



The Seat of the Ruler

Election time in Thentia is here! With the recent, strange events surrounding Thentia, there is a tense contest for the seat of Watchlord of Thentia. The town has divided itself into factions supporting their candidates, and with that, the people have been very hostile to each other. On election day, certain key figureheads in the town need to vote, but might need some help getting there...

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

ATX **ROLE PLAY RALLY**

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Adventure Code: CCC-TAROT-01-07

Optimized For: APL 3

Version: 1.0

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Introduction

Welcome to *TAROT 01-07: THE SEAT OF THE RULER*, 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 battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

Events from a Time Past

Many an adventurer has heard of the Deck of Many Things, but a few scholars have heard tales of a special Deck. It is said to be a mix of the original Deck and an ancient Vistani magic, and called the Tarot Cards of Fate. Each card is unique, and said to be even more powerful than a traditional Deck. It is thought that Fate decreed them separated and lost.

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 tells 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 leads out, a mad race to acquire their power will truly commence.

Recently, due to all the unusual events surrounding Thentia as well as the oddity of having more than two candidates being nominated, the “voting” of Thentia has changed. Normally, it is an informal consensus, however with political activism from non-nobility, the change has been made to casting lots for the new Watch Lord.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Widar Patja (VIE-dar Pat-ya). A mover and shaker, Widar is from a long line of movers and shakers in Thentia. He hires the characters to ensure the stability of the city by making sure the election happens.

Sir Joanna Arcengale (JOE-an-na ARK-en-gayle). A loyal Warder of Thentia, she has become upset with the lack of order in the city. She seeks to have Aesir reform the town, and to implement order.

Kielo Wirtanen (KEY-el-oh VER-than-en). She is the daughter of Widar Patja and wife to Arno Wirtanen, she also

represents the status quo of Thentia – and she firmly believes that the status quo should be maintained.

Naomi “Bright Eye” Khodolis (KNA-oh-me Khoh-DOH-lys). The third daughter of Keyim Khodolis, she is a free spirit and noble who is trying to win the heart of the common folk

Asham (Ash) Jahla (ASH JAH-la). A young apprentice of the mages guild, sent as a representative for their vote in the upcoming election. Supports Belanna due to agreeing with her vision.

Til Amendov (TIL AHH-men-dov). Sent by his order to ensure the acquire the newest Tarot Card of Fate – the Cult of Ordinances has entrusted him on this mission. He believes in Order above all else, and will seek to impose ultimate order.

Events from a Time Present

The adventure is broken down into 3 movements:

Movement 1. An introduction to the state of things in Thentia, and the people that they need to retrieve. In addition, a prophecy is given to them with a foreboding message.

Movement 2. Split into 4 mini mission, deciding to escort potential voting the 4 candidates into the voting place. Each mini mission should take roughly 1 hour, and they can only complete 2.

Movement 3. A surprise assault on the voting place by members of both the Cult of Ordinances and those who serve Muma. The adventurers must protect the noncombatants so they can vote in the election!

Adventure Hooks

Due to the recent events of Thentia, it’s only natural the leadership of Thentia has been seeking outside help. In addition, the adventurers could be searching for the cards of power themselves...

Chosen by Fate. The adventurers have already been chosen by Fate and are currently continuing their quest of gathering the Tarot Cards of Fate (even unknowingly).

Order of the Gauntlet (Faction Assignment). You have been contacted to assist Sir Joanna Arcengale in her endeavors – and to watch her and make sure that there is nothing suspicious about her. There is fear that she is working for another group of people.

Lord’s Alliance (Faction Assignment). You have been told to find any kind of dirt or gossip on Edea Valkrana to drive her out of the race. Losing the election isn’t enough, her popularity represents a threat to the nobility.

Movement 1.

Estimated Duration: 20 minutes

General Features

The Tattered Griffon has the following general features.

Weather. It is gritty outside – not cold, but not warm. It is not inviting.

Light. It is brightly lit, with the cold light of the hearth and the daylight through the windows.

Smells and Sounds. It smells like a tavern – meat cooking, ale and other drinks. But it is dead silent – there is a tense calm over the room – as if one of the people will start a fight at any second.

The Tattered Griffon

You enter the inn and see a cold scene – four groups of people evenly divided throughout the room. In one corner, you see a group of people who seem relatively well off – nicer clothes, full bellies, jewelry. They all are wearing Blue armbands. In another corner, you see a group of mostly Warders and mercenaries playing games of skill and strength, all of which are wearing Orange. Across the room, you see a clump of laborers, drinking there after work. They all wear armbands of Green. Finally, closest to you, you see a couple wizard-types; heavy robes, studious looking. They wear armbands of Gray.

A table in the center of the room is conspicuously empty, except for one, hooded figure sitting. He waves you over, inviting you to sit with him. As you go to sit with him, he takes his hood down and reveals himself as Widar Patja. The entire room glares at you and your decision to not join any of their factions.

Widar speak up “Welcome...normally this is a happy place, but recent events have seemed to caused risen tempers. The streets are no longer safe for anyone – with or without an armband. However, the vote still needs to happen. What say you – will you agree to escort some of our voters to the Temple of the Moon so they may vote in peace, and this terrible violence be over? Of course, if you require payment, we can offer you 50 gold pieces for each person you escort.”

Roleplaying Widar Patja

Widar is devoted to Thentia, and has a lot of personal ambition as well. With the recent divide between the people, all he wants is for the election to be over so that he, and Thentia, may prosper. Currently, although he has his own personal feelings about the election, he believes that getting

the election over with is the best for Thentia. Therefore, he is willing to hire whomever can make that happen.

Quote: “As long as there is a Patja, there will be Thentia.”

Should the adventurers agree to do some escorting, through conversation, the adventurers can find out the following. This information is also summarized in **Player Handout 1**.

- There are four key people who could influence the vote for the potentially new Watchlord.
- **Sir Joanna Arcengale**, (wears Orange armband) Captain of the Warders, and scion of a minor noble house. She supports Aesir Highcastle through stronger Warder rule and a stronger hand in governance, as well as unification of the Warders. Wearers of Blue are their enemies, and Wearers of Orange are their allies.
- **Kielo Wirtanen** (wears Blue armband) supports Tristan Merrygold, the incumbent Watchlord. They want to ensure the current regime stays in place, as the nobility has no issue with it. Wearers of Orange are their enemies, and Wearers of Blue are their allies.
- **Naomi Khodolis** (wears Gray armband) supports Edea Valkrana, a scion of one of the Merchant families. They want to put the power more in the hands of the people and less in the “nobility”. Wearers of Green are their enemies, and Wearers of Gray are their allies.
- **Ash Jahla** (wears Green armband) supports Belanna Skallon, one of the members of the Mage’s Council and a strong advocate for magical practices. Although not a noble, Ash carries the signet ring representing a noble mage who wishes to remain anonymous, due to the violence and political tension within Thentia. They want to ensure that magic is used to protect others, and to stop disastrous events from happening. Wearers of Gray are their enemies, and Wearers of Green are their allies.
- Due to where they live throughout the city, there will be time to only escort 2 of these NPCs to the Golden Balance before the vote commences at sundown.
- For escorting any of them and successfully bringing them to the Golden Balance, Widar will offer you 50 gold pieces for each escort mission completed.
- Due to its location, it is important that you keep peace between candidates and their supporters during the actual voting process.

At this point, Widar also give any adventurers who are members of the Lord's Alliance (**Player Handout 2**) or the Order of the Gauntlet (**Player Handout 3**) sealed scrolls to look over.

Let the adventurers take this time to choose which two people they will escort – if they have questions about the policies of each of the candidates, refer them to **Player Handout 1** to answer any questions.

Once they have decided, respond with two of the following as appropriate

- **Sir Joanna Arcengale** is located in the Warder outpost near the Dusk Gate (**Area 2** on the **Map of Thentia**.) She requests that you meet with her there to begin escorting her.
- **Kielo Wirtanen** located at their family estate on the winery at the outskirts of town, called Summer's Lily, (outside **Area 1** on the **Map of Thentia**) which they have requested you pick them up at. They have already provided horses for you waiting outside the city to expedite your travel.
- **Ash Jahla** is located in the Spiraling Tower (**Area 24** on the **Map of Thentia**), which you will have to gain access to in order to escort them.
- **Naomi Khodolis** is waiting for you in the Temple of Tyr (**Area 9** on the **Map of Thentia**), and has a dispute she needs your help settling.

I Think I Know Them?

If the adventurers ask, are confused, or maybe you want to remind them, you may use this sidebar as a reference for where adventurers may have seen these NPCs that are mentioned throughout this adventure.

Widar Patja is found in TAROT 01-04

Aesir Highcastle is found in TAROT 01-03

Kielo Wirtanen is found in TAROT 01-04

Naomi Khodolis is found in TAROT 01-06

Ash Jahla is found in TAROT 01-05

He looks up at you “May Selune and Tymora bless your travels. Hopefully, you are able to complete your missions quickly and quietly, lest you get bothered by others who would see your quest derailed.”

He begins to cough and wheeze. His body gets rigid as his bones crack unnaturally. His eyes roll to the back of his head, and you see the bloody whites of his eyes. In a strange, hoarse voice that seems to be layered with itself, as if multiple people were speaking through this vessel, speak.

“Sisters of Night and Brothers of Light

Will see the palace of gold tonight.

The Throne will be seated

The past defeated.
Beware the Darkness and the Light.”

Once he finishes, everything returns to normal, and Widar looks up at you. “May Selune and Tymora bless your travels. Hopefully, you are able to complete your missions quickly and quietly, lest you get bothered by others who would see you quest derailed.”

Developments

Award any players the **Touched by the Fates** story award (detailed in **Player Handout 6**) if they do not already have it.

From this point, the adventurers need to decide who they are going to first, and who they are going to second. Based on who they chose, go to the appropriate Movement as follows.

Movement 2A. Go here if they are helping Sir Joanna Arcengale in her quest to support Aesir Highcastle.

Movement 2B. Go here if they are helping Kielo Wirtanen in their quest to support Tristan Merrygold.

Movement 2C. Go here if they are helping Naomi Khodolis in their quest to support Edea Valkrana.

Movement 2D. Go here if they are helping Ash Jahla in their quest to support Bellana Skallon.

Movement 2A.

Estimated Duration: 1 hour

The adventurers have headed towards the Warder outpost to meet with Sir Joanna Arcengale in her quest to get the Warder on board with voting for Aesir Highcastle. This takes place mostly in the Warder outpost.

General Features

The Warder Outpost has these general features.

Terrain. Stonework, rough. The inside of the Warder outpost is a rough place, with gaming pieces and bottles strewn about.

Weather. Indoors, but with windows to outside. Chill, except for around the fire.

Light. Dim, unless within 30 feet of the blazing hearth.

Smells and Sounds. Sounds of gaming, drinking, and conversation echo throughout the room.

The Warder Games

Sir Joanna Arcengale greets you outside “Well met, adventurers. Thank you for helping me with my quest. I know you may be surprised in how a Warder could support someone who is not already the Watchlord, but I think he lacks Order.”

“Before I will go with you to the Golden Balance, I need your help. I can’t vote on behalf of the Warder without knowing that they support my decision. So, I need your help in winning a sort of....game in order to convince them. Will you help me?”

Inside, the hearth is blazing as you see the Warders engaged in all sorts of activities – Thabot, Arm-Wrestling, drinking bets, and actual fist-fight brawls. A burly man with bulging muscles grins and gives a hearty laugh. “Ah, so you’ve come to persuade us on behalf of Sir Joanna over here? Very well...but meet our mettle in OUR games first.”

In this section, they must play a variety of games in order to convince the Warders of the strength that Aesir will lead them with. It goes in 6 Phases, each phase accumulating points that will affect a skill check bonus at the end.

Consult **DM Handout 1** to help you track this Movement.

Make it **VERY CLEAR** that EACH adventurer must participate in each phase except for the last phase. Note – there is one **guard** for each adventurer.

Roleplaying Sir Joanna Arcengale

Sir Joanna is a no-nonsense warrior, ready to protect her city. She recently got involved with the Cult of the Ordinances, and believes that Aesir will restore Order. Currently, she just wants to convince her friends that she has the right idea.

Quote: “Order must be maintained! We will have discipline!”

Roleplaying Sir Gaspard

He is a foolish, full of himself knight who believes he is the strongest and most competent protector. He also isn’t a big fan of change, but will listen to Joanna (and Joanna’s associates).

Quote: “No one fights like Gaspard!”

Tricks of the Trade

Really play up the roleplay aspect – it is important that everyone get into the roleplay. Heavily emphasize that it is merely a sporting/fun event for the Warders to help pass time, and ham it up! This is a jovial event, and the Warders are MORE THAN WILLING to bet some copper or silver on the outcomes.

Phase 1 – Drinking Bout

Each adventurer is offered a large mug of a stout, deep-brown liquid. It smells strongly of beer. Each player must succeed on a **DC 10 Constitution** saving throw in order to succeed.

The **guards** have a +1 to their Constitution saving throw modifier, except for Sir Gaspard, who has a +3.

Failure on the drinking bout indicates that that adventurer drinks it too quickly, and suffers indigestion from the drink. They have disadvantage on any other **drinking or eating** saving throws.

Phase 2 – Arm-Wrestling Match

Each adventurer is paired off against another Warder – They make 3 rounds of opposing **Strength (Athletics)** checks. These Warders have a +3 to their bonus, except for Sir Gaspard, who has a +5. The person with the best 2 out of 3 checks wins the arm-wrestling match!

During this phase, a player may make a **DC 15 Wisdom (Perception)** check to notice a strange sigil magically tattooed on the inside of Sir Joanna’s arm – it is a stylized balance crossed with an infinity sign. It is recognizable by anyone who has played a previous TAROT series modules (such as TAROT 01-01) as belonging to the Cult of Ordinances.

Phase 3 – Drinking Bout

The strongest Warder (Sir Gaspard) pours everyone a round of a stronger drink – the Thenturian Ale. The recipe says it's from older times, back from a few hundred years ago. Regardless, it smells like copper and not at all appetizing.

Each adventurer must succeed on a **DC 13 Constitution** saving throw in order to succeed.

On the first drinking bout failure, the adventurer suffers disadvantage on any other **drinking or eating** saving throw or check made.

On the second drinking bout failure (meaning the adventurer failed their check during Phase 1), the adventurer acts as if having **one level of exhaustion**, but only during this Movement.

Phase 4 - Thabort

Thabort (see the sidebar) is a dice game played with 2d6. Each adventurer is paired off against a Warder.

- First, explain that they are rolling 2d6 a total of 5 times – they are NOT adding numbers, but writing down what numbers they rolled and WHEN they rolled it.
- Then, have them pair off – so one PLAYER will roll as their ADVENTURER, and another PLAYER will roll as the WARDER, then vice versa
- The objective is to roll a spread of numbers – meaning you roll a 1, 2, 3, 4, 5, and 6.
- The first person (Warder or Adventurer) to get a complete “spread” wins that match.
- Record down who wins each match.

Thabort

The game of **Thabort** (THAH-bort) is popular in the Dragon's Reach, and has travelled to many big cities and popular merchant areas (such as Thentia). It is a quick game, and can involve betting. It was favored by Warders in times when they are waiting for something to do or have time to kill.

Phase 5 – Drinking Bout

Sir Gaspard grabs a strangely runed bottle - this contains Firewine – not the watered-down stuff, but the real deal. He pours it in a mug for each adventurer.

Each adventurer must succeed on a **DC 16 Constitution** saving throw in order to succeed.

On the first drinking bout failure, the adventurer suffers disadvantage on any other **drinking or eating** saving throw or check made.

On the second drinking bout failure, the adventurer acts as if having **one level of exhaustion**, but only during this Movement.

On a third drinking bout failure, the adventurer acts as if having the **poisoned** condition, on top of other effects. This only lasts for this Movement.

Phase 6 – Single Combat

During this phase, most of the Warders will be too drunk to fight, but Sir Gaspard will engage in single combat with one of the adventurers. Have the adventurers choose one champion (preferably the one who succeeded the most in the first five phases). Use **Map 1** for this encounter.

Sir Gaspard uses the **Thug** statistics, with the following modifications

- Apply any of the Drinking Consequences from the other five Phases.
- He only uses one of his Mace attacks a round
- He doesn't have a crossbow.
- IF the rest of the adventurers choose to aid (such as casting spells, etc), then Sir Gaspard will be enraged and use his Multiattack option. In addition, he will have advantage on all his attacks.

The adventurers have a special combat option – they may make a group Charisma (Performance) check DC 15. Should they succeed, their cheers inspire the chosen fighter, and they have advantage on their attacks for the round.

Tricks of the Tactics

Sir Gaspard will attack and always make a show of it – he is trying to impress the rest of the Warders and does a show of it.

The adventurers can provide cheers and support to the chosen adventurer – however, no one can actually interfere in the battle without earning the ire of the Warders. Should they interfere, apply the appropriate combat modifier from the modifications above to Sir Gaspard.

After the Games

Use the **Game Variables** table below to determine the bonus to the **Charisma (Intimidation or Persuasion)** check made to convince the Warders of supporting Aesir. Once determined, read the following boxed text.

Game Variables Table

Variable from Games	Bonus
Each phase victory	+1
Succeeding all 3 drinking bouts	+1
Beating Sir Gaspard in Phase 6	adv.
Each phase loss	-1

Sir Gaspard props up some of the other Warders on chairs, serves himself a plate of meatloaf and eggs, and looks up at you. "Alright, ye won. Go ahead and tell us why we should support your vote for this...Aesure? Assir? Aesir?"

Have the adventurers choose their representative and give a speech about the pros and cons for the current vs. the potential new Watchlord. Be sure to have them specify whether they are using **Charisma (Intimidation)** or **Charisma (Persuasion)** to make this check. The DC either way is 15.

On a success read

"Alright, ye convinced me. Go vote. Bring an end to this madness throughout the city. Get there safely, Joanna."

On a failure, read

"Joanna, I don't agree with ye. But, I also know I can't really stop ye. Just...be safe."

Either way, Sir Joanna is escorted by the adventurers to the Golden Balance. On the way however...

XP Award

For completing the Warder Games, award each adventurer 200 XP.

Streetway Attack!

Just as the adventurers are nearing their target, some bandits and thugs are prepared to attack! Any character with a **Passive Wisdom (Perception)** score of 14 or higher is not surprised. Use **Map 2** for this encounter.

As your journey reaches its destination, surrounding you on all sides are a swath of brigands and thugs – all wearing Blue Armbands. Sir Joanna swears "This is why we need Aesir! We must bring Order back to the land – that is the task that was appointed to me by – nevermind. Let's knock them out."

There are 2 **thugs** led by a **bandit captain**. They are all dressed in city folk clothes, except they are wearing blue armbands.

Sir Joanna Arcengale uses the statistics of a **knight** and fights alongside you – it is imperative she is not slain! If she is slain, this mission is considered a failure.

Adjusting this Encounter

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

- **Very Weak:** Remove the **bandit captain**.
- **Weak:** Change the **bandit captain** to a **spy**
- **Strong:** Add 1 **spy**
- **Very Strong:** Change the **thugs** to 1 **berserker**.

Tricks of the Trade

The bandit captain seems to be the "leader" of the group, but they go after whomever they can knock down easily – no or little armor, no obvious weapons.

Treasure

On the bodies of the brigands, you find a collected total of 25 gold pieces – all in fine quality mint coin and "high-end" jewelry.

Order of the Gauntlet Assignment

Reporting back to the Order about Sir Joanna's strange fascination with returning order to Thentia, as well as the strange sigil tattooed onto her inner arm, will suffice in completing this assignment.

Developments

Once the enemies are defeated, Sir Joanna thanks the adventurers for their help, and goes into the Golden Balance.

At this point, the adventurers may take a **short rest** if desired, but they only get one before the vote (meaning if they take one now, they can't take one after escorting their second person).

Once finished, they may proceed onto their second escort quest OR proceed to **Movement 3**, if this is their second escort quest.

Movement 2B.

Estimated Duration: 1 hour

The adventurers travel to Summer's Lily, the farmstead of Kielo and Arno Wirtanen. The adventurers will have to either sneak or fight their way in, talk to the Wirtanens, and map a safe path to the Golden Balance for Kielo to travel to.

General Features

Summer's Lily has the following general features.

Terrain. The land is wet, but firm. The grounds are covered in grass.

Weather. Clouds brew overhead, but no storm...yet.

Light. Daylight, breaking through the clouds at certain points.

Smells and Sounds. It smells of earth, and you hear almost nothing, except for the pacing of people who seem a little bored...or waiting.

Outside Summer's Lily

Use **Map 3** for this encounter.

As you approach the farm, you can clearly see that it is being prepared for the winter – the crops have been tilled, and everything is being gathered. However, you see that the house itself has been boarded up for protection from the inside.

Surrounding the house are a small squad of people wearing Orange armbands – supporters of Aesir Highcastle. They don't seem to be actively attacking the farmstead, but they do seem to be blocking them – as if whomever is inside can't get out without being harassed.

The adventurers can solve this one of 3 ways – combat, stealth, or diplomacy. (see below)

Combat!

There are **2 thugs** led by a **bandit captain** for combat – especially if the players happen to be sporting armbands or let any knowledge get out that they are supporting someone who isn't Aesir.

Combat Encounters. These thugs and bandit captains are currently patrolling the building. The Bandit Captain stays stationary near the front door, but the three thugs move around, circling the premises.

Adjusting this Encounter

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

- **Very Weak:** Remove the **bandit captain**.
- **Weak:** Add a **thug**, change the **bandit captain** to a **spy**
- **Strong:** Add 1 **spy**
- **Very Strong:** Change the **thugs** to 1 **berserker**.

Stealth!

The people surrounding the farmstead are patrolling around all the entrances to the farmstead. The adventurers first need to make a **group Dexterity (Stealth) check DC 14** to remain hidden while watching the patrol. Then, they may make a **Wisdom (Perception) check** or **Intelligence (Investigation) check** to determine a pattern of their movements. This is DC 15.

If they succeed, show them **Map 3**.

Give them time to formulate a plan to sneak around the patrol, including what entrance they want to take and how they plan to get there. They could potentially plan a diversion. Reward them for creativity!

Once they start enacting their plan, have them make appropriate checks to sneak around – such as **group Dexterity (Stealth)** or **group Wisdom (Survival)** or whatever feels appropriate to their plan. The DC should be set around 15.

Diplomacy!

The players can try to reason or bargain with the patrol outside. Remind them to use **Player Handout 1** as that might have information on the beliefs of those who support Aesir, which would be helpful. Otherwise, let them roleplay it out of why the hecklers would let them inside Summer's Lily. Ultimately, it should be made through a series of **Charisma (Deception, Persuasion, or Intimidation) checks** at DC 15.

Things to give bonuses for. The patrol would gladly take a bribe for no less than 25 gp. They would also respond favorably to any ideas about convincing the Wirtanens to vote for someone else. They also might respond favorably to talks of intimidating the Wirtanens.

Things to give penalties for. The patrol would not respond well to any sort of kind treatment to the Wirtanens, as well as being told that they are wrong. Either of these things, and they could launch an attack. (See **Combat!** Above)

Developments.

No matter how the adventurers choose to solve this encounter, once they do, proceed to **Inside Summer's Lily**.

Inside Summer's Lily

Inside the home, you see candles and lanterns light. The windows are barred up, so only beams of sunlight can get through – this was hastily done, and you can infer that it was for their own protection. A scared Kielo and Arno, holding their newborn baby, look relieved to see you.

Kielo speaks up “Ah, it’s good to see friends in this time. Please, you must help us.”

Roleplaying Kielo and Arno Wirtanen

Kielo and Arno are both kind people, who like being on their farm. They are generally optimistic, but are also always tired, with their newborn child. They speak with a tired kindness, and only want the best for their child and them. They are very upset with the current political chaos and dysfunction the politics have brought to Thentia, and only want things to get back to normal. They have not had any adverse effects of it, as they don’t live in the city.

Quote: “We just want things to go back to normal”

Through conversation, the adventurers will discover the following things:

- They need to go to the voting place at the Golden Balances, but all of these people outside (ruffians, surely) are preventing them from leaving – they are afraid of being hurt (or worse, they might hurt their child)
- Kielo is the only one that can vote (because Arno is not noble).
- They support Watchlord Tristan Merrygold because he has done good for the town, and they believe that Tristan, due to his experience, will make the right decisions for Thentia.
- Watchlord Tristan Merrygold will also keep trade strong throughout the town, and keep us financially stable.
- It is very important that no one is hurt or injured when Kielo is escorted into town.
- The family has a small boat which will allow quick travel to the outskirts of Thentia for use.

Once they have determined that they need to split up to escape the vote, the adventurers need to determine a path to get through the city safely. Luckily, Arno has a map of the city and where (he

believes) people are stationed at throughout the city. Give players the **Map of Thentia** and let them know they are going to area 12. Arno informs them that there should be Warders stationed at each of the gates to the cities, as well as outside the Golden Balance.

Let the adventurers spend time developing a travel plan, and alternate ideas in case they encounter difficulties while trying to get Kielo to the Golden Balance safely. Once they have their plan, they will need to exit Summer's Lily safely as well.

Leaving Summer's Lily

Use this guidance to help you get them out of Summer's Lily and onto their path back to the Golden Balance.

Combat. If the adventurers chose combat to get into Summer's Lily, they have no trouble escaping, but have Kielo remark on the bodies outside. She is not happy about it.

Stealth. Have them make their stealth check like before, but add Kielo. She rolls with a +2 to her ability check. In addition, if they have any idea for Arno to create a distraction, they can, which would give everyone advantage on this check.

Diplomacy. Use the guidelines presented above to help roleplay this encounter out.

Sneaking to the Golden Balance

When doing this area, refer to the **Map of Thentia** for this section – they are trying to get to area 12 for how to resolve each check.

General Features

The town of Thentia has the following general features:

Terrain. The ground is damp, with footprints scattered throughout the walkways. The city itself is quiet – people staring at each other with suspicion.

Weather. It is a tense calm – there is a storm coming, but it is not here yet.

Light. The clouds cover the sunlight, making it an overcast day.

Smells and Sounds. It is silent in the city. Vigilante patrols are watching each other and the streets.

Kielo remarks on the inside of town “Wow...I did not know that everyone was so divided. It seems very tense...let us hope that we get to the Golden Balance safely”.

You notice that there are vigilante patrols of people everywhere – making sure that the other armband factions aren't interfering or causing trouble – there is a very tense peace throughout the town, and you know that one wrong move would set off many fights in the streets.

As they travel, they need to have 5 checkpoints of your choosing throughout the trek. At each checkpoint, there will be a small contingent of people that the adventurers will have to either use skill checks or roleplay to get their way through. The first checkpoint is the Gate Checkpoint, which can occur at any of the 3 gates. The last checkpoint should be on the docks, near the Golden Balance.

Checkpoint 1 (Gate Checkpoint)

There are 3 people who look lightly armored standing on the outside of the gate. Near the gate is a fourth man who looks more combat ready, patrolling as if he is their leader.

This encounter is **2 thugs** and **1 bandit captain**. To get through this encounter, the adventurers must either find a way to stealth through the gate and get into Thentia or persuade the Warders watching the gate. Set any skill check DCs to 14.

Checkpoint 2 - 4 (Inside the City)

Inside the city, you can change people as appropriate to where they are for the check. For example, you might have some acolytes/priests looking for donations and harass the characters. You could also have them pick up a tail and they need to avoid the tail. Here are some sample checkpoints presented below, but feel free to create your own as well.

- Priests of Chauntea (or another deity of your choice) are looking for donations increasing number of ill within the city – as the adventurers pass by, they are all harassed to donate gold or magic to the services of the appropriate deity. It might be interesting to pick a deity worshipped by one of the characters. This can be solved with a donation of 20 gold pieces (total), or appropriate skill/roleplay checks whose DCs are set at 12-15.
- One of the adventurers has picked up a tail – they are being followed by some Wearers of Orange. To avoid this encounter, the adventurers need to make 3 appropriate skill checks to lose them, at DC 14. There are **3 thugs** following them.
- A Tavern/Bar fight has spilled out into the streets, and the adventurers get caught in the fighting ring! Use the **scout** statistics for the two people

fighting. The adventurers need to stay out of the fight, and safely cross the fighting ring to get through! Skill checks should be made at DC 13.

- The adventurers got lost in the city! There was a major event happening, and it turned them around. Somehow, during the event, they lost track of their map. Now, they have to find the nearest landmark, and hope they can get back on track. Skill checks should be made at DC 15.
- The adventurers have gravely insulted one of the “nobles” of town by walking in front of them! They must roleplay their way out of this situation so they can safely get through this area without getting arrested! Skill checks should be made at DC 14.

Checkpoint 5 (Near the Golden Balance)

As the adventurers get to the seaside of town, there are a group of Wearers of Orange (**5 thugs**) who are conspicuously waiting right around the Golden Balance.

- A **DC 14 Wisdom (Perception) check** reveals that they are waiting in ambush for the adventurers.
- The fight can be avoided if someone can find the back entrance to the Golden Balance, which requires a **DC 15 Intelligence (Investigation) check**.
- If the back entrance is found, the adventurers must succeed on a **DC 13 Charisma (Persuasion) check** to convince the Warders to let them in, despite not knowing the secret knock. If a bribe is offered, give them advantage on this check.
- The adventurers must also succeed on a group **DC 12 Dexterity (Stealth) check** to successfully sneak around to the back entrance. If they are noticed, the Wearers of Orange come after them.

Developments

Once Kiolo has been escorted safely to the Golden Balance, she thanks the adventurers and wishes them well. She hopes that they see the wisdom of voting for Tristan, to put an end to all of this chaos and rivalry throughout the town.

At this point, the adventurers may take a **short rest** if desired, but they only get one before the vote (meaning if they take one now, they can't take one after escorting their second person).

Once finished, they may proceed onto their second escort quest or proceed to **Movement 3** if this is their second escort quest.

XP Award

For getting through this Movement without any combat, award each adventurer 350 XP.

For getting through this Movement with combat, award each adventurer 150 XP.

Movement 2C.

Estimated Duration: 1 hour

The adventurers will meet with Naomi, and have to help her solve a dispute between the people of Thentia – someone has been accused of foul play and possible witchcraft

General Features

The Temple of Tyr has the following general features.

Terrain. The inside of a building, with stone floors and stone walls. It is very bare – mostly Tyrran holy symbols everywhere.

Light. Well lit, with continual flames casting a golden light throughout the Temple.

Smells and Sounds. General chatter of people echo through the room.

Introduction to the Issue

The Church of Tyr is a conservative place – no extraneous decorum, just very matter of fact. You see prayer areas as well as business areas. Approaching you comes a woman with an eye-patch. “Ah, you must be here to help with our newest trial. The case happened so suddenly, but the family really needs our help, and it got assigned to me. I’m Naomi Khodolis, and thanks for coming to our temple.” She walks with you farther in the temple, takes you to private room. This room is plain and undecorated, except for the holy symbol of Tyr set into the wall. “Here is what I need you to do.”

Roleplaying Naomi Khodolis

She is the 3rd daughter of the Khodolis house – however, she has really become a true Champion of the People. She acts out of the goodness of her heart, and tries her best to steer those who seem lost to the path of truth and righteousness. She has a magical eye, hidden under an eyepatch that lets her see and be more perceptive than a normal person. She is trying to be humble and work selflessly.

Quote: “My family eschewed me, so I eschew their beliefs.”

Through conversation with Naomi, the adventurers learn the following things.

- Jym and Helena have been raising their son, Kieran, who has recently come down with some illness – coughing, discoloration.
- Jym and Helena have accused Canas Darkweather of cursing their child – which is a serious crime to be accused of.

- With the Church of Selune being still in limbo, the Church of Tyr has decided to help out on this matter, but we want a thorough investigation.
- Half of you must be on the Prosecution team – those will be working with Jym and Helena on their argument.
- The other half of you must be on the Defendant team – working with Canas Darkweather and preparing his defense.
- Naomi will serve as the judge and jury, so the arguments you present must be truthful and thorough.
- She will not go to the Golden Balance to vote until the trial has ended.
- Jym and Helena offer 100 gp for their win in the trial
- Canas Darkweather offers a **Potion of Greater Healing** for a win in the trial

At this point, split the table in half – the group on your (the DM’s) left is the prosecution, and the group on your (the DM’s) right is the defense. If there is an odd number, split in favor of the prosecution.

“Great. I’m glad you’ve been able to divide yourself up. I’m very new at this, but I’m trying my best. You’ll get a small amount of time to go find evidence and interview the neighboring people before the trial. Go quickly! Be back here by high sun!”

Quick Summary of the Trial

1. Naomi introduces issue and trial and sides of issue
2. Split table in half and explain jobs
 - a. Prosecution trying to prove Canas **guilty**.
 - b. Defense trying to prove Canas **innocent**.
3. Investigations - Each side gets 5 minutes (total 10) to go to locations listed and gather information. Do them separately – prosecution then defense or vice versa. Dismiss the other half from the table for extra effect. They may use Interviews in this area as well.
4. 5 minutes to create an opening statement, then they read it.
5. Testimonies and Examination – each side gets 5 minutes to question the witness and cross-examine.
6. 5 minutes to create closing statements
7. You decide – is Canas innocent or guilty based on what was presented?

Investigations

Set a timer. The adventurers have 10 minutes for this section. They need to gather any information from their locations and compile it into an organized way so that they can have it ready to go at the trial. Give the prosecution team **Player Handout 4** and the defense team **Player Handout 5** to help them prepare for their trial.

You can handle each group separately or together, but have them split checks evenly. They should be encouraged to draw their own conclusions with the information. HOWEVER, they can only make ONE check per Location and Skill combination. For example, an adventurer can only make ONE **Intelligence (Investigation)** check at Location 1. If an adventurer does not meet the minimum DC for information, they do not learn anything of use (you may create appropriate flavor text for them).

Location 1 – Jym and Helena’s House

These are the following things they can find out there.

Intelligence (Investigation) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. You find a journal that says “Kieran’s Diary – DO NOT READ”. You decide to respect his wishes.
- DC 15. You read Kieran’s journal, and find entries that involve leaving the town walls and finding some strange plants outside the city.
- DC 17. You read through the entire journal, and discover no entries of meeting or seeing any man that matches Canas’ description, just the ones about a strange plant outside of town.

Wisdom (Perception) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. You find a weird-looking toy in Kieran’s room. It has a strange eye motif on it, made of feathers and strange glowing rocks.
- DC 15. The weird-looking toy emits a strange energy...as if it has something watching over it.
- DC 17. It feels like this is part of a pair, and that there is a strange connection between the two of them.

Intelligence (Nature) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. You notice that around the house, there are some interesting plants around the house. You aren’t too sure what they are.
- DC 15. Some of the plants, you believe, are poisonous. You don’t know how they would affect people if they aren’t being eaten, but there are a lot of them.
- DC 17. You know for a fact that none of the plants in the house could have caused Kieran’s illness.

Wisdom (Survival) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. Nothing seems out of the ordinary about the house.
- DC 17. You notice old mud crusted onto the shoes of Kieran. It is days old – and definitely looks like it has been there for a while.

Location 2 – Canas Darkweather’s House

These are the following things they can find out there.

Intelligence (Investigation) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. You notice that there is a strange symbol in the house – it has the iconography of bats and fangs in mists.
- DC 15. The strange symbol looks almost religious or a symbol of devotion – however, you cannot identify the symbol itself.
- DC 17. The symbol here doesn’t seem to match anything else in the house, as though it doesn’t belong here.

Wisdom (Perception) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. You noticed a scrawled note near some strange objects in Canas’ house, but can’t make out the name or handwriting.
- DC 15. The note is most illegible, except for a name – Edea Valkrana. It is conspicuously placed near strange, occult objects.
- DC 17. The note reads “It is time to spread our plague, Canas. With love, Edea”.

Intelligence (Arcana) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. You find a strange looking object in Canas’ place – with a strange eye motif, made of feathers and strange glowing rocks.

- DC 15. It seems to be part of a pair, as though there is a missing half.
- DC 17. You believe that its purpose is to transfer good energies and feelings to the person who has the other half.

Wisdom (Survival) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. Nothing seems out of ordinary about the house.
- DC 17. It looks as though someone has come in and tampered with his house – there are things that look like they are missing, and some objects that obviously don't belong.

Location 3 – Healer's House

These are the following things they can find out there.

Intelligence (Investigation) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. You find an old book detailing various illnesses and diseases, but find nothing of help.
- DC 15. You find reference to a few illnesses that match the symptoms that Kieran has, but nothing conclusive.
- DC 17. You find an obscure reference to a strange illness that matches the symptoms that Kieran exhibits – however, the name of it and the cure have been erased.

Wisdom (Medicine) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. You can see some of the herbs and pastes have been used, likely to treat Kieran.
- DC 15. The herbs and pastes look as though they had minor success, maybe his ailment is magical in nature?
- DC 17. The herbs and pastes haven't helped Kieran at all.

Intelligence (Nature) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. The herbs and pastes created look as though they are meant to treat a wide array of ailments.
- DC 15. You can see that some strange plants were used – maybe to specifically target the ailment that Kieran has?

- DC 17. You are certain that none of the treatment so far has been effective in treatment, due to mix of herbs and how it was created.

Intelligence (Religion) By meeting or exceeding the following DCs, the adventurers can learn the following information.

- DC 12. You find a book detailing the religions of the realms.
- DC 17. You find iconography that doesn't seem like a Faerunian religion – bats and fangs and mists. It seems to be for a cult dedicated to the Mists of Barovia.

Interviews

Using the questions that the adventurers ask, give out information as appropriate below. To get the other information, have the adventurers make appropriate **Charisma (Persuasion, Intimidation, Deception)** or **Wisdom (Insight)** checks as necessary, meeting the DCs provided to learn more.

Acolyte at Healer's House – Hadda Appladay knows the following information, which is revealed when the DC is met or exceeded.

- They did treat Kieran a few days ago when his parents, Jym and Helena, brought him in.
- DC 13 - They tried a mixture of herbs and tinctures, but nothing seemed to be working when they tried it.
- DC 15 - Kieran told them that he saw some strange plants outside the city, and that he did play in them. On accident.
- DC 16 - None of the healers at the Healer's House could identify what was ailing him, none of their traditional methods worked.

Neighbor to both Canas and Helena – Snoopy DeNose-Al knows the following information, which is revealed when the DC is met or exceeded.

- He knows that Canas almost never leaves his abode, but that there are weird noises that come from his abode at night.
- DC 13 - Helena and Jym would never do anything to hurt their child.
- DC 15 - He does know that Helena and Jym are a little old to have a child at Kieran's age.
- DC 16 - He saw Kieran leave the city with a group of his friends.

Special Notes about this section

If the adventurers try to see Kieran, he is currently too sick to be talked to – Tyrran priests are trying to heal him up enough for his Testimony. They are refused and sent away.

If the adventurers try to see Canas, he is currently refusing to speak in the holding cell of the Tyrran Church – he will only talk during the Testimony phase.

Developments

You feel holy energy swirl around you, and suddenly, you are back in the plain room that Naomi had met you in earlier. On one side, you see Jym and Helena, protectively holding their son Kieran. On the other side, you see Canas Darkweather in dark robes that are quite old. In the center, you see Naomi Khodolis wearing initiate Tyrran robes.

Opening Statements

Give the adventurers 5 minutes (set a timer) to write an opening statement, based on interviews, what they know from investigations, and any other information they want to include. Once the 5 minutes ends, let each side say their opening statement. Do a coin flip to see who goes first and second. Once they finish and are ready, read the following.

With a very nervous tilt to her voice, Naomi speaks, “The light of Tyr guides this court to Order. We will exonerate the truth, and set the wrongs right. R-R-Remember that this chamber is blessed by Tyr and only the truth may be told. You have been warned. C-C-Counsel, you may begin with your opening statements.”

If anyone tries to lie while in this chamber, have them make an appropriate **DC 14 Charisma** saving throw. On a failure, they take 1d10 psychic damage and are forced to tell the truth. On a success, they are able to lie but Naomi is aware and informs the room .

Testimonies and Examination

There will be testimonies by 3 people – Canas Darkweather, Helena, and Kieran. Both the prosecution and defense will be able to question each person, using evidence and any other input they feel necessary. Once each Testimony is finished, give them 3 minutes (set a timer) to come up with

questions. Then, give them 5 minutes each (prosecution and defense) to question each person. Once the person leaves the stand, they do not return.

Canas Darkweather

“I never messed with the boy! I’ve seen him around town, but I never went to talk to him! Just because I stay in my house and dabble in experimental magic doesn’t mean...it doesn’t matter. I know what everyone says I am. Maybe it’s just easier if I...”

Additional Information from Canas

Information Piece 1. He truly has no idea who placed the evil iconography in his place, and has never communicated with Edea Valkrana.

Information Piece 2. He dabbles in arcane arts as a hobby, nothing serious.

Information Piece 3. He is Kieran’s father.

Helena

“Oh that neighbor, Canas. There’s always weird noises and lights coming from his place. I know that he snuck into the house and placed some awful, evil witchcraft in our home – like this strange toy with a weird eye on it! How could he do that? We are simple, Tyr loving citizens. I just want my boy to be okay. MAKE HIM PAY FOR WHAT HE DID!”

Additional Information from Helena

Information Piece 1. She once noticed a strange person leaving Canas’ home in the dead of night. This person was surrounded by mists.

Information Piece 2. She and Jym found Kieran on their doorstep one morning, back when he was a baby. They have cared for him ever since.

Kieran

“Well, I was out one day. Ma and Da were in the city, and so me and some friends we went outside the town.” He looks at his parents, a little nervous. “I know you said to never go out of the city walls, but we just wanted to see it!”

Additional Information from Kieran

Information Piece 1. He has never seen Canas before, except for in the city market.

Information Piece 2.. He does not know who gave him the toy in his parent’s house.

Information Piece 3. He encountered a strange plant outside the city, and started not feeling well a couple days later.

Closing Statements

Based on information gathered during Investigations and Testimonies/Examination, have the players come up with a closing statement for their argument – this should be a final argument, using fact and emotion to sway the judge (Naomi Khodolis) to rule in their favor. Give them 5 minutes (set a timer) to come up with it. Then, let whomever said the Opening Statement second say the Closing Statement first.

Ruling (Conclusion)

Based on their arguments and work throughout the case, there are 2 ways that Naomi can rule. As you decide which way to rule, really think about how the evidence was presented and who gave the most convincing argument.

Canas Darkweather is Guilty

“I find, based on the evidence and testimonies presented today, that Canas Darkweather is Guilty of cursing the child Kieran. Tyr sentences him to prison and labor.” With this proclamation, you see a smug look on Jym and Helena’s face, but a strangely sad look in Kieran’s face. Canas looks at you, “I know you tried your best...thank you friends. Please, give this to my son...to Kieran” and he gives you a locket carved of wood. With that, he is taken off into a holding cell. Naomi Khodolis approaches you “Thank you for helping me. That was my first case! Ever since Amy...never mind. I agreed to come with you once you helped me, so thank you. Let us go to the Golden Balance.”

Canas Darkweather is Innocent

“I find, based on the evidence and testimony presented today, that Canas Darkweather is found Innocent of all charges. May Tyr lay his blessings on the truth as it is told.” Canas hugs Kieran while the two elderly look on happily. “Truly, we had no idea he was Kieran’s father! We will be happy to take him in, so we can all live together. Thank you for helping us.” With that, the newly reunited family exits.

Naomi Khodolis approaches you “Thank you for helping me find the truth. I feel Tyr’s righteousness in our decision. This was my first case! Thank you. Since Amy...well I’ve been looking for Order in my life. Nevermind, now is my turn to keep the end of the bargain.”

Lord’s Alliance Assignment

If the adventurers discover that Edea supposedly planted information in Canas’s home, linking her to an evil force, and they choose to report this to the Lord’s Alliance, award Lord’s Alliance characters 1 extra renown.

Developments

Once the case has been solved, Naomi agrees to go to the Golden Balance to vote, provided she has a strong escort to make sure she’s safe.

At this point, the adventurers may take a **short rest** if desired, but they only get one before the vote (meaning if they take one now, they can’t take one after escorting their second person).

Once finished, they may proceed onto their second escort quest or proceed to **Movement 3** if this is their second escort quest.

XP Award

For successfully completing the trial, award each adventurer 350 XP.

Treasure

If the prosecution wins, award the adventurers 100 gp.

If the defense wins, award the adventurers a **Potion of Greater Healing**.

Movement 2D.

Estimated Duration: 1 hour

The adventurers will meet with Ash Jahla, an apprentice wizard with the Mage's Guild. They will have to round up the rogue elementals that have escaped and creating chaos in the tower, and then keep them in the magic circle long enough for Ash to cast a binding spell on them.

General Features

The Spiraling Tower has the following general features.

Terrain. The stonework floors, once immaculately cleaned, are currently covered in arcane sigils and scorch marks.

Weather. Magical energies stewing throughout the room, the crackles of magical lightning.

Light. There are magical lanterns lit with *continual flame* spells, providing multicolored light throughout this area

Smells and Sounds. The smoke and flame of the mephitis followed by strange arcane smells. Constant chanting and screaming.

Herding "Kittens"

Refer to **Map 4** for this Movement.

You enter the Spiraling Tower to see it in a major disarray – broken magical sigils on the floors and columns, scorch marks abundantly, and one mage who looks haphazardly lost. He glows as you enter "I know you! I'm so glad you are here to help me!"

A cat-shaped smoke creature zips around him, paws and hisses at him, and shoots fire at his arcane sigil. He groans, "I had a little...accident with Karasht's specimens. I was supposed to just feed them and check their arcane wards...but they were so cute and I just wanted to pet them, but then they escaped and destroyed their wards! So, now I need your help getting them back in my magic circle. I think there are 6 escaped "kittens" to help me with. Thanks!"

Roleplaying Ash Jahla

Ash is a talented spellcaster who is humble but prodigious, and seems to get into many magical accidents. He currently is trying to please Karasht so that he doesn't get exiled from the group of Mages in Thentia, and thus has been charged to watch the kittens. They have worn him out and make him tired, but he loves working with magic and is eager to see magic used properly.

Quote: "Kittens! Come back here!!"

Through further conversation, Ash tells them how to wrangle the smoke kittens (**smoke mephitis**).

- Ash has prepared 2 magical lassos to help with wrangling the kittens. Using a lasso requires a **Strength** attack roll (no proficiency). Once a kitten is lassooed, the kitten is treated as if it were **grappled**, except it is 10 feet behind the lassowielder. The kitten can escape with a **Strength (Athletics)** or **Dexterity (Acrobatics)** check DC **14**.
- Ash has also prepared 3 magical scrolls that can bind a single kitten. The scroll requires a **Dexterity (Acrobatics)** check DC **18** to put onto a kitten. The scroll is not expended if it misses. Once on, the person who used the scroll may use their action to command the kitten as the *command* scroll.
- The adventurers may use other resources they have at their disposal to capture the kittens and bring them back to the circle.
- It is very important that the adventurers do NOT kill the kittens – they will poof back to their home plane of existence. Karasht will know, and I know he's been looking for a reason to get rid of me.
- Also, Karasht will know if they are really injured – these are effectively babies so please try not to hurt them too much. It's like hurting a baby animal!
- The kittens need to be returned to the magic circle and kept there for 30 seconds (5 rounds) so that I may complete the binding sequence.

Smoke "Kittens"

There are **7 smoke kittens** in and around this level of the Spiraling Tower. They act as kittens would – they may run around, start playing with someone's robe. They won't intentionally attack, unless the adventurers cause harm to it.

One smoke kitten is actually a fey creature that got into the tower due to Ash's connection with the Aunties (from TAROT 01-05)

The Smoke Kittens use the Smoke Mephit statistics, with the following adjustments.

- They have a walking speed of 40 ft., but no flying speed.
- They have a Dexterity score of 16, and an Acrobatics modifier of +5, and an initiative modifier of +3
- If grappled/touched directly, the Smoke Kittens deal 2 (1d3) fire damage to whomever touched them.

Looking Around the Tower

If any adventurer thinks to look around the tower for anything that might help, Karasht has hidden some of his Smoky Catnip in a loose stone in the tower. It requires an **Intelligence (Investigation) DC 15** check to find. Whomever has the catnip has advantage on any check or attack roll made to interact with the kittens and bring them back to the magic circle. However, whomever uses it also risks the danger of the smoke kittens getting too playful, and the kitten tries to attack that player (playfully, and looks really cute while doing it).

Once all 7 of the kittens have been placed in the magic circle and 5 rounds have passed, read the following boxed text.

With the final sonorous chanting from Ash, the circle flares, and each one of the kittens calms down. "Let's see, there's 1, 2, 3, 4, 5, 6...7? There were only 6 kittens?!?" Ash looks at you confusedly as the last kitten cackles.

"Ohhh dear boy...do you really suspect we'd just leave you to wander without any supervision? You invited me here with your magic!" The kitten cackles as it starts to glow green. "Well, you've trapped me now. Rats. Auntie won't be too happy about this..."

Ash will want to interrogate the rogue kitten, but needs some help doing so. Now that it is bound with a magic circle, Ash believes that it will be easy to interrogate, but getting it to tell the truth will be tricky.

The kitten continues speaking, "Alright...since you caught me, I will answer 3 questions of your choice...so choose wisely. My answers do come with a price...of course."

Interrogating the Rogue Kitten

The rogue kitten will answer them, but requires something in exchange for each question. The rogue kitten will accept the following items as tribute

- A lock of hair from one of the adventurers
- A vial of blood from one of the arcane spellcasting adventurers
- The voice from a strong adventurer
- Toenails (all of them) from a dexterous adventurer
- The youth of a charismatic adventurer (lasts 1d3 days)

- The earwax from one of the divine spellcasting adventurers

Alternatively, the character asking the question may attempt a **Charisma (Deception, Persuasion, or Intimidation) check DC 15** to not give something up, BUT on a failure the question is lost.

Knowledge of the Rogue Kitten

Use the information below to formulate the answer based on the question asked. Do not give them more than 3 pieces of information. If it is not listed here, assume the Rogue Kitten does not know.

- There is a powerful force hidden in Thentia in the Tarot Cards of Fate – possession over all of them gives the possessor sway over the fate of the world.
- There is a dire sickness coming to Thentia. It will infect hundreds of people. There will be dire consequences if it is not fixed.
- A Cult has formed. They are led by beings of absolute order and rigidity – they seek to control the chaos of the land, and have found many mortal agents.
- A powerful being from the Land of Strahd has returned to Faerun to sow seeds of chaos and despair in the land. They consort with the Mists, and have great power. Be wary of them.
- The descendant of the holy one has committed a great sacrilege. This will cause a major upheaval of natural forces around the land.

After the Rogue Kitten has answered 3 questions, read the following.

"The bargain I have met, so let me be! Let me return to the Aunties free!" With that, it breaks the circle and vanishes with a cackle.

Ash turns to you "Well, that was...worse than expected. But you upheld your end of the bargain. Thank you. Here, take this as thanks" and he gives the players a Spell Scroll.

Developments

Once everything has been set back to how it was, Ash agrees to go to the Golden Balance to vote. At this point, the adventurers may take a **short rest** if desired, but they only get one before the vote (meaning if they take one now, they can't take one after escorting their second person). Once finished, they may proceed onto their second escort quest or proceed to **Movement 3** if this is their second escort quest.

Treasure

Upon their success of wrangling the kittens AND interrogating the Auntie's minion, Ash gives them a **Spell Scroll of Mirror Image**.

XP Award

If the adventurers manage to get through this whole ordeal and NOT kill any of Karasht's kittens, award them 350 XP.

If they do kill any of the kittens, award them 150 XP.

Movement 3.

Estimated Duration: 1 hour 20 minutes

In this part, the voting time has arrived! However, the Golden Balance will be assailed by a menagerie of forces, controlled by both the Cult of Ordinances and Muma. It will be up to the adventurers to protect the personages of Thentia as well as ultimately driving back the forces!

General Features

The Golden Balance has the following general features.

Terrain. Stone floors and wooden walls. Everywhere, you see stalls set up and businesses having closed down – most of these doors are locked.

Weather. It is dark outside, and you can feel the beginnings of a storm brewing. It starts calm, and as the fighting begins, the storm begins.

Light. There are torches lit inside the Golden Balance.

Smells and Sounds. The smell of the docks and water, and a hushed silence as we prepare to vote.

The Golden Balance

Use **Map 5** for this movement.

As you arrive, you see a few people seated – Kielo Wirtanen, Naomi Khodolis, Sir Joanna Arcengale, and Ash Jahla to name a few. However, you also see the four candidates waiting as well – Tristan Merrygold, Aesir Highcastle, Belanna Skalon, and Edea Valkrana. The atmosphere is tense. Men in plain robes prepare stones for voting – there are four wooden bowls, each with a color matching the armbands that you’ve seen throughout town.

A crash is heard as a rock is thrown through a window – and there are terrifying faces outside the window! The gust of wind bellows through the hall, extinguishing the torches.

This combat runs in multiple phases, each with a different objective. The adventurers must try and meet the objectives as best as possible. Should they achieve the objective in each phase, they will get a Blessing of Waukeen to help them out in the next phase. Make sure that you tell the adventurers their objectives for EACH PHASE.

For a quick summary of the battle phases, refer to **DM Handout 2**.

The overall objective for this Movement is to protect the NPC voters and candidates and make sure that they have not been killed by the enemies.

Phase 1 – Guard the Entrance!

During this phase, the adventurers must guard all the candidates and voters as best as possible. If they manage to clear all monsters by the end of Round 3, they gain the Blessing of Waukeen mentioned below

Candidates. The candidates start in the area marked “Candidate Area”. They do not enter combat in this phase.

- Tristan Merrygold uses the **Noble** stat block
- Edea Valkrana uses the **Commoner** stat block
- Bellana Skallon uses the **Mage** stat block
- Aesir Highcastle uses the **Illusionist** stat block

Voters. The voters start in the area marked “Voter Area”. They will support as directed – Sir Joanna in combat, Naomi and Ash with their spells as support.

- Sir Joanna Arcengale uses the **Knight** stat block
- Kielo Wirtanen uses the **Noble** stat block
- Naomi Khodolis uses the **Acolyte** stat block
- Ash Jahla uses the **Warlock of the Archfey** stat block

Objective. The adventurers, to succeed in this phase, must defend the **windows and door** from entrance for **3 rounds**. If any enemies manage to break through and stay in the Golden Balance until the start of their next turn, consider this section a failure.

Enemies. The following enemies approach the Golden Balance on these rounds. You may choose which area they enter from (refer to **Map 3**). The Cult of the Ordine in this phase will only attack an NPC if the NPC attacks them.

- Round 1 - **2 thugs, 1 tridrone, 2 monodrones.**
- Round 3 – **1 duodrone, 3 monodrones.**

Adjusting this Encounter (Round 1)

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

- **Very Weak:** Remove **1 thug**, change 1 tridrone to **1 duodrone**
- **Weak:** Remove **1 thug**
- **Strong:** Add **1 thug**
- **Very Strong:** Add **1 thug** and **1 tridrone**.

Adjusting this Encounter (Round 3)

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

- **Very Weak:** Remove 1 **monodrone**
- **Weak:** None
- **Strong:** Add 1 **tridrones**
- **Very Strong:** Add 2 **tridrones**.

During combat, the adventurers (with an **active Wisdom (Perception) DC 16** check can notice that the modrons are specifically avoiding Aesir Highcastle and Sir Joanna Arcengale.

Blessing of Waukeen (End Phase 1)

Provide this at the end of Round 3 (initiative count 0, losing ties). If the adventurers are successful in clearing all enemies by the end of Round 3, provide them the following benefit.

Waukeen's Blessing – Each adventurer and NPC gains the benefit of a *bless* spell (add 1d4 to any attack roll, ability check, or saving throw) until the end of the adventure. In addition, they also heal 10 hit points.

At the end of Round 3 (initiative count 0, losing ties), read the following boxed text.

The enemies assailing the door seem to retreat, earning you a brief reprieve. However, just as they pull away, you hear a horrifying chanting from underneath the voting desk. Magical energy swirls and you hear the screams of Kielo Wirtanen! You see a hole filled with gaping darkness and the sounds of whispering. Out of it, come dark robed figures and their wolf minions...thirsty for blood...

Phase 2 – Protect the Objective!

During this phase, the adventurers must defend the NPCs, who all gather to hide in the **Voter Area**. They must ensure that no NPC gets killed.

Candidates. None of the candidates, save for Aesir Highcastle, will attempt to assist in combat.

Voters. Ash, Sir Joanna, and Naomi will all help in combat, but will not put themselves at stupid risks. Kielo cannot fight at all, and does her best to stay safe.

Objective. The adventurers, to succeed in this phase, must defend the **Voters area** or **Candidates area** for **3 rounds** (starting on round 4). If any of the

NPCs are killed, this section is considered as a failure.

Enemies. The following enemies surface from beneath the Voting Desk in the Golden Balance. The enemies of this phase will attack NPCs and Adventurers alike.

- Round 4 – **2 Cult Fanatics, 3 Wolves**
- Round 6 – **1 Dire Wolf, 1 Cultist**

Adjusting this Encounter (Round 4)

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

- **Very Weak:** Remove all the **wolves**, and 1 **cult fanatic**
- **Weak:** Remove 1 **cult fanatic**
- **Strong:** Add 1 **berserker**
- **Very Strong:** Add 1 **winter wolf**

Adjusting this Encounter (Round 6)

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

- **Very Weak:** Change the **dire wolf** to a **worg**
- **Weak:** Remove 3 **cultists**
- **Strong:** Add a **dire wolf**
- **Very Strong:** Change 1 **cultist** to 1 **cult fanatic**, add a **dire wolf**.

Blessing of Waukeen (End Phase 2)

Provide this at the end of Round 6 (initiative count 0, losing ties). If the adventurers are successful in their objective as listed earlier, provide them the following benefit.

Waukeen's Gratitude – Each adventurer AND NPC heals as if a *mass cure wounds* spell were cast (28 hit points healed). In addition, if they also received **Waukeen's Blessing**, provide the additional following benefit – Each adventurer and NPC gains 10 temporary hit points.

At the end of round 6 (initiative count 0, losing ties) read the following boxed text.

Thud. Thud. BOOM - the front doors burst open with an explosion. You see a man clad in plain armor – however, it is perfectly made. Surrounding him is a small army of geometrically shaped creatures – each looking perfect in their creation. They seem to be moving in perfect order and synchronization.

From below, in the darkness, comes a haggard man carrying a strange amulet that has mists in it – he brings a horrifying force with him as well.

The man shouts “Your fate has been determined – you must help prevent the rise of chaos! SUBMIT TO OUR ORDER”

Phase 3 – Survive and Retaliate

During this phase, the adventurers are trying their best to survive and defeat the leader of each army.

Candidates. They try their best to survive, hiding and dodging when needed. Aesir and Belanna will enter combat if the adventurers to help protect everyone, but will retreat to being hidden if in danger of dying. Have a player run them.

Voters. They try their best to survive, supporting the adventurers as needed. Sir Joanna, Naomi, and Ash will all enter combat. Have a player run them.

Objective. The adventurers are trying to ensure that every NPC survives, as well as defeat the enemies. If they defeat a commander of an army, the rest of that army will flee.

Enemies. The following enemies for each army are listed below.

- Army of the Ordinances – **Til Amendov** and a **Quadrone**. – These enemies will NOT attack NPC characters.
- Army of the Padurii – **Warlock of the Archfey** and **1 Dire Wolf**. These enemies WILL attack NPC characters.

Adjusting this Encounter (Army of the Ordinances)

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

- **Very Weak:** Remove the **quadrone**
- **Weak:** Remove the **quadrone**
- **Strong:** none
- **Very Strong:** Add a **quadrone** and **pentadrone**

Adjusting this Encounter (Army of the Padurii)

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

- **Very Weak/Weak:** Remove **1 dire wolves**
- **Strong:** Add a **winter wolf**
- **Very Strong:** Add a **winter wolf** and a **dire wolf**

Roleplaying Til Amendov

A higher ranking cultist in the Cult of Ordinances. Til has been watching the adventurers for a small bit of time, and has realized that they can find the Tarot Cards of Fate. As such, he uses his loyal army to try and force the card out of hiding. He follows orders and gives them, thinking logically before making any action. However, sometimes he does things a little unpredictably.

Quote: “Order must be guided and maintained...even if it takes chaos to bring it.

Treasure.

The adventurers can find up to 275 gp on the bodies of the fallen enemies. In addition, they find **Amarantha’s Heart (Dark Shard Amulet)** on the body of the Warlock of the Archfey, which is detailed further in **Player Handout 8**.

XP Award

For each phase of this movement that was marked as a success, award each player 100 XP

Proceed to the Conclusion.

Conclusion

Estimated Duration: 5-10 minutes

A general wrap up of the module, the players get rewards and closure on this event.

A Sincere Thank You

The survivors approach you, all of them bearing battle wounds and other injuries. They just hug you and say thank you over and over, for keeping them alive.

Tristan Merrygold comes forward, and gives you a crown he had kept hidden away.

“Please, accept this as a token of our gratitude. You have done Thentia a great service today. Although I may not be Watchlord for much longer, but I can acknowledge, on the behalf of all of Thentia, I bestow this honor upon you.

Kneel. On behalf of Thentia, I dub you Guardians of Thentia. Rise.” He places an honorary circlet on each of your heads.

“Thank you for your help today. May you continue to guard our city and our people.” With that, everyone comes to you and hugs you, shakes your hand, claps you on the back.

Treasure.

The honorary circlets are not worth anything, but one of them is the **Thenturian Circlet (Circlet of Blasting)**, which is detailed in **Player Handout 8**.

Developments.

At the end of this adventure, the adventurers have awoken the Tarot Card of Fate (Emperor). Depending on their actions throughout the adventure determines which version they collect.

- If they manage to get through the adventure without killing any humanoid citizens of Thentia (Warders, thugs, people who are wearing the armbands), then award the adventurers the **Tarot of Fate (Emperor) Upright** story award, which is detailed in **Player Handout 7**.
- If the adventurers get through the adventure and HAVE killed any citizen of Thentia OR they let anyone of the voters or candidates die, then award them with the **Tarot of Fate (Emperor) Inverted** story award, which is detailed in **Player Handout 7**.

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
Bandit Captain	450
Berserker	450
Cultist	25
Cult Fanatic	450
Dire Wolf	200
Duodrone	50
Jareth	1100
Monodrone	25
Pentadrone	450
Quadrone	200
Scout	100
Spy	200
Steam Mephit	50
Thug	100
Til Amendov	1800
Tridrone	100
Veteran	700
Winter Wolf	700
Wolf	50
Worg	100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Complete the Warder Games	200
Movement 2B without combat	350
Movement 2B with combat	150
Completed the Trial	350
Wrangle kittens without killing	350
Wrangle kittens with killing	150
Completing Movement 3 without any NPCs dying	100

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the

“target XP” award. Only epics may grant the “maximum” amount.

The **minimum** total award for each character participating in this adventure is 1,110 **experience points**.

The **maximum** total award for each character participating in this adventure is 2,500 **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
Escort Mission Reward	50 gp/mission
Brigand Treasure	25 gp
Prosecution Award	100 gp
Final Encounter Treasure	275 gp

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*.

Thenturian Circlet (Circlet of Blasting)

Wondrous Item, uncommon

This circlet is very old – from the time of Aesperus when he was alive. It is made of copper and onyx, with golden chains draping down from the circlet. In the center is a single shard of obsidian. This item can be found in **Player Handout 7**.

Amarantha's Heart (Dark Shard Amulet)

Wondrous Item, common (requires attunement by a warlock)

This amulet is shaped like a stylized heart – the heart seems to absorb all light into it, and is always pitch dark. When in dim light, the heart seems to have mists swirling around in it. The amulet is supported by a thin gold chain. This item can be found in **Player Handout 8**.

Potion of Greater Healing

Potion, rare

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

Spell Scroll of Mirror Image

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 the lost magical artifacts. For whatever reason, the Fates have chosen you to be involved. More information can be found in **Player Handout 6**.

Tarot of Fate (Emperor) Upright. You have followed the expectations and order of things – by protecting all the voters, candidates, and people of Thentia, you have proven that you are able to maintain the law of the land. Law and Order prevail... More information can be found in **Player Handout 6**.

Tarot of Fate (Emperor) Inverted. You have unfortunately let some people in Thentia die during the course of the voting day preparations due to your actions, inadvertent or not, and have failed to keep the law of the land. Although you tried your best, the agents of chaos have spread their fingers a little further...More information can be found in **Player Handout 6**.

Renown

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

Members of the Order of the Gauntlet that find and report evidence of infiltration into the Warder and Sir Joanna Arcengale earn **one additional renown point**.

Members of the Lords' Alliance that dig up dirt on Edea Valkrana and give it back to their benefactor to make sure she loses the election earn **one additional renown point**.

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:

Widar Patja (VIE-dar PAT-ya). Widar is devoted to Thentia, and has a lot of personal ambition as well. With the recent divide between the people, all he wants is for the election to be over so that he, and Thentia, may prosper. Currently, although he has his own personal feelings about the election, he believes that getting the election over with is the best for Thentia. Therefore, he is willing to hire whomever can make that happen.

Sir Joanna Arcengale (JOE-an-na ARK-en-gayle) A no-nonsense warrior who loves her city and is ready to protect it, no matter the cost. She recently joined the Cult of Ordinances in a bid to hopefully restore order and law to Thentia. She currently wants her friends on the Warder to support her vote, but she also wants to eventually get them to see that order must be maintained, and Aesir (and hopefully the Cult of Ordinances) will be the best ones for the job. She does not put up with any evil behavior, and certainly does not put up with anyone who would act unlawfully.

Sir Gaspard (GAS-pahrd). A fun-loving man, who claims to be the manliest man in the group. He is stronger than most, having many eggs when he grew up and even more now that he's an adult. He claims that he is the best fighter in the group, and puts on a tough exterior, but in reality, he is a softie at heart.

Kielo Wirtanen (KEY-el-oh VER-than-en). A truly kind and well-meaning woman, she currently has a newborn child at home and is tired all the time. Her and her husband manage the farm "Summer's Lily". They are firm supporters of Tristan, and they truly just want Thentia to return to the way it was before all this nonsense with the Watchlord elections.

Arno Wirtanen (AR-noh VER-than-en). A kind man, and husband to Kielo. He came here to make a farming fortune, but since he moved here, there have been many recent events putting a damper on his trade. He loves and supports his wife and his newborn child. However, he is concerned about how all the mess in Thentia is affecting his business and wants it to all be sorted out.

Naomi "Bright-Eye" Khodolis (KNA-oh-me Khoh-DOH-lys). The youngest daughter of the Khodolis family, she has joined the clergy of Tyr after the rest of her family more or less disowned her for not following what they believe. She champions the idea of "justice for all, no matter their station", and truly tries her best to live by that belief. She wears an eye-

patch over her right eye, but secretly conceals a magical eye with it. She is a lot more perceptive than she appears.

Jym (Jihm) and Helena (Hel-EEN-ah). An elderly couple who have been raising their son for 8 years now without help. They aren't downtrodden, but they are tired. When their son Kieran got sick, they thought it was from their neighbor, whom they view as a witch. They are excessively worried about Kieran's health.

Canas Darkweather (KANE-ehs DARK-weather). A recluse who lives next door to Jym and Karina. He doesn't leave his place much, but he does have weird explosions and other noises coming from it. Because of this, he is viewed of as a witch. He actually is a kind man, but most people judge him by his eclectic appearance first.

Kieran (KYEE-ran). A young, 8 year-old boy who has a striking resemblance to Kanas. He is a happy go lucky boy with a wracking cough and slight discoloration on his skin. His attitude doesn't seem to be affected by his sickness.

Asham (Ash) Jahla (ASH JAH-la). A young apprentice of the Mage's Guild. Has a very turbulent relationship with them, and is just trying to do their best to appease all members of the Mage's Guild. Ash is a very talented arcanist, but sometimes doesn't know how to control his powers well.

Til Amendov (TIL AHH-men-dov). A higher ranking cultist in the Cult of Ordinances. He has been given special control over some of the subverted Modrons to help him in his mission - to claim the newest Tarot Card of Fate. He is very big on following orders and executing battle plans exactly as he has been told - although, every once in a while, he will do something a little unpredictable.

Appendix. Monster/NPC Statistics

Acolyte

Medium humanoid (human), lawful good

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common

Challenge ¼ (50 XP)

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Bandit Captain

Medium humanoid (human), any alignment

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common, Orcish

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

Berserker

Medium humanoid (human), chaotic evil

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

Commoner

Medium humanoid (human), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Actions

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

Cultist

Medium humanoid (human), neutral evil

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 Common

Challenge 1/8 (25 XP)

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 target. *Hit:* 4 (1d6+1) slashing damage.

Cult Fanatic

Medium humanoid (human), neutral evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

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

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

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

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

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

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

Actions

Multiattack. The fanatic makes two melee attacks.

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

Dire Wolf

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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 ¼ (50 XP)

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. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Guard

Medium humanoid (human), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

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

Illusionist (Aesir Highcastle)

Medium humanoid (human), neutral

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 Common, Draconic, Sylvan, Orcish

Challenge 3 (700 XP)

Spellcasting. The mage is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following wizard spells prepared.

Cantrips (at will): *fire bolt*, *dancing lights*, *mage hand*, *minor illusion*

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**, *phantom steed**

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

*Illusion spell of first 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.

Knight

Medium humanoid (human), lawful neutral

Armor Class 18 (plate)

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages 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 a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Mage

Medium humanoid (human), neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Sylvan, Orcish

Challenge 6 (2,300 XP)

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

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

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

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

3rd level (3 slots): *counterspell, fireball, fly*

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

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

Actions

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

Monodrone

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

Senses truesight 120 ft, passive Perception 10

Languages Modron

Challenge 1/8 (25 XP)

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

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

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Noble

Medium humanoid (human), neutral

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 10

Languages Common, Elvish

Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

Pentadrone

Large construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Skills Perception +4

Senses truesight 120 ft, passive Perception 14

Languages Modron

Challenge 2 (450 XP)

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

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

Actions

Multiattack. The pentadrone makes five arm attacks.

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

Paralysis Gas (Recharge 5-6). The pentadrone exhales a 30-foot cone of gas. Each creature in that area must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the

saving throw at the end of each of its turns, ending the effect on itself on a success.

Quadrone

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2

Senses truesight 120 ft, passive Perception 12

Languages Modron

Challenge 1 (200 XP)

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

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

Actions

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

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

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

Scout

Medium humanoid (human), neutral

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common

Challenge ½ (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Spy

Medium humanoid (human), neutral

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 16

Languages Common, Elvish

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 (1/Turn). 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., one target. *Hit:* 5 (1d6+2) piercing damage.

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

Smoke Mephit

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6+5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Ignan

Challenge ¼ (50 XP)

Death Burst. When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/day). The mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) slashing damage.

Cinder Breath (Recharge 6). The mephit exhales a 15-foot-cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

Thug

Medium humanoid (human), chaotic evil

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)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge ½ (100 XP)

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.

Til Amendov (Master Thief)

Medium humanoid (human), lawful neutral

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

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

Senses passive Perception 13

Languages Common, Thieves' Cant, Modron

Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/Turn). Til deals an extra 14 (4d6) damage when he 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 Til that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Actions

Multiattack. Til makes three attacks with his shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

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

Reactions

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

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 ½ (100 XP)

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. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Veteran

Medium humanoid (human), neutral

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has its shortsword drawn, it also makes a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

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

Warlock of the Archfey

Medium humanoid (human), neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +6

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

Condition Immunities charmed

Senses passive Perception 11

Languages Common, Sylvan

Challenge 4 (1,100 XP)

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

At will: *disguise self*, *mage armor (self only)*, *silent image*, *speak with animals*
1/day: *conjure fey*

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

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

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

Actions

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

Reactions

Misty Escape (recharges after a short or long rest). In response to taking damage, the warlock turns invisible

and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Winter Wolf

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot-cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much on a successful one.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge ¼ (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Worg

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge ½ (100 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

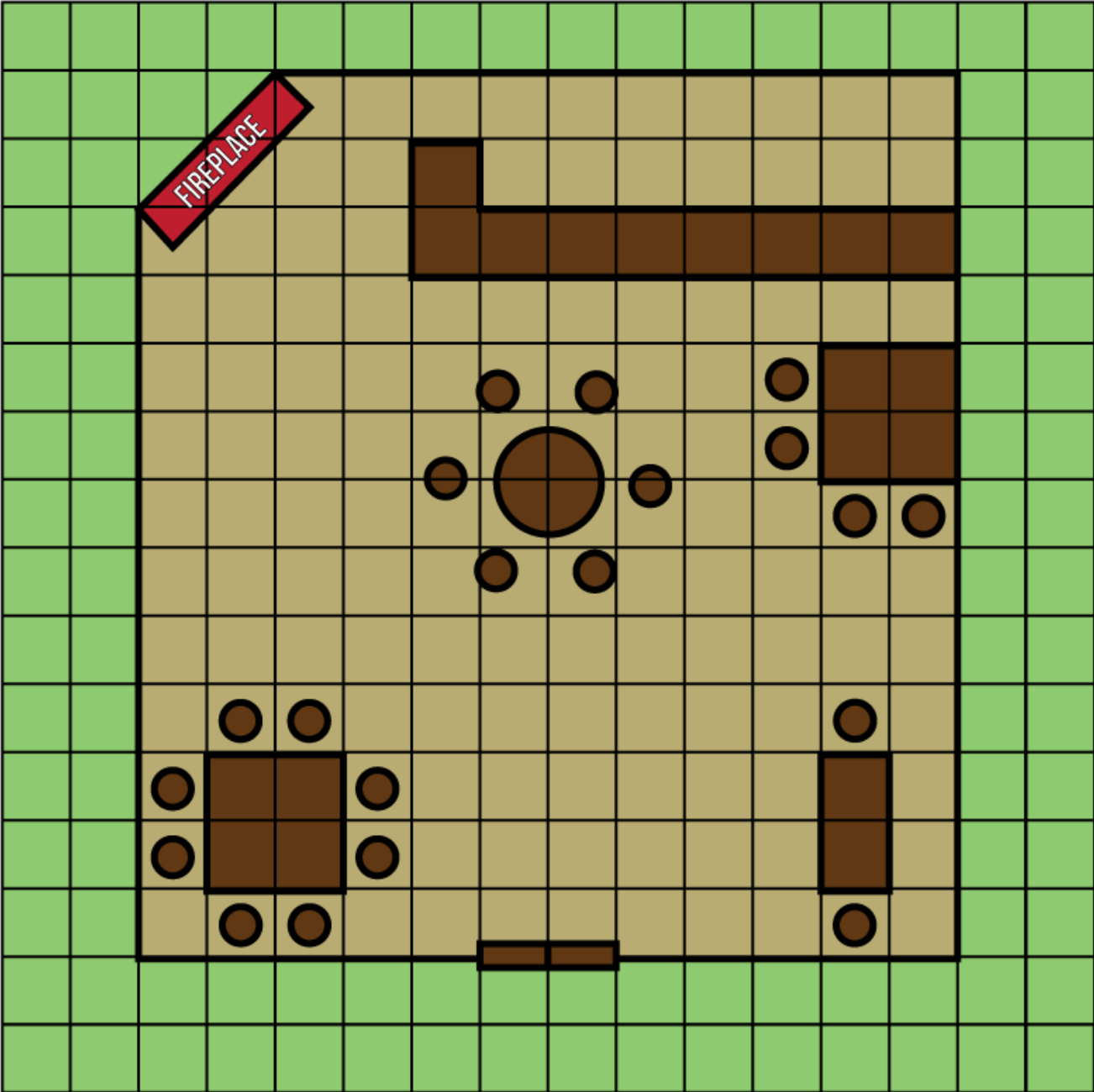
Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

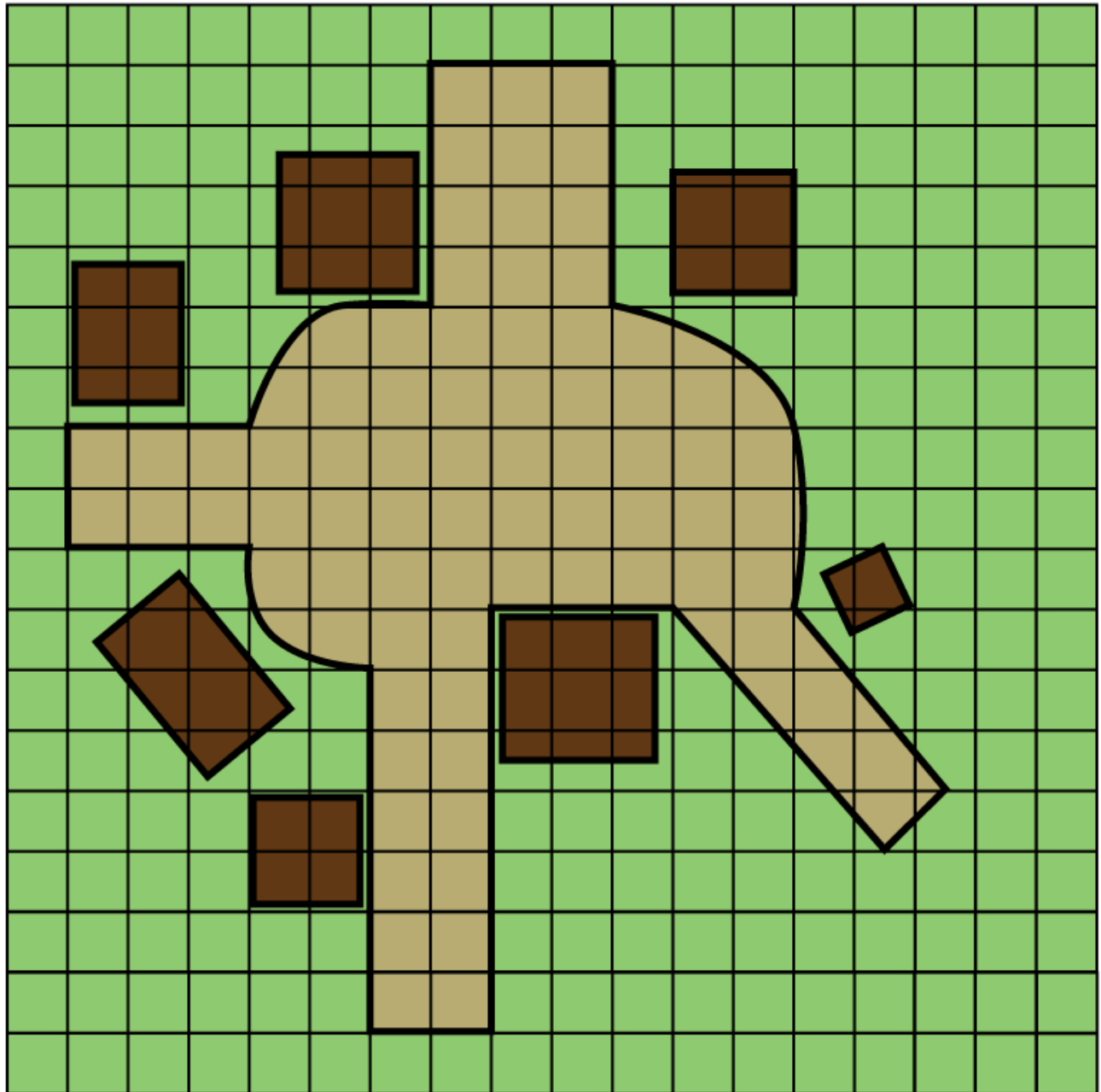
Appendix. Map of Thentia



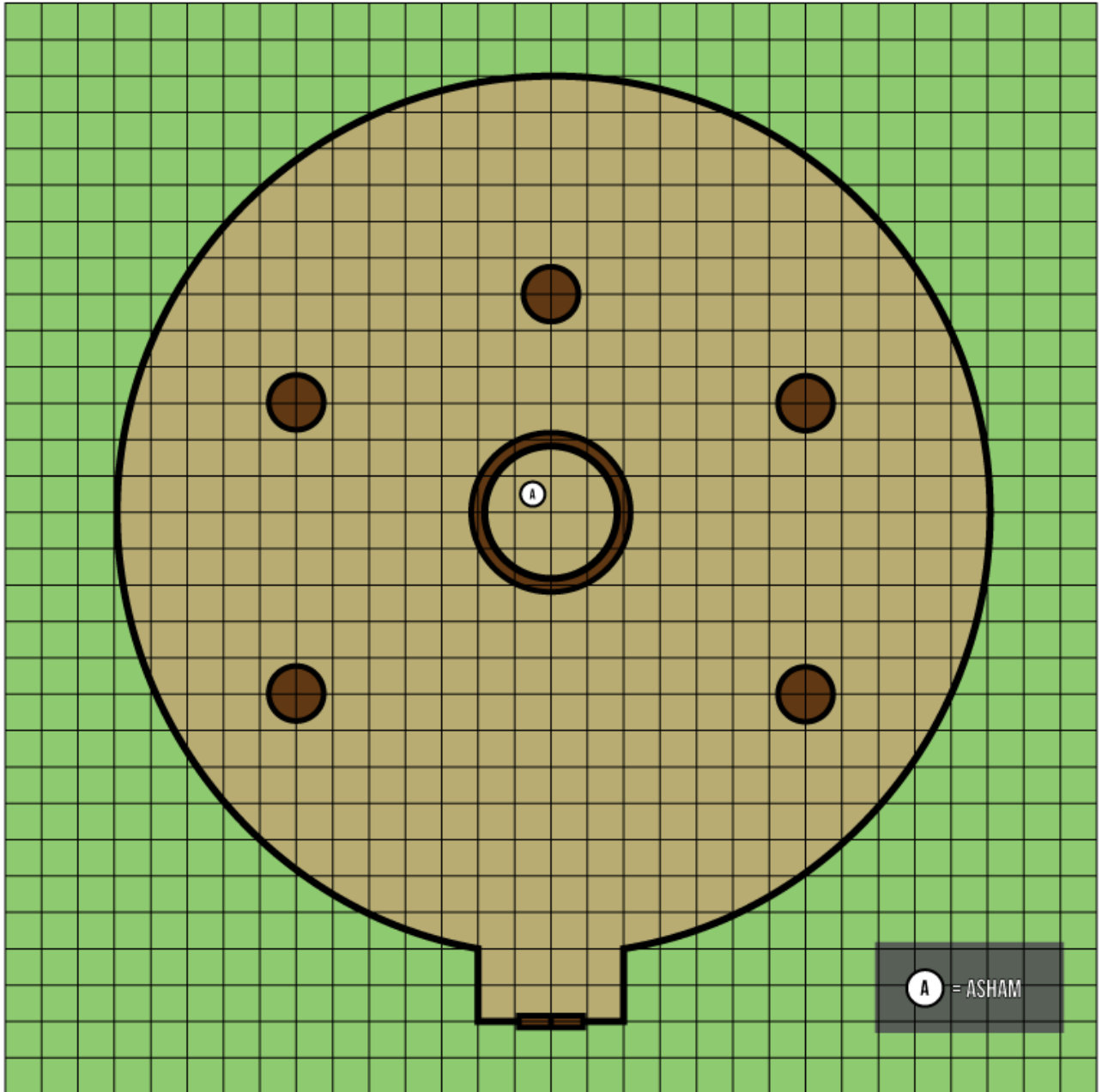
Appendix. Map 1



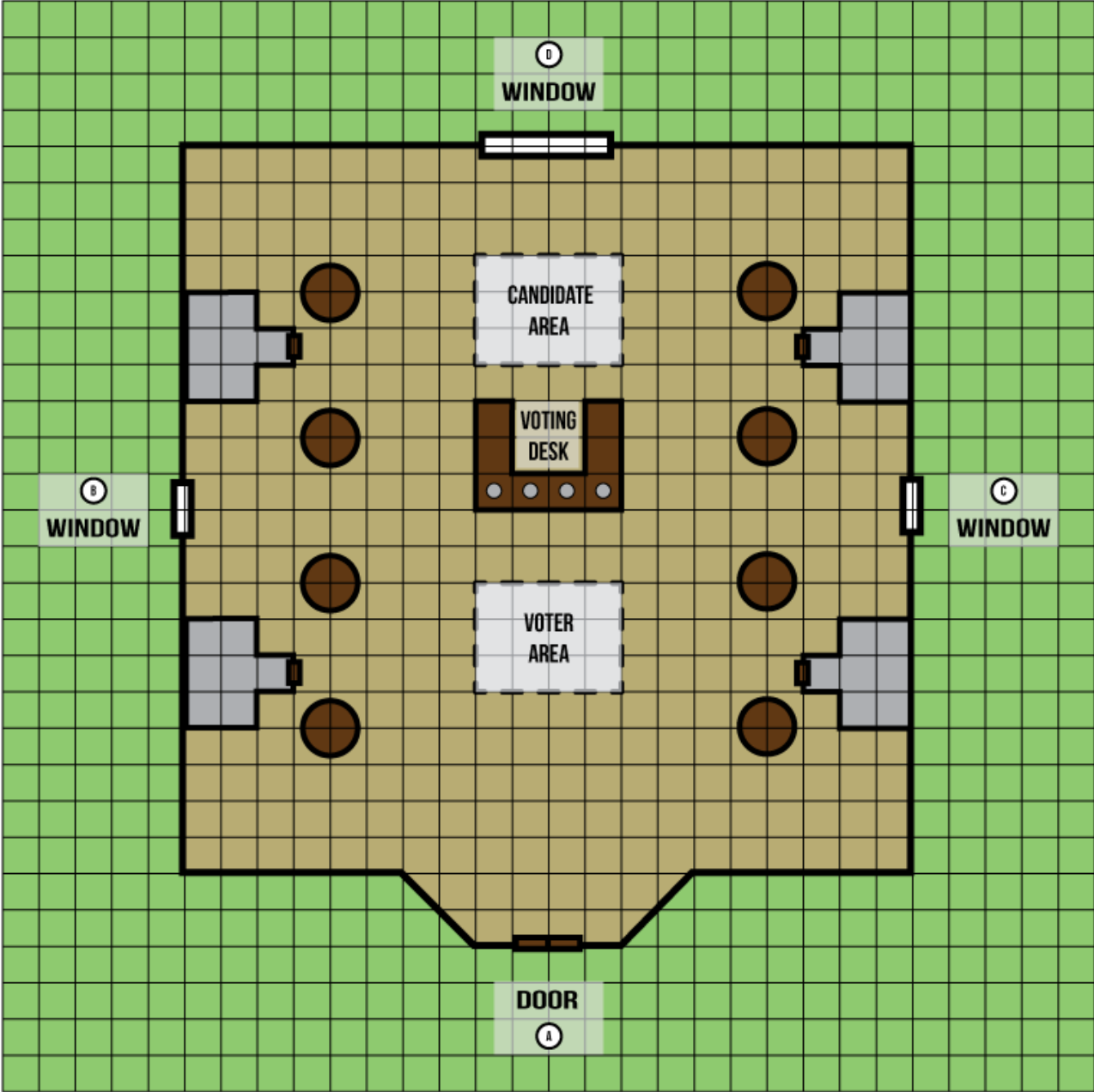
Appendix. Map 2



Appendix. Map 4



Appendix. Map 5



DM Handout 1. Tracking the Warder Games

How to use the Tracking Sheet

- Only use a number of Guards/Warders equal to the number of Adventurers.
- Sir Gaspard is ALWAYS present.
- Write each adventurer name under the guards – there are enough rows for up to 7 adventurers
- If they succeed, draw a check under the phase. If they fail, have an X.

Things to Remember

- Failing one drinking bout (Phases 1, 3, or 5) causes disadvantage on any other **drinking or eating** check made during Movement 2A.
- Failing two drinking bouts (A combination of Phases 1, 3, or 5) causes **one level of exhaustion** during Movement 2A
- Failing all three drinking bouts (Phases 1, 3, and 5) causes the adventurer to be **poisoned** during Movement 2A

PARTICIPANT	PHASE 1	PHASE 2	PHASE 3	PHASE 4	PHASE 5	PHASE 6	TOTAL SUCCESSES
SIR GASPARD							
GUARD							
GUARD							
GUARD							
GUARD							
GUARD							
GUARD							

DM Handout 2. Battle Phases of Movement 3

In this handout, we will lay out a rough outline of each battle phase and who is doing what

Phase 1

- Non-Combatants - Tristan Merrygold, Edea Valkrana, Bellana Skallon, Aesir Highcastle, and Kielo Wirtanen take the dodge action every round.
- Combatants - Sir Joanna Arcengale, Naomi Khodolis, and Ash Jahla assist the adventurers.
- Bonus Goal - Defeat all enemies by the end of Round 3
- Enemies - The enemies will ONLY attack an NPC if that NPC attacks them. They will NEVER target Sir Joanna Arcengale and Aesir Highcastle.

Phase 2

- Non-Combatants - Tristan Merrygold, Edea Valkrana, Bellan Skallon, and Kielo Wirtanen take the dodge action every round
- Combatants - Sir Joanna Arcengale, Naomi Khodolis, and Ash Jahla continue assisting the adventurers. Aesir Highcastle joins in combat.
- Bonus Goal - Ensure that none of the NPCs perish
- Enemies - These enemies do NOT discriminate between killing an adventurer and a NPC

Phase 3

- Non-Combatants - Tristan Merrygold, Edea Valkrana, and Kielo Wirtanen take the dodge action and run to safety.
- Combatants - Sir Joanna Arcengale, Naomi Khodolis, Ash Jahla, and Aesir Highcastle continue to assist the adventurers in combat.
- Goal - Defeat the enemies and have the NPCs survive
- Enemies - Til Amendov and his Quadrone will NOT attack NPC characters. Warlock of the Archfey and the Dire Wolf WILL attack NPC characters.

Player Handout 1.

Watchlord Candidates

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

- *WatchLord Tristan Merrygold.* Has held office for 9 consecutive years. Member of the nobility of Thentia and resides in the Merrygold Manor. Running on a promise of stability and experience to see Thentia through these trying times. His supporters wear Blue.
- *Lord Aesir Highcastle.* A Chondathan human and mage, his family has spent generations guarding the trade routes to Melvaunt. Has been accused of being behind the recent bandit activity along the trade routes. Runs on a platform of civic empowerment for the common people. His supporters wear Orange.
- *Edea Valkrana.* A female elf nearing her second century of life, she has owned the tile factory in Thentia for decades. Running on a platform that the disasters striking the city are the result of too much power in the hands of certain noble families and the House of the Moon (Temple of Selune), she calls for the removal of the Merchant Elite and Council of Mages from any active involvement in the governance of the city. Her followers wear Green.
- *Belanna Skallon.* A gray haired Tabaxi female and self-proclaimed High Priestess of Azuth in the city, she claims to have been a spiritual advisor to the Council of Mages, although no confirmation of this position (or denial) has been made. Belanna is running a campaign to expand the power of the Council of Mages, expanding the number of students admitted for study of the arcane arts, and believes that a greater study of the arcane is the only way to counter the magic that has cursed the city. Her followers wear Gray in deference to Azuth. Her slogan is “Belanna today; a brighter tomorrow”

Player Handout 2.

Agent,

We are aware of a threat to the stability of our Alliance.

You need to find any dirt on Edea Valkrana, whether it's real or not, and report it back to us. We can use it to destroy her — that way, she can never threaten the stability of established government systems again.

Bring back any dirt on her to us!

Player Handout 3.

Dearest Order of the Gauntlet Initiate,

We request that you help Sir Joanna Arcengale as much as possible in her mission. It is in OUR best interests that both Sir Joanna, and Aesir Highcastle, become the leader of this realm. Therefore, it is vital that you assist Sir Joanna Arcengale in her quest.

In addition, we have received some...unsettling news. Watch Sir Joanna for signs of...corruption. We have heard of a nefarious cult, and we worry she has joined. This cult is obsessed with Order and Law.

Player Handout 4.

Use this handout to track information gathered for the Prosecution team

Location 1 – Jym and Helena’s House

Location 2 – Canas Darkweather’s House

Location 3 – Healer’s House

Interview 1 – Hadda Appladay (Acolyte at Healer’s House)

Interview 2 – Snoopy DeNose (Canas, Jym/Helena’s Neighbor)

Player Handout 5.

Use this handout to track information gathered for the Defense team.

Location 1 – Jym and Helena’s House

Location 2 – Canas Darkweather’s House

Location 3 – Healer’s House

Interview 1 – Hadda Appladay (Acolyte at Healer’s House)

Interview 2 – Snoopy DeNose (Canas Darkweather and Jym/Helena’s Neighbor)

Player Handout 6. 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 the lost magical artifacts. For whatever reason, the Fates have chosen you to be involved.

Tarot of Fate (Emperor) Upright

You have followed the expectations and order of things - by protecting all of the voters, candidates, and people of Thentia, you have proven that you are able to maintain the law of the land. Law and Order prevail...

Tarot of Fate (Emperor) Inverted

You have unfortunately let some people in Thentia die during the course of the voting day preparations due to your action, inadvertent or not, and failed to keep the law of the land. Although you tried your best, the agents of chaos have spread their fingers a little further...

Player Handout 7. Magic Item

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

Thenturian Circlet (Circlet of Blasting)

Wondrous Item, uncommon

While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn. While worn, the voices of the dead whisper to you, granting you a +2 bonus to initiative if the wearer isn't incapacitated.

This circlet is very old – from the time of Aesperus when he was alive. It is made of copper and onyx, with golden chains draping down from the circlet. In the center is a single shard of obsidian.

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

Player Handout 8. Magic Item

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

Amarantha's Heart (Dark Shard Amulet)

Wondrous Item, common (requires attunement by a warlock)

While you are wearing it, you gain the following benefits:

- You can use the amulet as a spellcasting focus for your warlock spells
- You can try to cast a cantrip you don't know. The cantrip must be on the warlock spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

This amulet is shaped like a stylized heart – the heart seems to absorb all light into it, and is always pitch dark. When in dim light, the heart seems to have mists swirling around in it. The amulet is supported by a thin gold chain.

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