



Awakening of Fates

Part 1 of Song of Fates

The food shortages in Thentia have gotten worse. The crops aren't producing as much, and with the Harvest Festival approaching, the government of Thentia is seeking people to investigate the farmlands to find the cause. Popular belief says that there are monstrous beings rampaging the farms, but other powers are afoot...

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

ATX **ROLE PLAY RALLY**

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Introduction

Welcome to *Awakening of Fates*, 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 another threat 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 1**. 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

*After fire blue and mists recede
The first appears, followed by one and twenty
Whomever possesses Card's essence a plenty
Shall Fate's power decree*

-Unknown

Events from a Time Past

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

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

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

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

Events from a Time Present

Recently, the Devil card from the Tarot Cards of Fate has revealed itself, hidden in the basement of an old Thentian farm outside the town. Upon discovering this, an organization called the Cult of Ordinances swiftly came in, and is now in process of finding this card.

Because of where it is located, it has caused one of the largest farms that provides food to Thentia to stop yielding crops. Additionally, the other farms have been scared by creatures they have been seeing inside the farmstead. As a result, an existing food shortage has gotten worse. The leadership of

Thentia seeks people to investigate the farmstead, hoping to get rid of whatever is plaguing the area, allowing food production to resume in time for the Harvest Festival.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

High Priestess Seireri Moongleam (See-AIR-ee Moon-gleem). High Priestess of the temple of Selûne in Thentia. Human, female, appearing to be in her mid-20s. The adventurers' benefactor in this quest.

Ordine Sage Cherzei (SHARE-zay). A member of the Cult of Ordinances, he seeks the Devil card that has recently awoken in this area. Although cordial, he will stop at nothing to get it.

Adventure Overview

This adventure is broken down into 3 parts and a conclusion.

Part 1. Hunger in Thentia The adventurers travel to Thentia, where they meet the High Priest of Selûne. They are tasked with investigating the surrounding farmsteads for the cause of the food shortage. They also encounter the Fortune Teller, who gives them a cryptic premonition about the events of the module.

Part 2. On the Road They talk to the people who live outside the city and on the farmstead, learning that Selunites have been forcing other religions out of the city. They also meet a Bandit King who controls the only land trade route. This Bandit King has been encroaching closer and closer to the city, and the commoners worry about an attack. They also reveal the Old Farmstead, which has had strange activity taking place. Lastly, they encounter with a forward party of the Cult.

Part 3. The Farmlands The adventurers investigate the Old Farmstead, where they see servants of the Cult of Ordinances. The servants are strange-acting kobolds and goblins working under a ranking member of the cult called an Ordine Sage. This Ordine Sage offers them a hefty bribe in order to let them continue their work, which the adventurers may or may not take. Either way, a battle ensues, and the effects of the Tarot Devil Card are activated.

Adventure Hooks

Many reasons exist to bring adventurers to Thentia. These include the strange behavior outside the city, a shortage of food, and a myriad of rumors going around the town.

Faction Requisition. This is likely your first, or one of your first, missions for your faction. Adventurers of any faction may have been sent here to investigate on the faction's behalf.

As new initiates to your respective factions, it has been decided you would be appropriate to go check on Thentia to answer the pleas for help. You have been sent on your first (or one of your first) mission for your faction to check on the need for help in Thentia. You were told to rendezvous with High Priestess Seireri Moongleam at the House of the Moon to receive more details.

Cult Research. If an adventurer is a scholar or someone who would have knowledge about cults, they have learned of a new cult operating in Thentia.

Your research has led you to believe a powerful new cult is on the rise in Thentia. All you have learned is that they worship something called an "ordinance". Seeing as you are one of the only people who know about this, you feel it is your duty to gather more information, and potentially stop them.

Part 1. Hunger in Thentia

Estimated Duration: 20 minutes

The adventurers see the state of Thentia, and meet High Priestess Seireri Moongleam at the House of the Moon, a large temple to Selûne. High Priestess Moongleam tells them of Thentia's problems and requests aid in getting to the root of them.

General Features

In spite of being known for its rough inhabitants, Thentia is normally a center of trade and home to a powerful mage group. Typically busy, the streets are sparse and a sense of dread seems to hang over the city.

Weather. Heavy, drenching rain with strong gusts of wind.

Light. Well-lit, but with the sun obscured behind the rain and clouds.

House of the Moon

What is normally a lively town full of bustle and trade is currently depressed and downtrodden. The storm following your ship made weather and mood awful in the town. You pass the wreckage of ships on your way in – bodies floating in the port, people crying. After docking, you walk through the mud and rain toward the local temple of Selûne for a meeting with High Priestess Seireri. You sense the general air of distress – many vagrants on the street, asking for food, clothes, or other goods. No priests, nor anyone, can be seen helping them.

As you walk, your eye is caught by an old man in tattered clothing. He seems at ease with the problems at hand – shuffling a deck of strange cards, and giving you a cryptic gesture you do not recognize.

Before you is the House of the Moon – the magnificent temple with beautiful white marble columns and constant prayer to the night sky. A human woman greets you – she wears silver robes embroidered with moon patterns, and holds a silver staff. An attendant meets you with her, offering towels and warm tea to beat off the chill. Leading you inside to her grand chambers, she speaks, “Selûne has told me you would be here. Welcome to Thentia. I want to thank you for meeting with me; we have a lot of problems and not enough hands to do all the work.”

“We need you to go to investigate around the farms that feed our city – we hear that there are creatures roaming the fields, scaring the cattle and the farm-folk.”

Roleplaying High Priestess Seireri Moongleam

Appearing in her mid-20s, the High Priestess is a woman who seems wise beyond her years. Her mannerisms, walk, and conversation clue to her true age, 75 years. First and foremost, she follows the tenets and practices of Selûne, being kind and welcoming to all. She loves all people she meets, and is one of the kindest figures in Thentia. Many know of her through the miracles she has worked throughout the town.

Quote: “May Selûne smile upon you and your family.”

The adventurers have been lead to High Priestess Moongleam's office - where they will have an opportunity to converse about Thentia and what she needs them to do outside the city.

As the characters sit and prepare to meet with her, this is a good time for them to introduce themselves to each other. Once that is done, she continues.

The High Priestess is obviously very concerned about the welfare of Thentia, and wants to do as much as she can to help improve the morale of the town, and help with the food shortage. However, she doesn't know what to do, and most of their clerical magic is devoted to healing an unknown ailment causing people to waste away. Unfortunately, even magical healing isn't working.

From conversation, these are things that may come up:

- The crops have been washed away with rain and, what some say, other creatures that are creating panic
- Throughout the city, there have been major food shortages. They have gotten worse as the weeks have gone by, and now many of the poorer people of Thentia are starving.
- The clerics have been preoccupied with a strange ailment that has just swept across the land, and have not been able to do all they normally would for the increase in population.
- Rains have been harsh recently, with much of the days of spring having heavy rains. It has not done anything to help the mood of the town.
- Normally, clerical magic would be used to conjure some food and water for people. Recently, however, there has been an ailment that the clerics cannot figure out how to cure.
- The Riders of Thentia, who would normally handle this investigation, are busy patrolling the roads.
- A group of bandits have begun waylaying wagons bringing food and other needed goods into the city.

If the players ask for a reward, she offers them 200 gp. She won't give any in advance, and not until they

come back with evidence of what is happening. She is paying for these services out of her own pocket, as much of the city's treasury has gone into paying for what little food they've been able to find this past winter.

Once the conversation is over, she will wish them on their way, and wish them the luck of Selûne.

Throughout Thentia

The town of Thentia is busy with people, with many people begging for food or money. If the players wish to ask around or listen to rumors throughout the city, they may make a **Charisma (Investigation)** check to hear rumors.

When making these checks, if the adventurer rolls high enough, they get all the information up to that DC check. For example, a roll of 15 would provide the information at DC 10 and 15.

- DC 10: Many people are unhappy about the lack of food. "Where are our leaders? Why haven't the clerics done more to provide food and water to people?"
- DC 12: Some of the people in the town that are refugees from the farm areas tell stories about horrible monsters invading outlying farms, but then the monsters started acting very strange.
- DC 15: There is some sort of sickness going around causing people to start to rot away. The common folk aren't sure what causes it, and there seems to be no cure.

As the players are preparing to leave the town, a man in rags approaches, grabbing one of them by the shoulders.

As you near the Winter Gate that leads north out of Thentia, a man dressed in rags steps in front of your party. It is the same man you saw earlier sitting on a corner in the rain. He suddenly steps in close to you, and in a conspiratorial whisper, says, "One controlled by the machinations of ordinances and chaos, with the tainted one hanging in the balance. You have been chosen!"

Just as quickly as he stepped up to you he turns away and disappears into a crowd that seemingly comes from nowhere. As you struggle past the surge of humanity, you look around but the old man is nowhere to be seen. Shrugging aside his words as the ramblings of an old, insane man, you venture forth into the surrounding farmlands, hoping to find what is sowing fear into the farmers, and help alleviate the food shortages that are ravaging Thentia.

At this point in the adventure, all players earn the **Touched by the Fates** story award, which is found in **Player Handout 1**.

XP Award

For successfully finding information and receiving the **Touched by the Fates** story award, award each character 50 XP.

Proceed to **Part 2: On the Road**.

Part 2. On The Road

Estimated Duration: 45-60 min

The characters trudge through the mud and rain toward the troubled farmstead. Along the way, they have the option of speaking to refugees. Upon reaching the farm, they have their first encounter with servants of the Cult of Ordinances.

General Features

The general area outside of Thentia has the following features.

Terrain. The grass here is swollen with water, with a lot of mud puddles and muddy tracks. The ground almost sucks at your boots when you walk through it.

Weather. The weather is humid, and overcast. It has been raining the past few days, and looks like a storm is coming.

Light. The outside is well-lit, despite the cloud cover.

Smells and Sounds. The air smells of mud and dirt.

Outside the City Walls

Leaving Thentia through the Winter Gate you see a fair amount of people. You believe they are refugees by the way they have set up tents just outside the city walls. Some do not appear to even have tents, only bedrolls and the clothes they wear.

The land is wet and soggy and only weeds seem to be thriving in this rain. The River Thent is to your left and two muddy roads lead away from the Winter Gate. The air is wet and damp, and the ground sloshes beneath your feet from all the water.

Several of the refugees look at you with curiosity in their faces. Others look at you with pleading eyes as they struggle to keep their children dry. It is obvious that these people are not used to seeing adventurers and wonder what you are up to.

If the players wish to talk to the refugees and homeless population outside the city walls, they can make a **Charisma (Investigation)** check to find out the following information.

- DC 10: The farms haven't had great yields this spring and the extra rain has washed away the spring plantings. The moorlands are not high above sea level and the rain has flooded much of the area.
- DC 12: A local farmer named Sterth reported seeing kobolds and other humanoids near his farm just north of here earlier today. They came up suddenly and appeared in his grain fields. That

was when he decided it was time to finally abandon the farm. He's taken his family into Thentia to stay with relatives.

- DC 15: Besides the kobolds and other humanoids, Sterth told a few people that he also saw a strange man wearing strange robes, who seemed to be leading the kobolds. The kobolds were acting strangely and did not seem to be there to pillage. Rather, they seemed to be looking for something, but he wasn't about to stop to ask them what.

If the characters decide to continue towards these recent reported sightings, any of the refugees or guards present can show them which road to take. If the adventurers want to do **Intelligence (Nature)** or **Wisdom (Survival)** checks to gain more basic information, then continue below. Otherwise, proceed to **Roadside Terrors**.

Roadside Investigations

Players may make **Wisdom (Survival)** or **Intelligence (Nature)** check to find out the following information.

Wisdom (Survival) Checks

- DC 10: You can tell the ground has been oversaturated with water recently. All the vegetation here has yellowed, and seems to be suffering from the excess of water.
- DC 12: There are numerous tracks of humanoids and other creatures throughout the surrounding areas. Most of the movement seems to be going towards the city.
- DC 15: You see bestial footprints mixed into the others, and they are headed in the opposite direction - all towards the left path.

Intelligence (Nature) Checks

- DC 10: You can tell the ground has been oversaturated with water recently. All the vegetation here has yellowed, and seems to be suffering from the excess of water.
- DC 12: The land itself is drowning. You can easily tell that vegetation cannot thrive in the constant rains that have been happening recently. In addition, soon the river will be flooding the surrounding parts.
- DC 15: The weather here is natural, but you can sense something unnatural working in this area. It is not related to the weather, but it has left an imprint that irks you.

Feel free to take liberty describing the land - it is very wet, with lots of vegetation surrounding the gates. The paths are wagon ridden down, and the people are sad and wet. They're hungry.

Once they have gathered the information from checks (or if they chose not to), move on to **Roadside Terrors**.

Roadside Terrors

You have been walking for several hours after leaving Thentia. The rain has slowed, but never really stopped. The grass that had been common closer to the city has given way to pastured fields, although instead of corn or hay, you see mostly weeds and overgrown shrubs.

Continuing along the road you first hear, then see, a pair of vaguely humanoid shapes that appear to be standing guard in the road. Others can be seen in the fields, randomly digging holes in the ground and, from the sound of it, searching for something. As you approach you hear a “Eureka!” type sound from one of the small, draconic creatures. He’s holding something up in his hands and his yelling has diverted the attention of the road guards away from your approaching party.

They have not yet seen you.

The “guards” are a force of 5 **kobolds** and 1 **goblin** waiting for anyone who tries to approach the abandoned farmstead. All the guards were supposed to remain in the road but took it upon themselves to dig and search this field, duty they had been doing elsewhere for the past few days. They have, for the most part, abandoned their positions and are not paying much attention to the road.

As Fate would have it, the kobolds have located one of the items the Ordine Sage has been searching for: a decades-old letter originally intended for Lord Strahd von Zarovich. The letter is encrypted in a simple substitution cipher. The original can be found in **Player Handout 2** and the translated version in **DM Handout 1**.

Should the player’s attempt communication or parley, the guards draw their weapons in an attempt to intimidate the party, calling out, “Order will be restored. Do not interfere.” The kobold who found the letter will hastily stuff it inside his very dirty leather vest for safekeeping. This action can be easily noticed by anyone with a passive Perception of 12 or higher.

Because the guard patrol is distracted by their find, sneaking up on the force, or past them if the players so choose, is exceptionally easy. A **Dexterity (Stealth)** check of DC 8 is all that is required for either option.

The goblin that leads the patrol is named Mitzy and is very cognizant of her position as a “squad leader”. She’s very young at age 6, and not used to being in charge. Since goblins don’t normally tend to be intelligent enough to follow orders, Mitzy is unused to having Lawful creatures (Kobolds) under her command. She’s very unsure of herself, and unsure of her ability to command troops. As such, she will initially be reluctant to force combat, but one of the kobolds eventually will become impatient if “all this talking ain’t getting’ us nowheres!”

The kobolds will fight to the death, but if the battle seems to be going against them, Mitzy is a coward at heart and will try to run away. If captured alive, Mitzy knows the following information, which can be “forced” out of her with a successful **Charisma (Intimidation)** check of 5 or higher.

- She works for a mighty wizard named “Cesar Sozay”. Mitzy is so frightened, she is having problems remembering the correct name.
- Mitzy was put in charge of this patrol and told to guard the road to the farmhouse. She was to keep away any “rabble” that tried to approach.
- The kobolds grew bored soon though, enough to start digging holes again like they have been almost every day for the past two weeks.
- Even though she tried to get the kobolds back into their guard positions, they would not listen to her, even going as far as to pretend not to hear her orders.
- Mitzy has no idea what the kobolds were looking for. “Cesar Sozay” simply told them to bring anything unusual or old to him. The letter seems to fit in with the items brought to him that piqued his interest.
- There are more guards and diggers near the farmhouse and “Cesar Sozay” is probably nearby somewhere. “Nobody tells me nothing,” she complains.
- Mitzy really just wants to go home now.

Use **Appendix B: Roadside Terrors Map** for this combat.

Adjusting this Encounter

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

- **Very Weak/Weak:** Remove 2 **kobolds**
- **Strong:** Mitzy is a **Goblin Boss**, and her “Redirect Attack” works with kobolds
- **Very Strong:** Add 2 **kobolds**, and Mitzy is a **Goblin Boss**, and her “Redirect Attack” works with kobolds

Tactics

In this fight, the kobolds and goblins act very organized - which is very strange for these races. The kobolds are fighting in daylight, so they will suffer from their daylight sensitivity. Despite this, the kobolds will always try to make use of their pack tactics. Mitzy the goblin will try to remain out of direct combat, instead shouting orders from the backline and making use of her bow.

Treasure

By searching the bodies of the kobolds and goblins, the adventurers can find various trinkets and baubles totaling to 25 gold pieces in value.

Developments

The letter discovered by the patrol is easily recoverable from one of the dead kobolds. The letter is dirty, but that may be from either being buried, or from being so close to the kobolds. Sometimes, it's hard to tell which would be filthier. Give them

Player Handout 2.

With a successful DC 10 **Intelligence (Investigation)** check, the characters can determine that the letter has been buried for several decades but somehow is still in amazing condition.

If the characters inquire about "Agents of Mechanus", a successful DC 15 **Intelligence (Religion)** check reveals that "Agents of Mechanus" probably refers to the Plane of Mechanus, a plane of absolute law and clockwork routine of perfect order. Modrons, such as Monodrones and Duodrones, are native to Mechanus.

A DC 10 **Intelligence (Nature)** check reminds the characters that the area for nearly 100 miles around Thentia are moorlands with limited tree growth. Certainly nothing that could be called a "forest" is nearby.

Additionally, a successful DC 14 **Wisdom (Insight)** check reveals that the influence of the Plane of Mechanus would cause these kobolds and goblins to be more organized and willing to work together.

Proceed to **Part 3: The Farmstead.**

Part 3. The Farmstead

Estimated Duration: 45-60 min

General Features

The outside of the farmstead has these general features:

Terrain. The grass here is swollen with water, with a lot of mud puddles and muddy tracks. The ground almost sucks at your boots when you walk through it.

Weather. The weather is humid, and overcast. It has been raining the past few days, and looks like a storm is coming.

Light. It is well lit outside, despite the cloud cover.

Smells and Sounds. It smells of mud and dirt.

Outside the Sterth Farm

The sun is setting as you approach the Sterth Farm. The farm is a small, old, single-family, farmstead with one small barn and an even smaller house. There are plenty of fields that should be sprouting with small grains even this early in the planting season. Instead, all they seem to be growing are weeds.

The home itself seems to be well maintained, considering the rain the area has seen the past few weeks. It's seen better days, but it is obvious the family took care of their home.

As you approach closer to the farmstead you find more kobolds who seem to be digging. The kobolds are particularly organized, having sectioned off the nearby land into quadrants, and are busy digging into them in order. You notice one winged kobold flying overhead overseeing the digging and keeping watch on the surroundings. You are fairly certain he has not noticed you, as no alarm has sounded.

The adventurers are far enough away to avoid this encounter through stealth tactics by sneaking around the farmhouse and into it from the rear entrance. Use **Appendix E: Outside the Sterth Farm Map** for this section.

They have two options: to sneak around (**Option A**), or to confront the kobolds head on (**Option B**).

Option A. Sneak Into Sterth Farm

Should the characters try to sneak around, they must succeed on a group DC 12 **Dexterity (Stealth)** check. The **winged kobold** is actively watching, and seems more perceptive than a normal kobold. Should they have a success, you may proceed to **Inside Sterth Farm**. Should they fail, proceed to **Option B - Battle Outside Sterth Farm**.

XP Award

If the characters succeed in sneaking around the patrol outside the farmstead, award them experience as if they had fought in the encounter, then proceed to **Inside Sterth Farm**.

Option B. Battle Outside Sterth Farm

If spotted, or if the party runs up, the **winged kobold** takes flight and shouts an alarm. Meanwhile, the 5 **kobolds** draw their weapons and squawk for battle.

Adjusting this Encounter

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

- **Very Weak/Weak:** Remove 2 **kobolds**
- **Strong:** Add 2 **hobgoblins**
- **Very Strong:** Add **kobold dragonshield**, and change all kobolds to **winged kobolds**

Tactics

The kobolds are still suffering from their sunlight sensitivity during this combat. The kobolds will make the best use of their pack tactics, while the winged kobold will try to drop rocks on targets from above, unless the rest of the kobolds aren't faring well, in which case he will join melee combat.

Treasure

Investigating the kobolds finds strangely marked armbands – made of gold and silver, they have interlocking runic patterns made with a very precise hand. The centerpiece of the bracers has a horseshoe that is upside down, surrounded by a series of interlocking circles. These bracers are worth 25 gp. In addition, the winged kobold does carry a *Potion of Healing*.

Once this is resolved, read the following text.

Now that the kobolds have been taken care of you can inspect the holes they were digging. Each quadrant has been meticulously organized and investigated. Some holes are deep, while others are not. Looking around, you don't see anything that the kobolds may have found and nothing suggests what they were seeking.

Developments

This combat, or lack thereof, does not affect the final combat.

The adventurers may go into the farmhouse from either way. It won't change the inside encounter. Once they enter, proceed to **Inside the Farmstead**.

Inside the Farmstead

Read the following whether the characters stealthily move up to investigate the farmstead or boldly walk through the closed front door.

General Features

The inside of the farmstead has these general features:

Terrain. The planks of wood on the ground have swollen with the amount of recent rain. There are various supplies haphazardly spread about. .

Light. It is dimly lit, having the lights of candles, lanterns, and such for the Ordine Sage to read his map.

Smells and Sounds. It smells of dirt and bad hygiene, which is masked by the burning oil and wax.

Inside the small farmhouse the living area is in disarray. The chairs, tables, broken dishes, and ancient paintings have all been haphazardly stacked against the far wall.

In the center of the room a crude map of Thentia and the surrounding farmland has been drawn on the wooden floor. Various spots are marked with an X, some in red ink, others in black.

Standing over the map is a man, wearing a white and gold robe, bearing interlocking circles and interwoven patterns, all centered around an upside-down horseshoe surrounded by interlocking circles, which is similar to the mark on the bracelets the kobolds were wearing.

The man turns toward you and greets you with a smile. "We've been waiting for you to show up. Please, come in. We have much to discuss."

Roleplaying Cherzei, The Ordine Sage

This Ordine Sage is bent on finding the Tarot Deck of Fate. Cherzei (SHARE-zay) is focused on his task, and due to the nature of the card he is looking for, knows that anyone searching for him might help find it. Ultimately, he will take the card back to his masters, but he will bribe them for their help.

Cherzei continuously speaks in the "royal voice" using "we," "us," and such. He is quite egotistical and believes his organization is the true ruler of all mortals. Obviously to him, the day is coming that he will be at the leading edge of the organization. His destiny awaits him, as soon as he handles the small, mundane, chores.

Quote: "My fate has been ordained."

Throughout this conversation, Cherzei will offer up the following information:

- There is a powerful surge of magic throughout the land, offering great power.
- For some reason, Thentia has been ordained as the convergence point of this power.
- Now that it's started, the magical influx will only keep growing in power.

After Cherzei has finished discussing the "powerful magic" he is searching for, read the following text. Adapt the offer as needed, depending on player actions and if they simply attack him outright.

Cherzei says, "We know this power is tempting, but even we are not powerful enough lay claim to it. However, we have been authorized to offer you 200 gold pieces to simply turn around and walk away. Just leave Thentia and the money will be yours.

"If you choose not to accept this money, however, we will be forced to destroy you to prevent interference. We don't wish this, of course, so please, take the money."

As he finishes his offer, a group of goblins, kobolds, and one orc, come out of the shadows of the back rooms. They are grinning and brandishing their weapons, making clear what they hope your decision is.

Under no circumstances will Cherzei tell the party what he is searching for. As a devout believer, he would rather die than provide outsiders with that information.

At this point, the adventurers have two options. If they accept, proceed to **Option 1: Accept the Bribe**. If they refuse, continue to **Option 2: Reject the Bribe**.

Option 1: Accept the Bribe.

If they accept the bribe, they will earn the story award **Tarot of Fate: Devil (Upright)** which is detailed in **Player Handout 1**.

Read the following boxed text.

"We foresaw that you would accept our offer and see reason. Like so many other mortals before you, you understand your place in the world. Sadly, that is your downfall. Attack!"

Proceed to **Battle of Flames**.

Option 2. Reject the Bribe.

If they reject the bribe, they will earn the story award **Tarot of Fate: Devil (Inverted)** which is detailed in **Player Handout 1**.

Read the following boxed text.

“Surprising. Our divinations led us to believe that anyone we came across would gladly accept our offer. You don’t seem to understand that your Fate has already been sealed. So be it. We applaud your choice but you have chosen to obstruct us.” Turning to the assorted goblins and orcs, he commands them, “Attack!”

Proceed to **Battle of Flames**.

Battle of Flames

For this encounter, use **Appendix F: Battle of Flames** for the map.

Present in this encounter are **Evil Mage (Cherzei)**, **1 orc**, **3 kobolds**, and **2 goblins**.

Adjusting this Encounter

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

- **Very Weak/Weak:** Remove 1 **orc** and 2 **kobolds**
- **Strong:** Replace 2 **goblins** with 1 **hobgoblins** and add 1 **kobold dragonshield**
- **Very Strong:** Add 3 **kobolds**, 1 **kobold scale sorcerer**, and 1 **orcs**

Tactics

The orc will engage with the strongest looking physical member of the party. The 4 kobolds will gang up on a member of the party they think they can kill easily. The 2 goblins will attack at range, using their shortbows first. Cherzei will first try and support his group, but if either all the kobolds, both goblins, or the orc dies, he will start using more offensive actions while moving as far away from the party as possible. However, he will not run away.

Development

Upon Cherzei’s defeat, read the following

“Astounding! It seems you have defied your Fate. And yet, all has been Ordained.” You see a light sparkle in his eye as he looks up at you. “Our death means nothing, you know, for the Devil has revealed itself.” He laughs with his final breath and dies with a smile upon his face.

Treasure

They may claim Cherzei’s *Ordine Sage Robe*. On the orc’s body, they find a *Potion of Healing*. The only other thing that might be useful is the maps that Cherzei had out, showing the dig sites around the farm areas. This may be good proof to return of the shortages of food to High Priestess Moongleam.

Proceed to the **Conclusion**.

Conclusion.

Return to Moongleam

Upon returning to Thentia, the characters may report about the strange cult operating in the farmstead, which was the believed cause of food shortages. Hopefully, with the Cult of Ordinances gone, some more food will be able to come in.

She thanks the adventurers for their work, and makes good on her offer from earlier of 200 gp.

High Priestess Seireri Moongleam stops for a moment and peers at each of you. "You seem...different somehow. As if some great power has taken notice of you, perhaps even marked you in some momentous way. Or, maybe it's just the way you bear yourselves after completing this task. Time will tell..."

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
Cherzei	200
Goblin	50
Goblin Boss	200
Hobgoblin	100
Kobold	25
Kobold Dragonshield	200
Kobold Scale Sorcerer	200
Orc	100
Winged Kobold	50

Non-Combat Awards

Task or Accomplishment	XP Per Character
Investigation	50

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

The **maximum** total award for each character participating in this adventure is **650 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
High Priestess' Reward	200
Bracelets	25
Roadside Terrors	25

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*.

Ordine Sage's Robes (Robe of Useful Items)

Wondrous Item, uncommon

This white robe has gold detailing, and all of its patterns look very orderly. The robe itself gives its wearer a sense of assuredness, as if there is a purpose to every action taken and seen. This item can be found in **Player Handout 3**.

Potion of Healing

Potion, common

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

Story Awards

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

Touched by the Fates. Many Powers circle around Thentia, and the Moonsea, searching for lost magical artifacts. For whatever reason, the Fates have chosen you to be involved. More information can be found in **Player Handout 1**.

Tarot of Fate (Devil): Upright. You have proven to some higher power that you, like other mortals, are weak to material temptation. You have earned the unending ire of the Ordinances. More information can be found in **Player Handout 1**.

Tarot of Fate (Devil): Inverted. You have proven to some higher power that you, unlike other mortals, are able to resist temptation. You have earned the blessing of the Ordinances. More information can be found in **Player Handout 1**.

Renown

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

DM Reward

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

Appendix A. Dramatis Personae

The following NPCs are featured prominently in this adventure:

High Priestess Seireri Moongleam (See-AIR-ee MOON-gleem). High Priestess of the temple of Selûne in Thentia. Human, female, thought to be in her mid-20's. The characters' benefactor in this quest. She has an inkling of what the Tarot cards of fate are, but will never reveal it to the characters. She knows that they have been chosen at the end.

Ordine Sage Cherzei (SHARE-zay). A member of the Cult of Ordinances, he seeks the Devil card that has recently awoken in this area. Although cordial, he will stop at nothing to get it. He knows he is very close to his goal, but can't figure out why it won't appear for him. He can be very prideful in his work, believing he is superior to his servants.

Appendix B. Monster/NPC Statistics

Evil Mage (Cherzei)

Medium humanoid (human), lawful neutral

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. Cherzei is a 4th level spellcaster, with Intelligence as his spellcasting ability (Spell Save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *light, mage hand, shocking grasp*

1st level (4 slots): *charm person, magic missile*

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

Actions

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

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Actions

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

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

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

Reactions

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

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

Actions

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

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

Kobold

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Actions

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

Sling. *Ranged weapon attack:* +4 to hit range 30/120 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

Kobold Dragonshield

Small humanoid (kobold), lawful evil

Armor Class 15 (leather, shield)

Hit Points 44 (8d6 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Senses Darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Dragon's Resistance. The kobold has resistance to cold damage.

Heart of the Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

Actions

Multitattack. The kobold makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

Kobold Scale Sorcerer

Small humanoid (kobold), lawful evil

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*

1st level (4 slots): *charm person*, *chromatic orb*, *expeditious retreat*

2nd level (2 slots): *scorching ray*

Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell. When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell. When a kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Actions

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

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

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

Javelin. *Melee or ranged weapon attack:* +5 to hit, range 5 ft or 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage

Winged Kobold (Urd)

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Actions

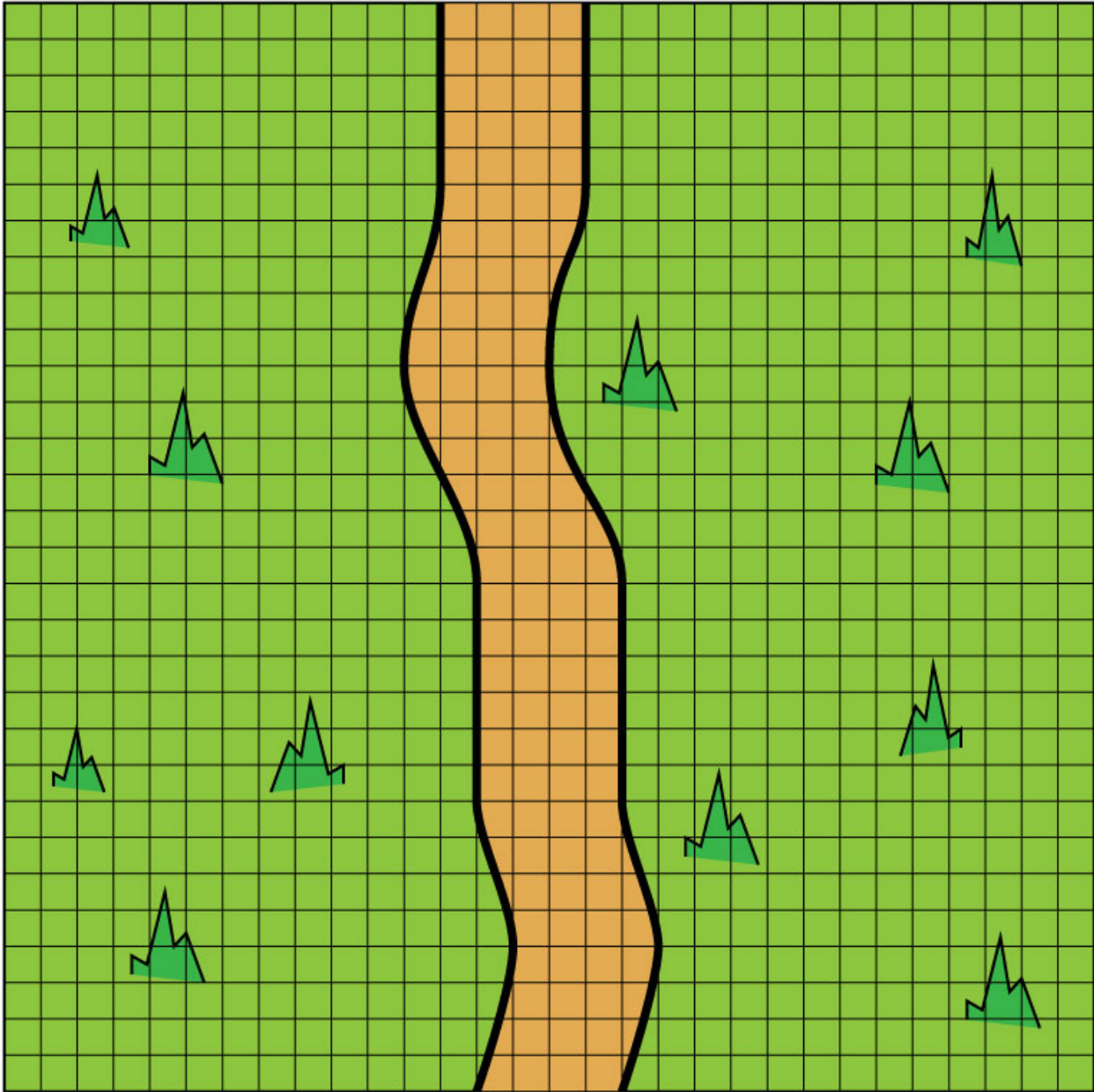
Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. Hit: 5 (1d4+3) slashing damage

Dropped Rock. *Ranged weapon attack:* +5 to hit, one target directly below the kobold. Hit: 6 (1d6+3) bludgeoning damage.

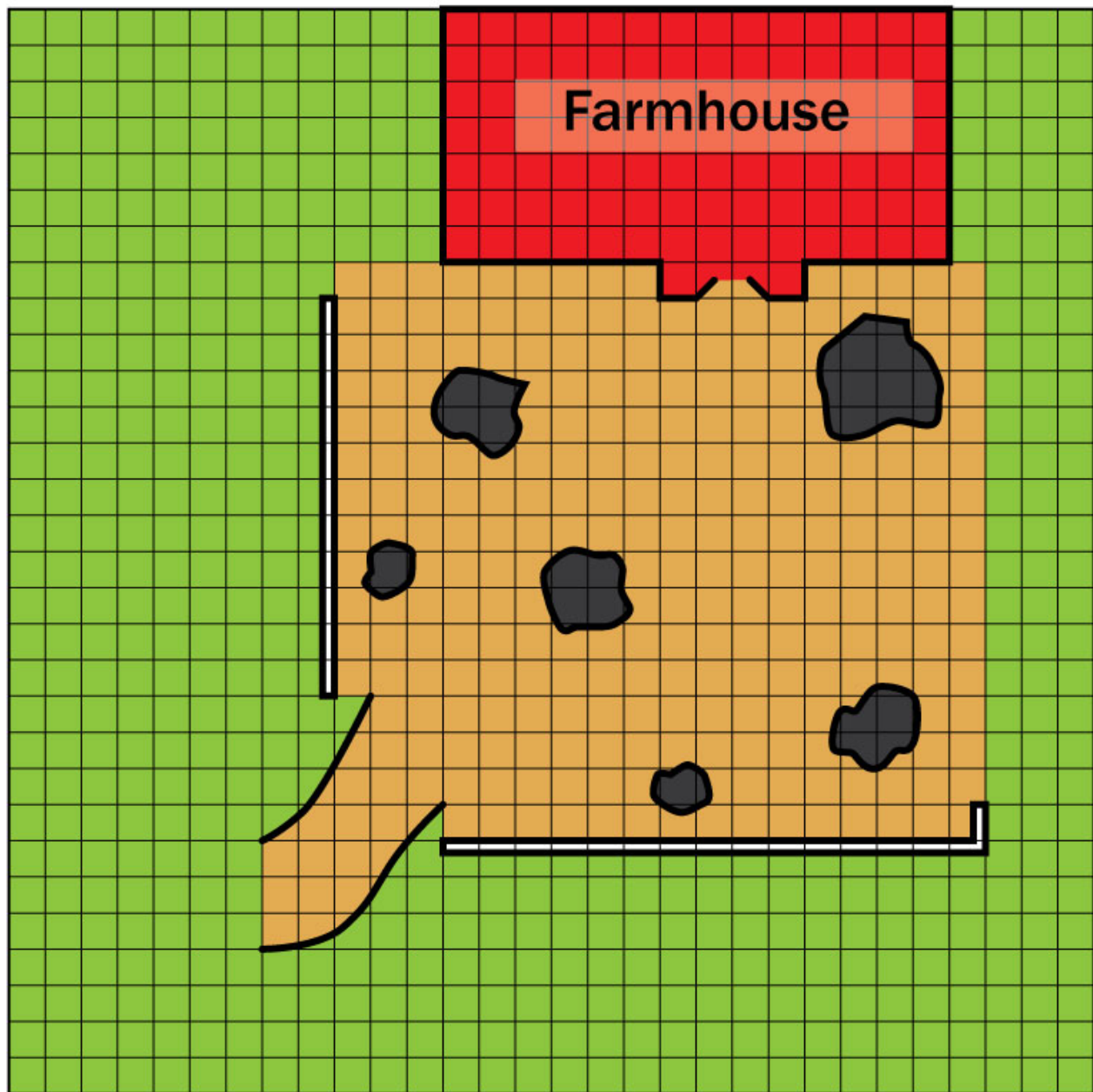
Appendix C. Map of Thentia



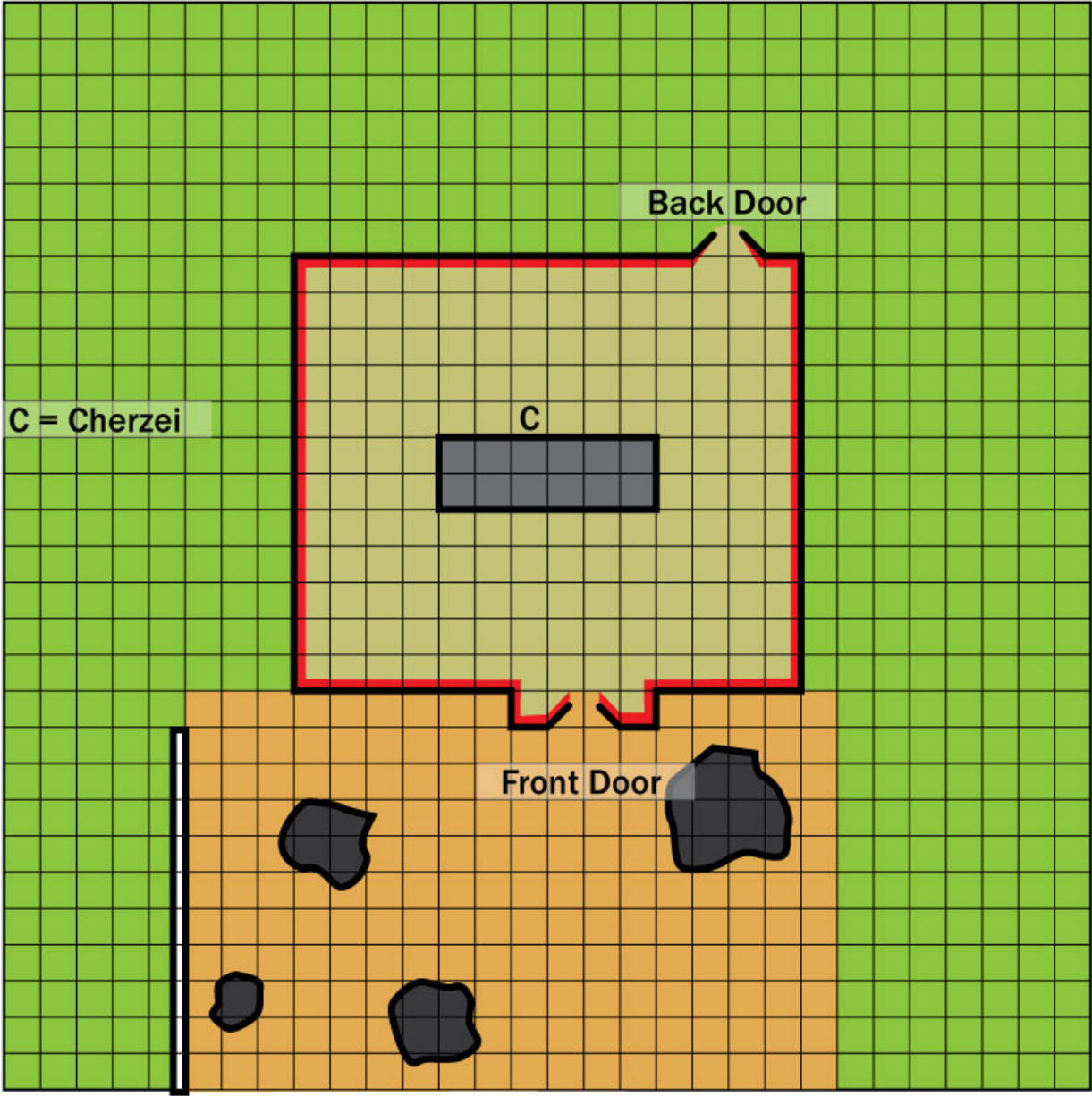
Appendix D. Roadside Terrors



Appendix E. Outside the Farmstead



Appendix F. Battle of Flames



Player Handout 1. Story Award

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

Touched by the Fates

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

Tarot of Fate (Devil): Upright

You have proven to some higher power that you, like other mortals, are weak to material temptation. You have earned the unending ire of the Ordinances.

Tarot of Fate (Devil): Inverted

You have proven to some higher power that you, unlike other mortals, are able to resist temptation. You have earned the blessing of the Ordinances.

Player Handout 2. The Buried Letter

Ndkg rckpeg,

cei cpkdc giql ioikmir. ac opw edng cei xdtik cd kinipri

wdv ukdo wdvk xkardf. pmifcr du oiqepfvr pfg cei tacqe

du cei udkirc hdce riil cd qnpao ceio.

Player Handout 3. Magic Item

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

Ordine Sage's Robes (Robe of Useful Items)

Wondrous Item, uncommon

This Robe of Useful Items has silk patches of various shapes covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment. It has patches for the following:

- a dagger
- steel mirror
- 10 ft. pole
- 50 ft. hempen rope
- a riding horse (mechanical in nature, otherwise the same)
- 4 potions of healing
- a 1st level spell scroll
- a bag of 100 gp

This white robe has gold detailing, and all of its patterns look very orderly. The robe itself gives its wearer a sense of assuredness, as if there is a purpose to every action taken and seen. This item can be found in the *Dungeon Master's Guide*.

DM Handout 1. The Buried Letter (Translated)

Lord Strahd,

The Tarot Deck emerges. It may hold the power to release you from your prison. Agents of Mechanus and the witch of the forest both seek to claim them.