman approaches your table carrying a box in her hands. Rain drips off her flower plumed hat and green scarf. She calmly, but carefully, steps up to your table setting the box down before you.

“Hello, I need some help and I think you are just the ones that can provide it”, she says. “May I sit down? All this rain and moisture makes my old knees ache.”

“Oh, and I brought cookies!”, she says with a smile.

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

Looking to hire adventurers to help out a friend in trouble, Muma can provide the following information:

- Her friend, Vasyli Berislav, has been betrayed by his only kin, a grandson named Andrei. Vasyli does not yet know about the betrayal and Muma hasn't the heart to tell him.
- Andrei has fallen in with a crowd of ruffians and has stolen a family heirloom, a shield that has been symbolic of the Berislav family service to the temple of Selune.
- What Andrei plans to use the shield for, Muma does not know. (characters may attempt a **Wisdom (Insight)** check although Muma is quite adept at hiding her thoughts. A DC 25 will show that she is withholding some information but Muma refuses to discuss it further.)
- Muma is immune to telepathy, mind reading, or any other magical efforts to read her.
- Vasyli lives just off Hero's Square, near the House of the Moon.
- Vasyli at times forgets his past, his friends, and even his family, but he's a dear friend that needs help.
- The Berislav home is easy to find. It's just north of Heroes' Square and has a front gate with a stylized "B" crest inlaid upon it. ***"Don't bother knocking at the front gate, wait until you reach the front door to knock, Vasyli won't hear you from such a distance."***
- If the characters ask about pay Muma will slide the cookies closer to the party. She can't offer much other than these cookies and maybe some cupcakes if her friend can be helped.

motivations but does so politely.

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

Development

Any character eating a cookie receives the benefit of a 2nd level ***Aid*** spell cast upon them. If questioned about the cookies, Muma will only smile and say they are cooked with *"Sugar, spice, and everything nice. A grandma can't share her secret family recipes with just anyone, now can she?"*

Roleplaying Muma

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

Part 2: Stolen Honor

Expected Duration: 30 Minutes

2A. Duty is Heavier than a Crown

Read after the party agrees to accompany Vasyli

Night has fallen by the time you find the Berislav home, the rain has gotten heavier and, if possible, even colder. Lightning occasionally lights up the skies above the docks, a major storm is moving in from the Moonsea.

The Berislav home is an old house in need of repairs. The tiles on the roof are mismatched in color, and looks as if the last coat of paint had been applied a decade ago. Still, it's an imposing home, two stories tall, and larger than many of its neighbors.

The front gate was not locked and as you climb the rickety steps towards the front door you notice the knocker is in the shape of a crescent moon that appears to be made of silver.

It will take a few minutes for Vasyli to answer the front door and he is startled to have company that he does not know.

The interior of the house is old although the furnishings are clean. Vasyli will lead the characters into a library and offer them seats and tea. He will ring a hand bell to summon a servant to bring the characters drinks if requested. As a gentleman, he will insist on seeing his guests comfortable before beginning any serious discussion.

Vasyli is unaware that the family shield has been taken, although his housekeeper Marabelle saw Andrei leave with it earlier in the evening. Vasyli will politely disbelieve that the shield is missing and will lead the characters into the family study. When he sees the empty spot above the fireplace mantel he will become despondent at his grandson's actions. He can relay the following information to the characters:

- Andrei was never interested in training in the arts of war. He has been sullen and withdrawn since his parents died in a boating accident 10 years ago. He is now 18 years old.
- Vasyli was happy that Andrei recently made friends, and it seemed like he had slowly started to open up to people more over the past month or so. Vasyli has not met these new friends.

- The shield is painted to appear to be a full moon but it also serves as a "key" to access an object entrusted to his great-grandfather many years ago.
- He does not know what the object is, only that it is hidden within the family mausoleum located in the graveyard outside the Mourning Gate.
- Vasyli fears Andrei is going to do something stupid, such as remove the object from the crypts.
- Vasyli has only entered the crypts once, to bury his daughter and her husband (Andrei's parents).
- Vasyli's father died at the hands of werewolves when was too young to enter the crypts. Any secrets or traps it may contain were never passed on to Vasyli, other than knowing that the family shield is a key to bypass the crypts "Protections".
- He has no memory of Muma but is aware that he sometimes forgets things, and people. He will try to cover up his memory loss of this woman claiming to be his friend.

Roleplaying Vasyli Berislav:

Vasyli is a grandfatherly human male who obviously was once quite fit and strong that stands with a military bearing. Just as obviously, it's been decades since he has last seen any sort of combat.

A proud former member of the Swords of the Lady, who defended the local temple of Selune in his youth. Vasyli has begun to forget much of what has happened recently but always seems to recall adventures from his youth, which he is more than happy to share with those around him.

Quote: "A wyvern you say, did I ever tell you about the time my friends and I tangled with an ancient dragon?"

Development

Vasyli will inform the party that he will handle this issue, and head into the armory to begin putting on his armor (Chain shirt and long sword). Use the statistics for a **Guard** with the following adjustments:

- Str 8 ; Con 8 ; Wis 16
- AC 14 (no shield)
- +2 to hit; Hit: 4 (1d8 -1) slashing

If the characters insist on accompanying him he will at first attempt to dissuade them but then accepts their aid. Make sure the players understand that this old man, who can barely lift his old armor much less effectively fight in it, stands little chance of success alone, especially in the inclement weather. Vasyli is very prideful and will never accept not being part of the effort to retrieve his family's heirloom and protect the item entrusted to him. If the characters attempt to leave him behind he will simply follow along on his own. In this weather, it would be extremely difficult for the players to find the Berislav family crypt on their own. Vasyli has the key to enter the Mausoleum.

It will take Vasyli approximately 10 minutes to don his armor, find his waterproof cloak, and be ready to leave. A character helping him don his armor will cut this time in half. Once he accepts aid from the group, if any character requires payment from Vasyli for their aid he will offer the group 100gp.

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 Moonsea. The raft is released well out from shore, the shoreline barely visible. When burial at sea is not an option, bodies are carried through the Mourning Gate in the east wall, and into the 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 Selûnites in Thentia. Due to their obligations to protect The Moon Card they elected to create a family crypt so that even in death they may continue their duty.

2B. A Path to Choose

Expected Duration: 15 minutes

General Features

The outskirts of Thentia has these general features

Terrain. The terrain is waterlogged and muddy, making walking treacherous. The grave area is the one place in the region where the grass and weeds have grown freely.

Weather. The storm has hit Thentia hard. Winds and rain buffet the city making visibility, and staying dry, difficult.

Light. There are no lights outside the city, at least not near the graveyards. The sky is overcast and even the light from the full moon provides no luminosity.

Smells and Sounds. It smells rain, mud, and rot near the graves.

The storm that is approaching Thentia has grown in strength, with the wind pushing the heavy rain almost horizontal to the ground. Visibility is limited as you exit the Mourning Gate and approach the graveyard. You see dozens of hardy souls heading to the Greengrass festival as you travel, even with the approaching storm.

Kaitlen has left one **Spy** and three **Thugs** outside the mausoleum as guards. Because of the storm, these guards have taken cover behind other mausoleums. Attempts at Stealth can be made with Advantage. The **Spy's** Passive Perception is 16. Conversely, due to the storm, perceiving these guards is difficult requiring a **Wisdom (Perception)** check DC 15.

DM Note

Due to the high winds and low visibility (partial cover) ranged attacks are made at Disadvantage

Tricks of the Trade

Consider the following when running this encounter:

- The **Spy**, named Leeta, will remain hidden to use her sneak attack ability.
- The **Thugs** are used to overpowering opponents and will immediately move to engage.
- Neither **Thugs** nor **Leeta** will fight to the death
- **Leeta** will attempt to enter the crypts to warn The Rat Pack if the fight goes badly but flee to save her life

Roleplaying Leeta

Leeta grew up poor in the lower-class neighborhoods of Thentia, watching family and friends struggle to survive as the merchants and wizards prospered. This has led her to have very strong anti-establishment feelings, which she does nothing to hide. While she would like to advance in The Rat Pack she is much more interested in saving her own life.

Quote: “You don’t see the WatchLord begging in the streets for scraps, now do you?”

Development

If Leeta, (the **Spy**), is taken prisoner she gleefully gives the party the following info:

- A diversionary attack upon the Greengrass Festival is taking place inside Thentia while the characters waste their time.
- She is a junior member of a band of brigands called The Rat Pack. She hopes to one day become a full-fledged member of The Rat Pack.
- Kaitlen was hired by some group called “the ordinaries”, or something like that. Kaitlen is the leader of this portion of The Rat Pack and Leeta knows nothing more about who hired them.
- Kaitlen, and her new toady Andrei, entered the crypts 10 minutes ago, along with six others. NOTE: This is a lie, they entered with only 3 others. A **Wisdom (Insight)** check DC 10 will reveal Leeta is attempting to deceive the party.

Adjusting this Encounter

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

- **Very Weak:** Changes **Thugs** to **Bandits**
- **Weak:** Remove one **Thug**
- **Strong:** Add one **Thug**
- **Very Strong:** Add 1 **Thug**, increase HP of **Thugs** to 40

Treasure

Leeta has 50gp in assorted coins, knickknacks, and jewelry on her.

Development

If the characters choose to continue into the crypts continue with **Part 3 “Reclaiming Honor”**. If they choose to return to town to stop the attack continue with **Part 4 “Murder by Moonlight”**.

Part 3: Reclaiming Honor

Expected Duration: 45 minutes

After defeating the guards left outside the mausoleum the characters may have a choice to make. Continue with Part 3 only if the party moves into the crypt to help Vasyli. If the party returns to Thentia to help against the attacks, continue with **Part Four “Murder by Moonlight”**

Encounter 3A: Depths of Treachery

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 stand open to the wind and the rain, the only light inside is provided by the occasional flash of lightning.

The mausoleum is 20' x 20' in size with wooden coffins placed into niches along the east and west walls. A small alter to Selune is on the northern wall beneath a window that allows the moonlight to filter in most nights. There are 8 coffins in the family crypt with niches for another dozen. Vasyli will head over to his mother's coffin to pray and apologize for failing in this duty.

A DC 15 **Intelligence (Investigation)** check will reveal that one of the coffins, that of Vasyli's grandfather Claudius, is empty. A small catch fitted arm's length into the niche will release a spring, pushing the coffin to the side. This will allow a medium sized creature to crawl inside and then down a small incline.

Refer to DM Map 1: Berislav Crypts.

Crypt A: The Crawlspace

Request the characters state the order they enter the crawlspace and what light source they are using.

It's obvious by the broken cobwebs and cleared dust that someone recently moved through this small crawlspace. Barely large enough for a normal sized human, water drips down the sides of the crawlspace and flows down the incline.

Read as party enters.

The crawlspace leads nearly 30' at a steep, downward, angle and opens into a worked stone room. A heavy wooden door stands in the northern face of the room.

The door is locked but can be opened with a **Dexterity (Thieves Tools)** DC 12 check, or a **Strength (Athletics)** check of DC 15.

Crypt B: The Trapped Hallway

The following encounter depends heavily on the order in which the characters enter the corridor and whether a light source is present when they enter. There are two separate traps in the following encounter.

A dim, 15' wide, corridor lies beyond the door and a haze obstructs your view. Lights don't appear to shine as brightly into the corridor as you would expect, though they do show it to be made of worked stone, approximately 50' long, with dozens of quartz shards embedded in the ceiling, walls, and floors of the hallway.

A thin, magical, haze covers the entranceway to the corridor. It does not prevent entry but does make viewing into the room heavily obscured.

There is a two-fold trap inside the corridor. The first, a magical trap that amplifies any light that is brought into the room, with two exceptions. Magical moonlight will not be amplified, nor will magical light cast using a Holy Symbol of Selune as the focus. The second trap are three 10' deep pit traps in the corridor.

Because of the obscuring effect of the haze, attempts at **Wisdom (Perception)** checks to spot the traps from outside the corridor are made at Disadvantage.

Trap: The Light Burns!

The corridor walls, ceiling, and floor have dozens of magical pieces of quartz built into them. The Rat Pack avoided this trap by using the moonlight generated from the Berislav family shield to make their way through the hall.

Detection and Disabling. This trap is not disguised at all. Any CHARACTER entering the hallway with a light source will notice the magical reflection.

Trigger. Stepping into the hallway with a light source.

Effect. Depending on whether the light source is magical (i.e. Light cantrip, Dancing Lights, etc.) or fire based (i.e.

torch, lantern, etc.) the amplification will have one of two effects.

- **Fire based light sources (torches, lanterns, etc.):** Anyone within the corridor makes a **Constitution save** (DC 12) or take 7 (2d6) Fire damage and be blinded by the light. A successful save halves the damage.
- **Magical based light (Light or Dancing Lights cantrips, etc.):** Anyone within the corridor must make a **Wisdom save** (DC 12) or be under effects of a *Hypnotic Pattern spell* (PHB page 252). Affected players will remain Hypnotized for 10 minutes, unless an Action is taken to awaken them, or they take damage of any type. Once a successful save is made the character is immune to the Hypnotic effect for 24 hours.
- Under either amplification, characters may close their eyes to avoid these effects. Closing your eyes gives each character doing so the **Blinded condition**.
- Each character traversing the corridor must make a **Wisdom (Perception)** check of 15 or higher to avoid falling into one of the three pit traps.
- For as long as a light source is present in the corridor each character that does not close their eyes must make an appropriate save as listed above.

The light trap was designed to cover the second trap in the room. A series of three pits with covered tops are located in the corridor. Refer to **DM Map 1 Berislav Crypts** for locations.

Adjusting this Encounter

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

- **Very Weak:** DC of both saves reduced to 10. Fire damage reduced to 4.
- **Weak:** Reduce Fire Damage to 4
- **Strong:** No adjustment
- **Very Strong:** No adjustment

Information on the pit trap.

Trap! Pit Traps

Though only 10-feet deep these three **pits** each contain one **Skeleton**. See Map: Berislav Crypts for placement.

Detection and Disabling. The 10-foot wide pits are not covered with a series of wood doors. Due to the nature of the light effect no extensive effort was made to disguise these traps. Detecting them requires a successful DC 15 **Wisdom (Perception)** check. If successful, the dimensions of the trap can be easily detected. The trap doors can be disabled with a successful **Dexterity (Thieves Tools)** DC 12. They can also be

broken by a **Strength (Athletics)** check of DC12. Each can be jumped over, etc., normally.

Trigger. Stepping onto the false floor triggers the trap.

Effect. The triggering character must succeed on a DC 13 **Dexterity saving** throw or fall into the 10-foot deep pit and takes 3 (1d6) bludgeoning damage from the fall. The **Skeleton** inside animates as soon as the trap is sprung. The **Skeletons** are unable to climb out of the pits.

Inside each pit is a **Skeleton** who was once a member of the Berislav family that volunteered to serve as guardians in her afterlife. Characters with a Passive Perception of 12 or higher will notice that each **Skeleton** wears the armor and crests of the Berislav family.

There is a locked door on the north end of the corridor. It can be opened with a successful **Dexterity (Thieves Tools)** DC 12 or a **Strength (Athletics)** DC 15 check

DM Note

Dexterity (Thieves Tools) check made while Blind are at Disadvantage

XP Award

If the characters detect and avoid the pit trap, award each character 50 XP.

Crypt C: Selune's Shrine

This room opens into a small shrine to Selune. There is an altar is on the northern side of the room, placed under a painting of a moonlit sky. Several old, rickety, wooden chairs are placed in the room facing the shrine. A closed door is visible in the eastern wall. A shield leans against the shrine, its face painted to resemble a full moon.

Placed on the altar are several small semi-precious religious artifacts to Selune. These items were placed here to tempt thieves and lead them to believe there are no further treasures worth taking. The artifacts have recently been searched through but set aside. These items can be sold for 100gp but doing so may incur the wrath of the Selunites in Thentia.

The shield is the *Shield of the Moon*, the family inheritance Andrei stole from Vasyli's house earlier in the evening. Due to the shield's ability to shed moonlight, the bandits were able to bypass the light trapped hallway. They have set it down and plan to pick up on their way out of the crypts.

There are two other exits leading out of this room in addition to the one the characters entered from.

- The secret door to the north is hidden behind a false, stone, façade. A successful DC 15 **Wisdom (Perception)** or **Intelligence (Investigation)** will notice that the façade can be slid open.
- The secret door has a strange, quarter moon-shaped keyhole. The Berislav family has held the key for generations, but of course Vasyli forgot to bring it.
- The lock can be picked with a successful DC 15 **Dexterity (Thieves Tool)** check, or the door can be broken down with a **Strength (Athletics)** check of DC 15 or higher.

Trap. Needle Trap of Course!

There is a small pin needle trap on the door lock.

Detection and Disabling. The needle trap can be detected with a successful DC 12 **Intelligence (Investigation)** check. It can be disabled with a successful DC 15 **Dexterity (Thieves Tools)**.

Trigger. Attempting to open the door without the key or by picking the lock.

Effect. A poison, weakened after all these years along with a weakened spring. A successful Dexterity Save (DC 12) will avoid the needle. If unsuccessful player takes 1 point of piercing damage and must make a DC 8 **Constitution Save** or become **Poisoned** for 1 minute.

The door to the study (Crypt Room D) is not locked but has not been opened in decades.

Crypt D: The Selunite's Study

The door opens into a study. A cold fireplace is placed in the south wall of the room with several old, rotting, but comfortable chairs facing it. A table between the two chairs holds a small bottle of wine and several glasses.

There is a desk near the north wall and several bookshelves line the eastern wall. Everything in the rooms is covered with dust and cobwebs accumulated over many years.

The wine is an old vintage and the bottle can be sold for 25gp. Almost all the papers on the desk and in its drawers, have rotted away with age. The same is true about the books on the shelving. Most were histories of famous Selunites but one is an in-depth

discussion of the conflict between Selune and Shar that can be sold for 25gp.

A successful DC 15 **Intelligence (Investigation)** check will find two spell scrolls hidden in the bookshelf. One is a *Protection From (Lycanthropes)* spell, the other is a *Remove Curse*.

Treasure

Two magical scrolls are in this room. A Scroll of Protection From (Lycanthropes) and Scroll Remove Curse. Selunite book worth 25 gp. And bottle of wine worth 25gp.

Crypt E: Treasures of the Moon

A small hallway continues past the secret door. It has led you to another chamber. On the north side of the room is a small table with several silver items on it. Each of the silver item glows with a soft, moonlight essence. You can see the shadows of several forms outlined in the glow coming from the table.

"Thieves! Betrayers!", Vasyli yells out as he pushes to the front of the party. "How dare you cursed ones desecrate this holy room!"

Kaitlen, a **Wererat**, Andrei and three others are in the room. (Use **Thug** statistics for Andrei and the 3 bandits).

Adjusting this Encounter

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

- **Very Weak:** Change **Thugs** to **Bandits**
- **Weak:** Remove one **Thug**
- **Strong:** Add one **Thug**
- **Very Strong:** Add 1 **Thug**, increase HP of **Thugs** to 40

Tricks of the Trade

Consider the following when running this encounter:

- Vasyli will square off with Andrei as he shouts curses at the boy.
- A DC 12 **Wisdom (Perception)** will reveal that even as angry as he is, Vasyli is fighting to subdue, not kill. Not so for Andrei.
- None of The Rat Pack will fight to the death. Once half are down the others will attempt to flee.
- Andrei will fight to the death if Kaitlyn is killed (or appears to be dead)

Kaitlen can provide the following information in return for her freedom or, if captured, by a successful DC 15 **Charisma (Intimidation)** check:

- She was hired by a man named Til Amendov to seduce Andrei into joining her group of bandits, known as The Rat Pack. She then convinced him to help steal the family shield so they could enter the crypts safely. Andrei did not realize until this evening she was a Lycanthrope.
- She does not know what Til Amendov wanted out of the crypt only that some item was hidden inside that he wanted. She was told to gather everything hidden away and bring to him. Seeing they were magically glowing caused her to hesitate to touch anything.
- Kaitlen has taken many small jobs inside Thentia lately to prove her worth to the Bandit King. She has never met the Bandit King.
- Those who advance far enough in the Rat Pack are invited to meet the Pack's leader, a man named Rum. Rum may or may not choose to turn them into Wererats
- Til Amendov belongs to a weird cult that recently moved into the area, known as **The Ordinances**. She doesn't know what their history is but they have been searching for items around Thentia for a few weeks now.
- "Til" seems to be a title, not a first name.
- *Only with a DC 20 Charisma (Intimidation) check:* The Bandit King is gathering followers outside the city. He preaches the mages and merchants have far too much control of Thentia, and the commoners suffer for it. He intends to correct this problem. By force if needed.

Neither Til Amendov nor Rum appears in this module. They are mentioned for informational purposes, and to foreshadow future adventures. Please do your best to keep the party from being side tracked looking for any of these NPCs.

The Power of the Moon Card

Traditionally, the Moon Card in a Deck of Many Things traditionally grants wishes. This weakened version of the card can grant **ONE LIMITED BOON** and only if the battle is going against the players. Do not advise the players of this but listen as they talk and if they use the term "wish", then grant it within the limits below:

- One silver weapon of the characters choosing to fight the lycanthropes
- A healing potion to bring a party member back from being incapacitated.
- Stabilize a dying party member.

The limits on the power of this *wish* are severe and the examples above illustrate that. Use your DM prerogative in granting this wish but keeping within the spirit of the examples above. These items disappear at the end of the adventure.

Development: The Curse

There are seven items on the table, each outlined in soft moonlight. Any non-good aligned being that lifts any of the items off the table, by any means, must make a DC 15 **Wisdom save** or be blinded when exposed to Sunlight for the next 5 days. They can see normally underground or at night. The curse can be removed normally or by spending 5 downtime days to remove.

The items include:

1. A silver Chalice (holds a potion of healing)
2. A silver pendant
3. A silver dagger.
4. A 2"x4" painting of a pond beneath a crescent moon.
5. A silver cup that holds herbs (combined with water they form a potion that grants the effects of the *Remove Curse* spell)
6. A silver key with a grip representing the moon.
7. A helm inlaid with silver threads that form two feminine eyes surrounded by seven stars

Neither Vasyli nor Andrei know which of these items is the specific one entrusted to their family. These items cannot be sold in town as no person would risk Selune's wrath (noticeable by the glowing moonlight on each item). Vasyli can recognize the ingredients to create a *potion of healing* and create the *remove curse* potion if needed. These potions disappear once taken out of the hidden shrine.

Any non-good aligned player keeping one of these items after failing the **Wisdom Save** mentioned above is awarded the **Cursed by Selune** story award.

Development

Vasyli will insist on gathering up the items himself and returning them to his home until he can repair the defenses needed to guard the treasures. He will then suggest the party return to Thentia as quickly as possible, taking all prisoners with them to face justice.

Proceed to Conclusion

The characters had a choice to either enter the mausoleum or return to the city. They cannot do both. Do not run Part 4 and proceed to the

Conclusion.

Roleplaying Kaitlen Ayural

Short tempered and high strung, Kaitlen is intent on gaining status within The Rat Pack. Her ambition is to one day stand as an equal to the Pack's leaders. Even with that, Kaitlen is no fool and realizes that being dead won't get her promoted. She is always trying to find a way to slide out of blame and happily uses her good looks to charm any man, or woman, she needs to.

Quote: "If you get rid of your friends, maybe we could have a Serious discussion. Alone"

Roleplaying Andrei Berislav

A young man who shuns responsibility, which his grandfather has harped about his entire life, Andrei is always looking to take the easy way out of any trouble that he, frequently finds himself in.

Currently he is enamored with Kaitlen to such an extent he would gladly die for her.

Quote: "It's not my fault!"

Part 4: Murder by Moonlight

Expected Duration: 45 minutes

Part 4 should only be run if the party decided not to enter the Berislav family crypts to help Vasyli, and instead returned to Thentia to stop the diversionary attacks. If the players did enter the crypts, do not run this part and skip to the **Conclusion**.

General Features

The city of Thentia has these general features

Terrain. Most roads are cobble with rivulets of rain water making footing treacherous. Grassy areas are extremely muddy and the areas used for the Greengrass Festival has had what little grass torn up.

Weather. The storm has hit Thentia hard. Winds and rain buffet the city making visibility, and staying dry, difficult.

Light. The city's lanterns are lit but the driving rain blocks much of their light. Various magical lights surround the festival area.

Smells and Sounds. It smells of heavy rain, mud, and mildew throughout the city.

The mysterious group that hired The Rat Pack to loot the Berislav crypts, known only as The Ordinances, have also hired a local tribe of goblins to attack during the Greengrass Festival to cause havoc in the town. They hope to hide the theft in the mayhem caused by the goblins.

Emphasize again to the adventurers that Vasyli is not returning to Thentia with them, instead he is intent on continuing into the crypts.

4A. A Burning Bakery

As the players return into town their first encounter with the goblins will be at the Sereno Bakery just inside The Mourning Gate.

The storm above Thentia is raging as you return through The Mourning Gate. The wind howls and the rain falls heavily. The streets are deserted as most of the citizens of the city are either hunkered down inside their homes with shutters closed against the storm, or already at the Greengrass Festival near the Temple of Chauntea. Without residents, the homes are dark, which makes the sudden flare of flames in the distance easy to spot.

Read as the party approaches the fires.

In the light from the flames you notice several small creatures with torches that seem to dance in glee as the building in front of them begins to burn despite the rain. Carried along the howling wind you can barely make out cries for help coming from inside.

The building is Sereno's Bakery whose owners, Jere and Allison, were finishing up cakes and other treats to take to the festival. A group of six **Goblins** and one **Goblin Boss** are attacking the shop and looking to make off with as many sugary treats as they can. The Sereno's have been able to lock their shop door such that the Goblins cannot enter, but the goblins simply tossed oil inside to start the blaze. The players must first defeat the Goblins and then either find a way to help put out the fire or rescue the two humans inside, before continuing into town.

Due to the wind and rain, ranged melee attacks are at Disadvantage.

Adjusting this Encounter

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

- **Very Weak:** Remove **Goblin Boss**
- **Weak:** Remove one **Goblin**
- **Strong:** Add two **Goblins**

4B. Starless Assassination

As the characters continue towards the fields next to the Temple of Chauntea they will run into a crowd of screaming **Commoners** running from **8 Goblins**. The **Goblins** intent is to cause as much chaos, fear, and mayhem as possible. Thus, they are attempting to cause as much fear among the Commoners but not concentrating on killing or looting. The **Goblins** also intend to lead The Warders (The city watch of Thentia) away from the green spaces where the festival is being held. They have been very successful in their diversion and no Warders remain in the Festival area.

A character will recognize these diversionary tactics with a successful DC 14 **Wisdom (Insight)** check.

There is one fight that will catch the characters notice. This combat is taking place on the grasslands northwest of The Temple of Chauntea, near Heroes' Square.

Seireri Moongleam, High Priestess of Selune, lies dead in the streets that lead back to the House of the Moon, assassinated as she returned from the Festival. As the characters approach the last of her guards is struck down. The characters have the option of joining combat against her attackers or attacking **Goblins** that are running amok in the city.

Read the following as the party returns to the festival area.

In the chaos and pillaging near the Festival, you find a pitched battle. Past the remnants of a wedding reception, a lone Warder stands facing several goblinoids. Three bodies lie in the puddle filled street as the Warder fights to hold off the attackers.

As you watch, he steps over one of the bodies to swat at a goblin trying to grab it, but that only leaves his side open to a spear thrust that pierces his armor. As his lifeless body crumples to the ground you see the goblinoids cheer and raise their arms in victory.

Standing over the dead bodies of High Priestess Seireri Moongleam, the Warder, and two Selune Acolytes, are two **Hobgoblins** and 6 **Goblins**. The characters are 60 feet away as the Warder is struck down.

Due to the rain and high winds, ranged melee attacks are at Disadvantage.

If the characters choose to chase after the rampaging goblins at the festival instead of coming to the aid of the Warder, they can track down a different group of two **Hobgoblins** and 6 **Goblins** that are attempting to break into a home. The small family of the house are hiding in the attic.

Once either of these combats is complete the **Goblinoids** attacking Thentia will have been routed, and the attack is over.

Adjusting this Encounter

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

- **Very Weak:** Remove two **Hobgoblins**
- **Weak:** Remove one **Hobgoblin**
- **Strong:** Add one **Hobgoblin**
- **Very Strong:** Add two **Hobgoblins**

Treasure

Most of the treasure the goblins are carrying on them was looted from the citizens of Thentia.

However, the goblins do have items totaling 100 gp that is not easily identifiable as loot from the city or citizens of Thentia, and can be sold by the characters.

Development

After the characters have defeated the goblins, two Priests, one of Azuth, the other of Ilmater, from the All Shrines arrive at the scene of the assassination.

Once they realize who is dead these priests will arrange for the immediate return of the High Priestess' body to the House of the Moon, while also notifying the Warders, The Watch Lord, and The Council of Mages. They will then attempt to protect the crime scene from being spoiled and allow no one near. Only with a **Charisma (Persuasion)** with a DC of 15 will the priests willingly allow the characters to investigate the crime scene.

Investigating the Murder Scene

If allowed to inspect the crime scene, with a successful DC 15 **Intelligence (Investigation)** check the characters can discover a short sword stamped on its hilt with the symbol of the Redmane family. With a successful **Intelligence (History)** DC 12 check the players will know that the Redmane's own a hemp factory in Thentia. Additionally, once they bring the dagger to either priest present they can learn the following:

- The Redmane family provides those daggers to all the caravan guards they employ.
- A hemp caravan was ambushed recently by bandits controlled by The Bandit King
- All the guards in that caravan were killed, and their weapons and armor were taken.

Once the characters are done investigating the crime scene a group of Warders arrive to take over. The characters are taken to the WatchLord's Tower to provide statements on what they saw and what they know about the attacks.

DM Note: The short sword is taken as evidence and affects the story line in the third Song of Fates adventure, *A Martyred Heart*.

Conclusion

There are 3 possible conclusions to this adventure depending on party choices:

- If the party entered the Berislav mausoleum with Vasyli, read **Conclusion 1: Return from the Crypts**.
- If the party returned to Thentia without entering the mausoleum but chased goblins and did not interfere in the assassination, read **Conclusion 2: Loss of the Moon**.
- If the characters did not enter the mausoleum, returned to Thentia and engaged the assassins, read **Conclusion 3: After the Moon dies**.

Conclusion 1: Return from the Crypts

This assumes Vasyli survived the adventures within the mausoleum. Adjust as needed.

You returned to the Berislav home wet and cold. The town seemed to be in an uproar about something but Vasyli was in too much of a hurry to take the Selunite artifacts to his home. He is confident that he can protect them once he is safe within his home.

As you sat in his parlor, getting warm and dry by the fire, friends of Vasyli knocked on his door. Startled to get even more guests this late he opened the door and let them in. It was not hard to overhear their anguished discussions. While you fought in the crypts to defend Vasyli's family duty, goblinoids staged a raid in the city itself! Dozens are injured but even more alarmingly, High Priestess Seireri Moongleam, head of the House of the Moon, is dead! Cut down in the city streets as she returned from the Greengrass Festival.

Vasyli, and the other followers of Selune, are distraught by the news. Vasyli thanked you for your help this evening but you could tell his heart was broken. He pushed a bag of coins into your hands but asked you to forgive for his rudeness but he needed to leave and head to the House of the Moon to gather with the other Faithful and mourn the loss of their High Priestess.

This has truly been a Fateful night.

Reward each character the story award: **Tarot of Fate (The Moon): Inverted**.

Conclusion 2: Loss of the Moon

Read the following if the characters did not become involved in the battle over High Priestess Seireri Moongleam's body.

You helped rid Thentia of the last of the goblinoid invaders. As you tried to return to the Mourning Gate you were stopped. The Warders had the city shut down and none were allowed to leave.

Explaining that Vasyli Berislav was out attempting to thwart thieves from his family mausoleum, guards were sent to Kelemvor's Acre to search for him. The Warders returned to report that the Berislav family crypt was ransacked but Vasyli could not be found.

You returned to the Berislav home to wait for Vasyli's return but as the sun rose you lost what little hope you had. Now you've returned to The Tattered Griffin to hear even worse news. High Priestess Seireri Moongleam died in the attacks last night. The House of the Moon is in disarray and most of the city in mourning.

This has truly been a Fateful night.

Award each character the story award **Tarot of Fate (The Moon): Upright**.

Conclusion 3: After the Moon Dies

Read this conclusion only if the CHARACTERS did not enter the mausoleum but did engage the assassins after the High Priestess' death.

Several priests from the All Shrine guarded the murder scene until Warders and additional priests of Selune could arrive. The Warders, while not accusing you of complicity in the murder, insisted you return with them to the WatchLord's Tower. You spent several hours telling your story repeatedly, until eventually you were released.

You returned to the Berislav home to wait for Vasyli's return but as the sun rose you lost what little hope you had.

This has truly been a Fateful night.

Award each character the story award **Tarot of Fate (The Moon): Upright**.

Treasure

Vasyli pays the party 100gp in total for their help this night. If Vasyli was killed or is missing a representative of the House of the Moon pays the party on his behalf.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Spy	200
Thugs	100
Zombie	50
Wererat	450
Goblins	50
Goblin Boss	200
Hobgoblins	100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Agreeing to aid Vasyli	100
Avoiding pit traps	50

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

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

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Leeta's Loot	50gp
A Study Selune & Shar	25gp
Vintage Wine	25gp
Goblin Loot	50gp
Vasyli's payment	100gp

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Shield of the Moon

Wondrous Item, uncommon

This shield +1 is painted to resemble The Moon. While equipped the bearer can use a bonus action to cause the shield to glow with a soft moonlight. This soft white light extends 20'. No colors can be discerned in the moonlight, and all objects show up as shades of grey.

Scroll of Protection (Lycanthropes)

Scroll, common

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

Scroll of Remove Curse

Scroll, uncommon

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

Story Awards

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

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

Tarot of Fate (The Moon): Upright. This dark night has seen treachery, deceit, and deception. With the death of High Priestess Seireri Moongleam no one is sure what the city of Thentia will see without it's Moonlight soul to guide it.

Tarot of Fate (The Moon): Inverted. You've helped Vasyli Berislav reclaim his family honor and gained his favor, but the death of High Priestess Seireri Moongleam has thrown the city of Thentia into a political tailspin.

Cursed by Selune: You've taken holy relics from a shrine to Selune and have caught The Lady of Silver's eye. For the next five (5) days you have the Blinded condition when exposed to sunlight. You can see normally underground or at night. This curse can be

removed normally or by spending 5 downtime days to remove it.

Player Rewards

For completing this mission, the characters earn downtime and renown as described in the *D&D Adventurer's League Dungeon Master's Guide* (ALDMG).

DM Reward

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

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Muma (Moo-ma). An old human woman looking to hire adventurers to help her friend, Vasyli Berislav. She is reluctant to speak about herself, insisting that time is of the essence to help her friend and reclaim his family honor.

Vasyli Berislav (VA-sill-EE BER-a-slav). A retired guard of the temple of Selune, he has lived his life in service to the temple. His family has been entrusted to guard a powerful item but he knows little more than that about it. Vasyli has exhibited memory loss in his later years and finds it easier to remember adventures from his youth than his current friends or what is happening around him.

Kaitlen (KATE-lynn) A wererat leader of one of the bandit squads of The Rat Pack, she has seduced Andrei Berislav and convinced him to help her rob his family's ancestral crypt. She is eager to prove her worth not only to the leader of the Rat Pack but also to the Bandit King. She is very eager to rise in the ranks of either organization. Sadistic to a fault, she has scratched Andrei to curse him with Lycanthropy simply because it amuses her to curse the family of such devout followers of Selune.

Andrei Berislav (AN-drey BER-a-slav). A young human man, still distraught over the death of his parents nearly 10 years earlier. Easily swayed and now under the influence of Kaitlen, and unwittingly a newly created Wererat. He has fallen in love with Kaitlen and is unaware of her lycanthropic curse. Unknown to him, Kaitlen has cursed him with Lycanthropy as well.

Seireri Moongleam (See-AIR-ee Moon-gleam). High Priestess of the temple of Selune in Thentia. Human, female, thought to be in her mid-20's. Targeted for assassination.

The fortune teller. An old man in tattered clothing. He seems concerned about something that he tarot cards are showing him, but won't discuss what. It could be the famine, the storms, the Bandit King, or any other unknown danger facing Thentia.

Appendix. Monster/NPC Statistics

Vasyli Berislav (Guard)

Medium humanoid, Lawful Good

Armor Class 14 (Chain shirt)

Hit Points 14 (5d8-1)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 11

Languages Common

Challenge 1/8 (25 XP)

Actions

Long Sword. *Melee Weapon Attack:* +2 to hit, reach 5' ft. *Hit:* 4 (1d8-1) slashing

Leeta (Spy)

Medium humanoid (human), Chaotic Evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills: Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 12

Languages Common, elven

Challenge 1 (200 XP)

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

Sneak Attack. The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

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

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/2 (100XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

Bandit

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/8 (25XP)

Actions

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

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

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses Darkvision 60', passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50XP)

Actions

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

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

Kaitlyn (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.

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills: Stealth +6

Senses Darkvision 60' ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Actions

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

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

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

Reactions

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

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills: Stealth +6

Senses Darkvision 60' ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chainmail, shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Senses Darkvision 60' ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

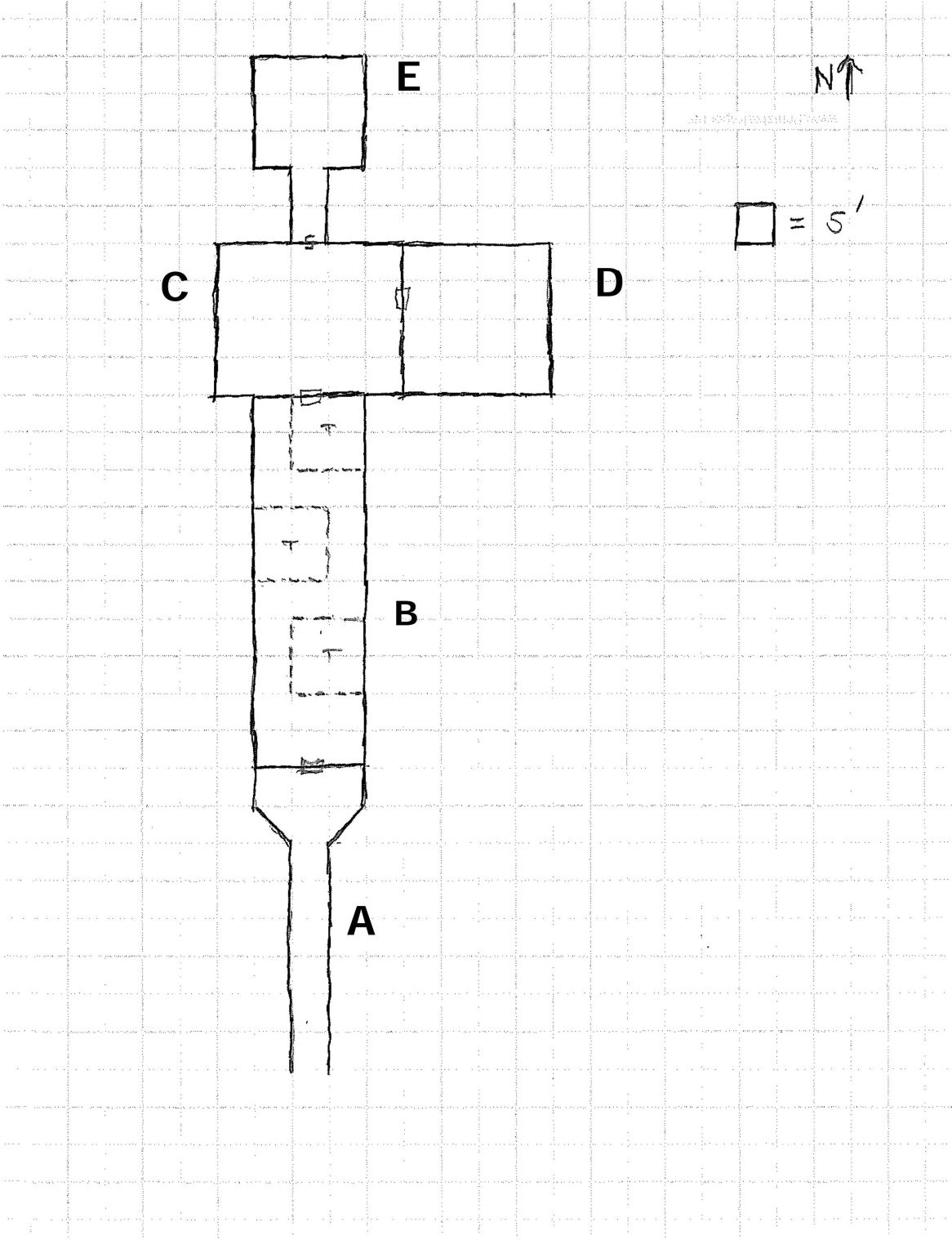
Longsword. *Melee Weapon Attack:* +3 to hit, reach 5' ft. one target. Hit: 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack.* +3 to hit range 150/600 ft., one target. Hit: 5 (1d8+1) piercing damage.

Map: Thentia



DM Map 1: Berislav Crypts



Appendix. Tarot Reading

d8	Tarot Card	Upright (Even)	Inverted (Odd)
1	<i>The Empress</i>	The Empress shines upon you. I see wealth in your future and more food for the citizens of Thentia.	You will see poverty in your time in Thentia. Much will be said about the lack of food grown in the fields nearby, and the crying of babes. Perhaps I see even sterility in your future.
2	<i>The Hermit</i>	Meeting one with more knowledge than you possess is in your future. Heed their guidance and accept their wisdom.	Ahh, the Hermit Inverted. You have folly, or refusal to accept aging and growth in your future. Seek to always accept what is, not what you wish
3	<i>The Hanged Man</i>	The Hanged Man. He represents a pause or suspension of what you are doing. You should look for spiritual wisdom and surrender to the purification of the self.	An Inverted Hanged Man. Interesting indeed. Your future is full of those absorbed by their ego and material wealth. Those unwilling to sacrifice or followers of false prophecies should be avoided at all costs.
4	<i>The Wheel of Fortune</i>	Success! I see much fortune in your future, with unexpected luck just around the corner. These will bring changes to your life, great changes, but, eventually, changes for the better.	Oh, an Inverted Wheel of Fortune. Hmm, your future will bring you unexpected bad luck, setbacks, or interruptions. You must strive to overcome these roadblocks.
5	<i>The Moon</i>	The Moon. So fitting we are in Thentia, a city dominated by the Lady of Silver. Dark night, secret foes, and unforeseen perils await you.	I see peace in your future, but a peace gained at great cost. Someone will be betrayed, causing great mischief. But the betrayal is necessary to peace may be found at the end.
6	<i>The Sun</i>	The Sun. Yes, it symbolizes happiness, success, and contentment. Stay with your friends to achieve great things, and contentment will find you.	Loneliness is in your future. Plans and triumphs will be delayed, friendships broken, and the possibility of loss, either a home, a job, or a friend, stares at you.
7	<i>The Devil</i>	The Devil tells us that humanoids of all sort have one thing in common: They are slaves in many ways to their baser natures and lowest needs and impulses. Beware others' desires and greed as they may portend unhappiness for you.	Do not fall prey to bondage to the material. Conquer your pride, and take the first steps toward spiritual enlightenment.
8	<i>Lovers</i>	Attraction and love are soon to be found in your life, although maybe not your own love. There will be difficulties to overcome, as well as tests and trials that must be passed.	Beware of failing test or trials that come your way! Fickleness and unreliability need to be avoided. Take care not to make a wrong choice that may bring unhappiness to your life.

To perform a tarot reading, have a player roll a d8 twice. The first result will correspond with a specific tarot card according to the chart. The second roll will determine if the result was upright (for an even number) or inverted (for an odd number).

Player Handout 1.

Story Awards

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

Touched by the Fates

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

Tarot of Fate (The Moon): Upright

This dark night has seen treachery, deceit, and deception. With the death of High Priestess Seireri

Moongleam no one is sure what the city of Thentia will see without it's Moonlight soul to guide it.

Tarot of Fate (The Moon): Inverted

You've helped Vasyli Berislav reclaim his family honor and gained his favor, but the death of High Priestess Seireri Moongleam has thrown the city of Thentia into a political tailspin.

Cursed by Selune

You've taken holy relics from a shrine to Selune and have caught The Lady of Silver's eye. For the next five (5) days you have the Blinded condition when exposed to sunlight. You can see normally underground or at night. This curse can be removed normally or by spending 5 downtime days to remove it.

Player Handout 2. Magic Item

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

Shield of the Moon

Wondrous Item, uncommon

This shield +1 is painted to resemble The Moon. While equipped the bearer can use a bonus action to cause the shield to glow with a soft moonlight. This soft white light extends 20'. No colors can be discerned in the moonlight, and all objects show up as shades of grey.

A full description of this item can be found in the *Dungeon Masters Guide*.