



A Martyred Heart

Part 3 of Song of Fates

As Thentia's lighthouse grows dim so too does faith within the city. In the midst of this a priest of Ilmater has been accused of a heinous crime. But is this really the truth of the matter, or are we all just Agents of Fate?

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

ATX **ROLE PLAY RALLY**

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Introduction

Welcome to *A Martyred Heart*, 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 3	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than 4	Average
5 characters, APL less than 5	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than 6	Strong
6-7 characters, APL less than 6	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than 7	Very strong

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

Events from a Time Past

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

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

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

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

Events in a Time Present

The Lovers Card has awoken. Its powers have granted Nestor, a priest of Ilmater, divine foresight into the inevitable terrors brought by the two factions competing over the Tarot. He has used this foresight to determine the path of least suffering for the people of Thentia, and put that plan into motion.

To this end, he has written a book of prophecy and entrusted it to Aesir Highcastle, a reclusive noble, who has followed its instructions to become the Bandit King. As Agents of Fate, the players may disrupt that plan.

The Lovers Card represents not just love in the romantic sense, but the alignment of values that build all communities and relationships. Its power influences even those attempting to possess it.

Location and NPC Summary

The following characters and locations feature prominently in this adventure.

Seireri Moongleam (see-AIR-ee). Former High Priestess of the temple of Selûne in Thentia. Killed in a raid during the Greengrass Festival by goblinoids. Because of the Death Curse, she cannot be raised from the dead.

Nestor of Ilmater (NES-tawr). Priest of Ilmater. Attempting to protect his plans, he turned himself in to face execution in the place of the Bandit King.

Isen Shadowcloak (EYE-sen). Nestor's lover, paladin of Tyr, and one of Thentia's Riders. Hires the characters to investigate.

Aesir Highcastle, The Bandit King (EY-sir). A reclusive wizard from an old, noble family of Thentia. He readily colludes with Nestor's plans to increase his family's influence by becoming a savior of Thentia.

Adventure Overview

The adventure is broken down into three parts:

Part 1. A Good Man Isen Shadowcloak enlists the characters to overturn Nestor's conviction by tracking down the Bandit King and bringing him in. Curious characters will have time to gather information or be able to meet with Nestor.

Part 2. Sidetracks The characters get a chance to see a bit of the area around Thentia.

Part 3. To the Heart The characters assault the ruins of an ancient castle where the Bandit King is currently residing. Once they have overcome him, they will find out about the book of prophecy and have to choose whether to turn him in to save the priest or allow the plan to continue.

Nestor's Plan

Nestor has created his plan through divination rather than through logic, and as such, its elements are convoluted. The mechanisms of the plan are not all self-evident, and Nestor believes it is best simply to have faith in the plan.

The Bandit King recently murdered Seireri Moongleam. The plan is for Nestor to confess to the murder and exchange his life for that of the Bandit King. Nestor's confession and death will take suspicion away from the bandit, allowing him to continue the larger scheme unhindered.

Part 1. A Good Man

Estimated Duration: 30 minutes

The characters have arrived at Isen's home, a small cottage just out of sight of the docks, at dawn. He invites them in, sits them down, and gets directly to business.

Tracking a King

The man before you looks far too weary for his age, with a handsome countenance that bears sunken eyes. It seems clear he has not been sleeping well.

"Thank you for answering my summons. I am Isen Shadowcloak, paladin of Tyr and Rider of Thentia.

"I will get right to the point. You have no doubt heard of the murder of Seireri Moongleam and the subsequent confession of Nestor, priest of Ilmater? Though I may be biased, I believe he is innocent and I suspect I know who the real culprit is.

"We Riders, with the help of the Temple of Selûne, have been hunting a man known as the Bandit King for almost a season now. The descriptions of this bandit match quite closely with those of Nestor. I suspect witnesses have confused the two.

"Help me track down this Bandit King and determine the truth of things. I won't see a good man hanged."

Isen is offering the characters 100 gp to travel with him to complete this task before Nestor's execution at noon the next day. He can offer the following information, should they ask:

- There have been numerous reports that the Bandit King occupies a ruined castle a day's travel away. The Riders have attempted two raids in the past, but always found it completely empty when they arrive. It is likely the best place to start.
- The Bandit King's probable motive for killing the High Priestess was to remove pressure from himself by setting the city into disarray.
- He is uncertain why Nestor would turn himself in. He suspects blackmail. Nestor's actions have never quite made sense to him, a factor he attributes to their differing faiths.
- Most of the witnesses are captured goblins and hobgoblins who he considers unreliable.
- Nestor has caught the ire of some of the city's nobility as of late, though Isen is spotty on the details.

Roleplaying Isen Shadowcloak

Isen, as a paladin of Tyr, seeks to live his life by his god's moral code. To this end, he has joined Thentia's military force where he currently serves as a sergeant.

Though normally boisterous and forthright, his lover's recent confession and arrest has put Isen into dismal state.

Quote: "We must hold Truth before all else."

At this point smart players will likely want to ask around a bit to gather more information or visit Nestor in jail. Neither is essential to completing the adventure, but provides useful background details.

Deities of Note

The following are deities mentioned in this adventure:

Tyr (TEER). The Maimed God, Tyr, is a deity dedicated to law and justice. He is traditionally associated with Torm and Ilmater as part of The Triad. His followers seek out the discovery of truth and the punishment of the guilty over fairness or equality.

Ilmater (ihl-MAY-ter). The god Ilmater has dominion over endurance, martyrdom, perseverance, and suffering. He encourages his followers to help those who suffer and to take their burdens on themselves. His clergy can frequently be found helping a city's poorest citizens, and more than a few have been martyred for that act.

Fortunes of Fate

You emerge from Isen's cottage into the incessant rain, and notice the shop across the street is actually that of a fortune teller. Strangely, you do not remember it being there before.

Stooped, wizened with age, and covered in rags, an old man calls out to you from the porch, "Care for a reading? Only a gold to know your future."

If the characters accept his invitation, he will greet each of them by name as they enter his shop. If the characters ask about this, he will cryptically claim, "Fate has foreseen it." The fortune teller does not provide the characters with any specific name to call him other than "a simple fortune teller." He does not have direct information about local events for the players, but offers to read the future of anyone interested.

Have any interested player roll two d8 dice. Refer to **Appendix B: Tarot Reading**. The first d8 corresponds to the card pulled. The second d8 will reveal whether the card is Upright (even result on the die) or Inverted (odd result). Use the associated text for each possible card reading or paraphrase as you see fit, keeping within the spirit of each card.

Roleplay this as needed, but no two players should pull the same result.

Players who have their fortune read receive the **Touched by the Fates** story award if they do not already have it.

Gathering Information

By talking to various contacts or investigating city archives, characters may attempt either an **Intelligence (Investigation)** or **Charisma (Persuasion)** check to track down information about the following topics.

When making these checks, if the character rolls high enough, they get all the information up to that DC check. For example, a roll of a 12 would provide the information at DC 10 and 12.

Nestor

- DC 8: Nestor was a priest of Ilmater well respected by the common folk. He was known to aid even the sickest residents.
- DC 12: Nestor ran a black market for medical goods, undermining the monopolies guaranteed to certain high-ranking nobles who control the mediciners' guild.
- DC 15: Many commoners believe Nestor might be innocent, with the mediciners' guild pinning responsibility on him as a means of removing him.

Mediciners Guild

- DC 8: This guild is granted exclusive right to sell medical goods in Thentia, but they have been struggling as of late to meet demand.
- DC 12: It is more than the rains that are making medicine difficult to come by. The herb gatherers often go out only to find the herb bushes picked clean.
- DC 15: An herb gatherer supposedly found an odd black cap on one of the bushes the last time she went out.

The Bandit King

- DC 8: With the ports inoperable, and the fields awash with rain, the city has been trying to import food. However, the Bandit King continually raids the route from Melvaunt.
- DC 12: There have been numerous attempts to capture the Bandit King, but they have all ended in failure.

- DC 15: Some commoners suspect the Bandit King is a fabrication created as a scapegoat by those in charge to cover their inability to feed the citizenry.

Castle Ruins

- DC 8: The castle was supposedly destroyed somewhere around the Time of Troubles, though no one seems to agree on the exact details of how it happened.
- DC 12: The ruins gained a reputation for being haunted after the Spellplague, with reports of eerie lights coming from it and unpleasant experiences of resting inside.
- DC 15: Some of the commoners have it on good word that it is currently in use, and is slowly being repaired over time.

Visiting Nestor

Players with connections (via the Noble or Criminal background) or who are willing to offer a 5 gp bribe may be able to arrange a visit to Nestor's cell before his execution. Isen himself is uninterested in doing so, having already spoken to Nestor and gotten little in the way of reply.

However, the visit is likely to be of marginal help. To avoid accidentally saying the wrong thing and disrupting his plans, Nestor mostly keeps silent.

Nestor tells characters stating the intention to free him or track down the Bandit King that, "It is unnecessary. I have already committed myself to my Fate."

Characters who make impassioned pleas involving Nestor's lover, Isen, are likely to elicit a pained expression. However, it is not enough to move him to speak.

Attempts to magically charm or read his mind fail, blocked by the power of the Lovers Card.

Part 2: Sidetracks

Expected Duration: 30 minutes

Your trek through the moorlands is wet, muddy, and cold. The rain falls in an ever-present murmur, turning the lowlands into veritable swamps. If that wasn't bad enough, most of the roads are washed out after more than a couple hours travel from town, leaving you to follow the guide-markers placed and maintained by the Riders. Despite being a Rider himself, Isen travels on foot. Riders are supposed to only use their mounts for official business, and investigating this case would likely draw the ire of higher-ups.

The encounters below are intended mostly as setting detail rather than as being of vital importance, so skip them if you are pressed for time.

Foraging for Trouble

Rounding a small hill, you come across an odd sight. Moving among the bushes ahead seem to be green skinned creatures with little black caps being directed by a stooped old woman dressed in simple robes and a cowl.

The green-skinned creatures are ten **goblins** currently picking medical herbs for the **Barovian witch** directing them. Two additional **goblins** are supposedly on guard. One lies on top of a nearby hill, but has become distracted playing with a little puzzle box. The second, less distracted goblin sits on the hill across the road, watching the other direction.

Isen has little interest in interfering with the herb harvesting. He is both eager to not waste time and, this is legally a guild dispute he has not been authorized to resolve.

Characters attempting to sneak by or sneak closer will have to overcome the witch's passive Perception of 12. The goblins and Barovian witch are uninterested in fighting, and if they notice the characters, they attempt a fighting retreat. The goblins make the most of their Nimble Escape and short bows to harass the characters while moving away to hide amongst the local fauna.

The witch will simply make use of *invisibility* and retreat.

Capturing the Barovian witch to interrogate her reveals she rounded up the goblins to do the manual labor of picking herbs necessary for her magical research. She is unaware that Thentia is troubled by

her actions, though neither does she particularly care.

Treasure

Some of the herbs have been collected, bundled and left behind. Due to monopolies held by the nobles of Thentia, characters cannot legally sell the herbs directly to any merchants. However, they can be sold on the black market to needy commoners for 25 gp.

Adjusting this Encounter

Note: These adjustments are not cumulative

- **Very Weak:** Remove 6 **goblins**
- **Weak:** Remove 4 **goblins**
- **Strong:** Add 2 **goblins**
- **Very Strong:** Add 6 **goblins**

A Song in the Air

As the road roughens, you follow the stone markers indicating the road. A faint, musical whistling sound comes from not too far from the road.

If the characters choose to follow the whistling they need only pass over the next rise to see what appears to be an old stone dais topped with a seat, behind which stand seven stone pillars on a nearby hill. Closer inspection reveals the pillars have a series of holes, which seem to catch the wind and produce musical notes. A DC 5 **Intelligence (Religion)** check reveals this is shrine to Shaundakul, god of travelers.

Those who pay Shaundakul some reverence at the shrine find their steps lightened, gaining the benefits of the *longstrider* spell for 24 hours. This reverence need not be in the form of direct prayer. Cleaning up the shrine, saying a few kind words for other travelers, or the like is enough.

Deities of Note

The following deities are mentioned in this adventure:

Shaundakul (SHAWN-da-kul). Known as The Helping Hand or the Rider of the Winds, Shaundakul is deity of traveling and travelers, exploration, caravans, and the wind. He is a known ally of Selûne, Mielikki, Akadi and Tymora.

Spell Reference

Longstrider. Increases the target's speed by 10 feet until the spell ends.

Part 3: To the Heart

Expected Duration: 1 hour

As you crest a hill you see in the distance the ancient castle ruin you seek. It seems alive with activity, crawling like an ant-hill as people lower and raise ladders, cross beams and raise heavy stone via cranes to the rebuild the fortifications.

Isen will suggest making use of the cover get the party as close as possible before making their presence known. Approaching the ruined castle via stealth at sunset requires no roll, as it is fairly easy. However, this is also quite slow requiring extended stretches of military crawling through thorny plants and mud. Characters more brave or squeamish may forego stealth, but are likely to find themselves pelted with a volley of arrows and bolts while giving away the element of surprise.

Finally, after what seems like an age crawling closer, you reach as far as you can manage with stealth. You take a moment to plot your next course of action as you observe the activity up close.

Isen quietly points as a figure strides forth from the south tower, shouting out commands to his subordinates before retreating once more.

"That must be the Bandit King. He's the spitting image of Nestor!"

"Listen, I have a plan: Given their superior numbers, we will need to prioritize reaching and defeating the Bandit King himself. His followers will likely break and run if we manage that.

"I will maneuver around to the opposite side and create a distraction, then run for it, drawing away his grunts. We can meet up later at the previous road marker."

Isen points at the features as he lays out the plan, "Meanwhile, you will need to assail the walls via a lowered ladder, ride that counterbalanced crane up to the tower adjacent to the King's, then cross what that beam to take him out, all without being bogged down by the no doubt countless enemies awaiting you.

"Easy enough, right?"

General Features

Players following Isen's plan will encounter the following features in the following order.

North Wall. The north wall is 20 feet high, 55 feet long and

15 feet wide. The wall offers three-quarters cover to those standing on top of it from those on the ground.

Climbing the walls or towers requires half movement and a character may not take the Dash action while doing so. Characters currently climbing have disadvantage on attacks and skill checks and enemies have advantage to hit them.

North Tower Lift. On the easternmost portion of the north wall is a 15 foot by 15 foot counterweighted lift. Anyone standing on it may spend an action to cut the line and send it rocketing up 80 feet to the top of the North Tower.

North Tower. The North Tower is 100 feet tall and 35 feet by 35 feet at the top. It has an archery blind built into it at 80 feet which provides its inhabitants three-quarters cover.

Tower to Tower Beam. A 50-foot beam extends from the top of North Tower to the South Tower. Attempting to cross it requires a **Dexterity(Acrobatics)** check. If the character moves at half speed, the DC is only 5, but normal speed raises it to 10 and dashing requires a DC 20 check. Falling has similar results as in **Following the Plan**.

South Tower. The South Tower is 100 feet tall and 30 feet by 30 feet at top. It has an inhabited archery blind built into it at 80 feet similar to that in the North Tower, though it should not come to bear unless characters attempt something odd. The 10-foot moat around the tower's base is filled with sharp, pointy sticks which deal 10 (3d6) additional piercing damage to anyone unlucky enough to fall on them.

Following the Plan

On top of the wall are a pair of **bandits**.

Once the characters are roughly 20 feet from the ladder they will be out of cover to hide behind and need to make a break. If they haven't given up the element of surprise to this point, they have it as combat starts.

Climbing the 20-foot ladder requires half movement and while someone is on the ladder it cannot be pulled up. If someone is simply holding the ladder, the bandits at top may attempt a contested **Strength (Athletics)** check to pull it up. If no one is securing the ladder, the bandits can pull it up with an action. Once the ladder is up, the walls are the characters' only choice. (*See General Features for climbing the walls.*)

On initiative count 20 (losing initiative ties), two additional **bandits** arrive (limit them to four total), swooping in on various ropes, barging out through doors or swinging themselves up from the side of the wall. On their round of arrival the **bandits** make push attempts with advantage on the **Strength (Athletics)** check against characters. If this causes a character to fall, they don't fall all the way to the ground, instead they suffer 3 (1d6) as they collide with rotting timbers, get caught in rope, or dig their fingers into the wall to slow their descent. Crawling

back onto the combat area requires an action and all the character's movement, or another character may spend their action to pull the character up.

Two **scouts** occupy archery blinds set 80 feet up in the tower, which give them three-quarters cover and allows them to move in and out of full cover each round. If one is killed, another takes its place during the next round. It should be quite clear there are far too many to overcome. These **scouts** should pepper the characters, spreading out their attacks in an attempt to soften the characters up.

Once the characters all reach the counterweight pulley they may cut the line, which launches them up 80 feet to the top of the tower. At the top, they find a **berserker** waiting for them blocking the way to and the beam the neighboring tower. (See *General Features* for details.)

When the characters make it across the beam they can finally bust through the tower door and engage with **Aesir Highcastle (Illusionist)**. Defeating him will break enemy morale and end the fight. If the characters are having an easy time of it, Aesir might open the door himself and make use of his magic to harass them as they cross the beam.

Adjusting this Encounter

Note: These adjustments are not cumulative

- **Very Weak:** Replace the **scouts** with **bandits**. Additionally, they will only be replaced every other round if killed.
- **Weak:** Replace the **scouts** with **bandits**.
- **Strong:** Add an additional **berserker** with **Aesir**.
- **Very Strong:** Add an additional **berserker** with **Aesir**, an additional **berserker** to the rooftop, and two **scouts** in the tower.

Development

Aesir cannot be intimidated or persuaded into talking, though charm spells might work. Despite the unexpected presence of the characters, Aesir's belief in the book is absolute and he considers them to be nuisances. Mind reading reveals the book of prophecy is consistently on his mind. See the sidebar for more information about Aesir Highcastle.

His followers are mostly farmers that were unable to grow crops in the current conditions and have turned to banditry under his banner. They are relatively loyal, but not particularly brave. There is little information to be gained from them.

Treasure

With a bit of effort, the characters can locate 500 silver pieces of coin from among the bandits' things,

often with half-written letters to their families about the work they are supposedly doing.

Searching the Aesir's things will reveal a chalice engraved with Siamorphe's holy symbol worth 25 gp, his traveling spellbook (containing the spells from the Illusionist spell list) and a hand-fashioned book titled *The Fate of Thentia*. *The Fate of Thentia* is the book of prophecy given to Aesir by Nestor.

By reading the book, the characters can learn the following:

- The book contains a forward to Aesir from Nestor. See **Player Handout 3: Forward to The Fate of Thentia**.
- The book is mostly blank, and seems only to reveal the next step in the plan one event at a time.
- Aesir has been avoiding the authorities thus far thanks to the book, which details when raids will happen.
- The most recent event detailed in the book is the assassination of Seireri Moongleam by Aesir and Nestor's own execution.
- The book makes no mention of the characters' actions.

Roleplaying The Bandit King / Aesir Highcastle

Lawful Evil Male, Chondathan human, noble wizard.

One of the ruling families of Thentia, the Highcastle family has long served as both defenders of the roadway and a deterrent to invasion from Melvaunt. In recent generations, they have largely fallen out of favor, as commerce via Thentia's port has become the predominant method of trade.

With the recent troubles, the Melvaunt route has become more important and Aesir has seized upon this fact to charge high tolls as a means of increasing his family's future standing. He has been aided in this by a gift from an Ilmateran priest, a book which gives him knowledge of the future. The relative remoteness of the Highcastle holdings and Aesir's foreknowledge has made it difficult for Thentian authorities to prove he is acting unjustly, however.

Despite being evil, Aesir is a deeply religious person, especially favoring Siamorphe, The Divine Right, who he believes has guided Nestor and the book to him to protect Thentia and its people.

Quote: *"The Watch Lord is but a vassal of the Mages and Merchants. He cares nothing for the divine right to rule or the common folk."*

Deities of Note

Siamorphe (SIGH-a-morf). Siamorphe is a demigod whose portfolio entails the Divine Right of nobility to rule, and encouraging the responsibility to rule well and wisely for the more common classes beneath them. She is known to dwell in the House of the Triad with Ilmater, Tyr and Bahamut.

Conclusion

Players who have not already killed Aesir will need to decide at this point whether they will turn him in or let him go free. Those that have already killed him have already had their decision made for them.

Seeing the Bandit King has convinced Isen that Nestor is innocent, and he will pay the characters under most circumstances. If they let the Aesir go, Isen will believe a simple lie about not managing to catch him. However, if they tell Isen they let Aesir go, the characters will need to explain their reasoning.

Aesir will continue to believe the plan is still working as it should, even as he stands on the executioner's block to be hung.

Story Awards

If players decide to turn in Aesir to be hanged or killed him themselves, they receive the story award **Tarot of Fate (The Lovers): Inverted**. Nestor vanishes from his cell if the PCs take this option.

Those that decide to let the priest's plan stand, and allow Nestor to be executed in Aesir's place receive the story award **Tarot of Fate (The Lovers): Upright**.

Either way, the players will have no chance to question Nestor. If they keep *The Fate of Thentia*, have them make note of it.

Treasure

Isen pays the PCs 100gp for their services whatever the outcome.

Soon after, the characters receive a package. In it is Nestor's silver holy symbol, **Ward of the Martyr**, and a simple note thanking the characters for comforting Isen.

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
Goblins	50
Barovian Witch	100
Bandit	25
Scouts	25
Berserker	450
Illusionist	700

Non-Combat Awards

Task or Accomplishment	XP Per Character
Discovering <i>The Fate of Thentia</i>	100

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

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

Treasure

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

Treasure Awards

Item Name	GP Value
Medicinal Herbs	25gp
Silver Chalice of Siamorphe	25gp
Bandit Loot	50gp
Isen's payment	100gp

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

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

Ward of the Martyr

Wondrous Item, uncommon

This *periapt of health* takes the form of a pair of silver bound hands on a rope made of the hair of penitents. A priest of Ilmater may use it as a holy symbol.

Story Awards

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

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

Tarot of Fate (The Lovers): Upright. Your values aligned with those of Nestor and allowed him to die in The Bandit King's place. Hopefully, this will help ensure the city's future.

Tarot of Fate (The Lovers): Inverted. You have saved Nestor from execution, but in doing so have ruined his plans. What suffering is Thentia now due?

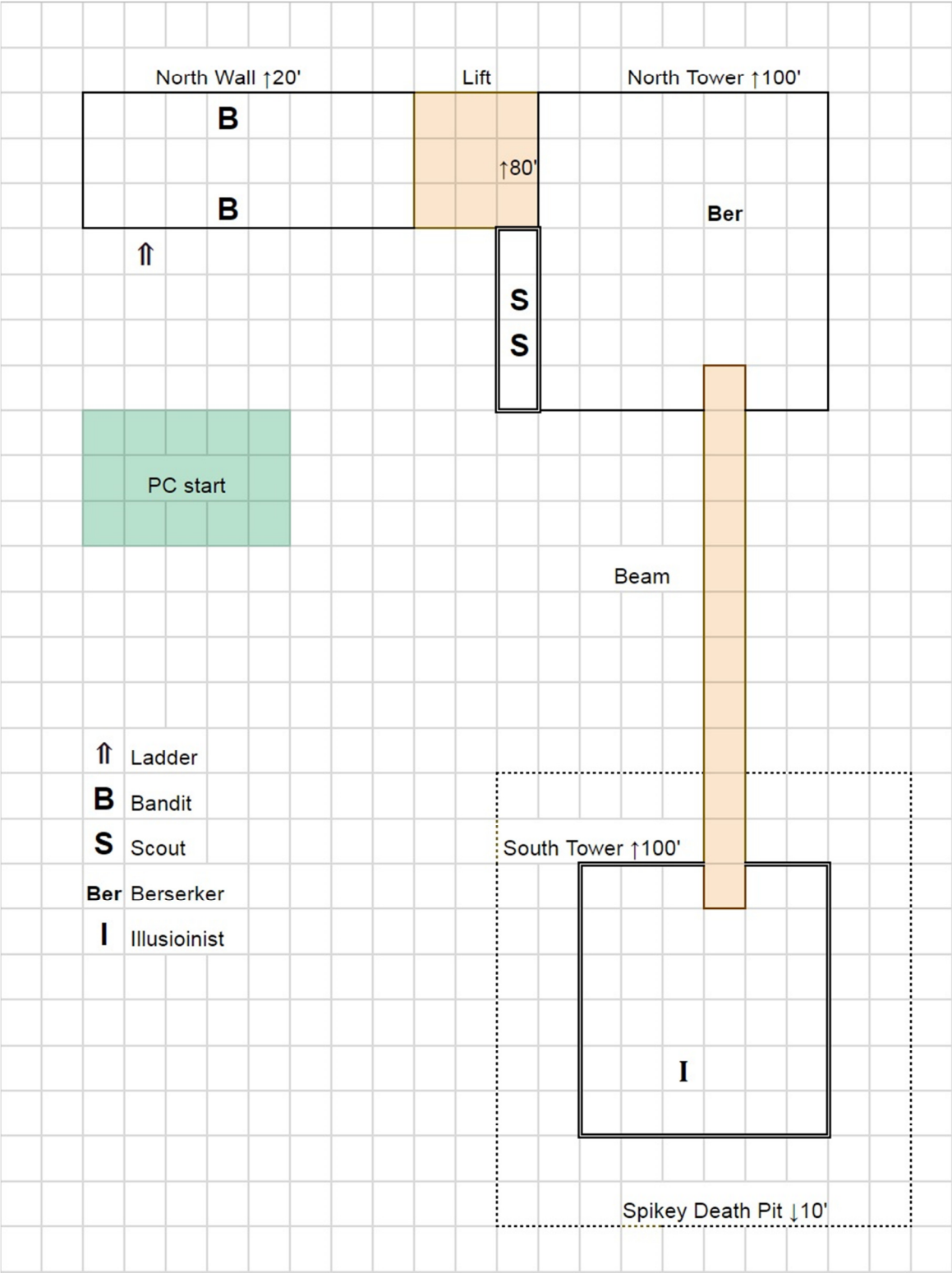
Renown

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).

Map 1. Castle Ruin



Appendix A. Monster/NPC Statistics

Barovian Witch

Medium humanoid, chaotic evil

Armor Class 10

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

Skills Arcana +4, Perception +2

Senses Darkvision 60' ft., passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

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

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *ray of sickness*, *sleep*, *Tasha's hideous laughter*

2nd level (2 slots): *alter self*, *invisibility*

Actions

Claws (requires Alter Self). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4(1d6+ 1) slashing damage. This attack is magical.

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

Bandit

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/8 (25XP)

Actions

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

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

Scout

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

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 1/2 (100XP)

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) slashing damage

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

Berserker

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

Armor Class 13 (leather 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 (450XP)

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.

Illusionist (Aesir Highcastle)

Medium humanoid, lawful evil

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

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

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

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

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

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

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

*illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist casts an illusion spell of 1st level or higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing 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, 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.

Appendix B. Tarot Reading

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

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

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 Fate

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

Tarot of Fate (The Lovers): Upright

Your values aligned with those of Nestor's and allowed him to die in The Bandit King's place. Hopefully, this will help ensure the city's future.

Tarot of Fate (The Lovers): Inverted

You have saved Nestor from execution, but in doing so have ruined his plans. What suffering is Thentia now due?

Player Handout 2. Magic Item

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

Ward of the Martyr

Wondrous Item, uncommon

This *periapt of health* takes the form of a pair of silver bound hands on a rope made of the hair of penitents. A priest of Ilmater may use it as a holy symbol.

This item can be found in the *Dungeon Masters Guide*.

Player Handout 3. Forward to The Fate of Thentia

Aesir,

When last we spoke, you said you would do anything to see Thentia safe from the visions of suffering and destruction I have foreseen. I spent a great deal of time on this problem, divining many possible paths to the future, yet all of them lead to the same fate. However, when I turned my divinations to you, it was if a light had emerged within the storm. Thus, I attempted to explore further, to find the best possible future for this city.

By Ilmater's grace I have managed to complete this undertaking, which I have decided to call The Fate of Thentia. In it, I have detailed what I have foreseen as the path of least suffering for the people of Thentia, in which you play a pivotal role. Each page will reveal the next step after the previous has been completed. Trust it. Your part in this affair will be grim, but know that you act with Thentia's best interest.

- Nestor