



Moonlit Waves, Part 1

Part 11 of A Song of Fates

The havoc caused by the emergence of the Tarot Cards is not limited just to the lands of Thentia. Many trading vessels lie at the bottom of the harbor, sunk by unknown causes.

Today, another attempt is made to raise one of those sunken ships.

A 2-Hour Adventure for 5th - 10th Level Characters



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Introduction

Welcome to *Moonlit Waves Part 1*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

More cards from the Tarot Deck of many Things have revealed themselves. Now it's time for one of the central leaders of Thentia to be rescued or cursed forever.

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

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

Events from a Time Past

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

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

As more Cards have emerged, knowledge of their existence has spread. The two major powers who began the search, the Ordines and Muma Padurii, now have competition in gathering the power of the Cards as they are found.

Events from a Time Present

With the emergence of the Tarot cards in Thentia life has become chaotic. One of the major turning points in the downfall of the city was the death of Seireri Moongleam, High Priestess of Selune. Many wondered why she was not simply Raised upon her death, or why there was no public funeral.

Today the government of the city is in an upheaval as a newly elected WatchLord is forced to quarantine nearly one quarter of the city in attempts to contain an unknown plague.

While food and goods are more readily moving into the city overland the cities harbor is still blocked by the wreckage of several ships. The Ordines, in an attempt to bring more law and orderliness to the city, have devised a plan to begin raising some of the sunken ships. Their efforts have not gone unnoticed, as many of the denizens of the deep, who have also suffered due to the power of the Tarot Cards, are fearful of any incursion into their territory.

Worse, the cause of the sunken ships, a ghost ship carrying the remains of Thentian sailors lost over the centuries, returns with a vengeance to ensure their sunken ships remain at the bottom of the

harbor. Although this time the ghost ship is captained by an actual ghost, the ghost of Seireri Moongleam. Driven mad by her entrapment, Seireri has become that which she most hated, a threat to the common folk of Thentia.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

The Harbor of Thentia. Open to the Moonsea, the masts of several sunken ships can easily be spotted beneath the waves.

Mitzy (MITT-zee). A young goblin woman, inexperienced in life but forced by Fates to seemingly always be at the center.

The Ghost of Seireri (See-AIR-ee Moon-gleam). The tortured soul of one of the faithful servants of the city. Corrupted to become what she hates most.

"The Sunken Treasure". A trading vessel sunk beneath the waves of the harbor, once owned by the Four Winds Trading Company and carrying goods from Thar.

"The Star". The Ghost ship responsible for sinking many of the vessels in the harbor.

Adventure Overview

The adventure is broken down into four parts:

Part 1. The characters meet, seemingly randomly, The Fortune Teller and Muma, who set them upon their path to adventure.

Part2. Protecting a barge, and its strange mechanical device being used to raise a sunken ship, the characters learn more about how it works and other dangers facing the project.

Part3. A great storm swirls towards Thentia, carrying "The Star", with her new captain, the Ghost of Seireri Moongleam. The characters must protect the sailors and workers, defeat the undead crew of the ghost ship, confront and defeat Seireri's Ghost, and entrap her within a magical ship's lantern.

Part 4: The party returns to Thentia and decisions on what to do with any souls captured within the magical lantern must be made.

Adventure Hooks

Touched by Fate. Characters that have played in any of the previous Tarot series modules, and have received the Touched by Fate story award, find themselves heading towards the Tattered Griffon.

Part 1. Heroes for Hire

Estimated Duration: 30 minutes

The characters begin this adventure entering Thentia through the Dusk Gate, on the western edge of town. The Dusk Gate opens near the Thent River and the Riverside Docks section of the city.

General Features

The city of Thentia has the following features.

Terrain. The streets are dry but crowded.

Weather. A warm day several hours before sun down. As is the norm, a light breeze blows into the city from the Moonsea.

Light. Plenty of sunshine.

Smells and Sounds. Business is brisk near the Riverside docks with plenty of banter and sounds of merchants advertising their wares.

1A. Fortunes of Fate

As you join the crowd of people making their way into Thentia via the Dusk Gate it's hard not to notice an old man in rags sitting at a table near the gates. The Warders, the city watch, pay him no mind as seemingly none of the others entering the city do either.

Characters that have played in any of the previous Tarot series will recognize the old man as the Fortune Teller. Read the following as the characters either move towards the Fortune Teller or the gates.

The old man seems extremely focused as he shuffles a deck of cards in his hands. With a flourish he lays the first card down.

"Ahh, the Ace of Wands," he says. "Heroes the city does not seek, but heroes the city needs."

The Fortune Teller lays the second card down on the table. "Hmm, The Hanged Man I see," he continues. "Seek the light that shows the ship's way to help lead her back from the darkness around her."

The Devil card is the third card set down on the table. "You must weaken her near to oblivion but destroy her you must not, else all hope for the city will be lost with her soul."

The Fortune Teller lays the fourth, and last, card down in his cross pattern. "Judgment. Thrice you must beat her in a war of wills, but failure has a great price to be paid."

The old man looks up at you expectantly but his eyes suddenly go wide. A great crash, followed by screams and the sounds of fists flying momentarily grabs your attention. As you look back towards the

old man, he is gone. No sign of him can be seen anywhere.

Two merchant carts, jockeying to enter Thentia, have collided on the street behind the party. After a few moments the Warders clear up the mess and traffic again begin to flow into the city.

The Fortune Teller leaves the drawn TAROT cards behind. **Give the party Handout #3.**

1B. Muma Enters

Read the following text as the party enters the city.

A grandmotherly looking woman sits at a small café just inside the Dusk Gates. A large, flower plumed, hat shades her face from the afternoon sun, and even in the warm weather the old woman has a bright green scarf wrapped around her neck.

She looks up as you enter and with a smile waves for you to join her at her table. Several boxes lie on the table in front of her.

Characters that have played in Tarot 01-02 "*By the Light of the Moon*" or Tarot 01-06 "*Lies in the Moonlight*" may recognize Muma from those previous encounters. Read the following as the group approaches Muma.

"Oh, hello!" the old woman says with a beaming smile as you approach her table. "I've been looking forward to talking with you, but unfortunately I don't think we'll have much time to chat."

"I've brought a few things that I think you might need" she says, pushing several of the boxes on the table forward. "I wouldn't normally give out snacks this close to dinner, it ruins the appetite you know, but I thought you might like some cookies."

"I just wanted to let you know that you'll be needed in the harbor in a few moments. Unfortunately, with all the walls and diseased folk down by the Seaside docks, you'll need to sail down from the Riverside docks to get there in time, but that is why I brought you this," she continues as she slides the last box towards you. "When you're ready just remember my cookies: chocolate chip, sugar, and macadamia nut to close it back up!"

The old woman slowly stands up and turns to walk away. "Oh, one last thing, and this is the most important really," she continues. "When you save her please, please bring her to me! I am sure I can

help her but I'm not sure others have her best interests at heart!"

Muma has provided the party with 2 boxes of assorted cookies. Please take note of who eats, or doesn't eat, a cookie.

The last box is a closed up **Folding Boat**. When closed the box has scenes of cookies and baking utensils on the outside. When opened it releases the smell of freshly baked cookies and the feeling of a warm bakery. In either of its boat forms, written across the bow in bold, golden, letters is the ship's name, "*Sugar, Spice, and Everything Nice!*".

Development

Muma can provide the following information if asked:

- She doesn't know what is happening in the harbor, only that heroes are needed, quickly.
- The city has erected a wall around the dock area to contain the spread of an infection that endangers the city. (See Tarot 02-01 and 02-02 for more information.)
- Due to the guarded wall, and the threat of infection, direct access to the harbor district through the city is not possible at this time.
- Any character eating a cookie receives the benefit of a 2nd level **Aid spell cast upon them**. If questioned about the cookies, Muma will only smile and say they are cooked with "*Sugar, spice, and everything nice. A grandmama can't share her secret family recipes with just anyone, now can she?*"

Roleplaying Muma

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

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

Treasure

Muma has provided the characters with a *Folding Boat*.

1C. Sailing Away

While the **Folding Boat** provides one way to get to the harbor the party may have other ways as well. This encounter is left open ended to allow for characters to improvise but the assumption is they will return to the Riverside docks, open the **Folding Boat** and use that to move to the harbor. Roleplay according to whatever plan the party comes up with. Getting to the harbor should not end up being a difficult obstacle.

In its smallest form the **Folding Boat** only requires one person to row it, and a successful **Strength (Athletics)** check of DC 12 due to the eddies of the Thent River emptying out into the Moonsea.

In its largest form the **Folding Boat** requires at least four rowers and is much more difficult to maneuver. In this case use a group **Strength (Athletics)** check among the four rowers, with a DC of 12. If any of the characters involved has proficiency in **Vehicles (Water)** or **Navigation Tools** award Advantage to everyone making a check.

Failing this check won't hinder the ship overly much, the party will simply overshoot their target and spend another 30 minutes rowing back in. If time is not an issue, feel free to expand on this encounter.

Once the characters have their ship under control and headed into the harbor continue with **Part 2 Waterlogged**.

Part 2. Waterlogged

Estimated Duration: 30 to 45 minutes

This section of the adventure is designed around two required encounters but also provides up to 4 additional optional encounters that can be added depending on time availability.

General Features

The harbor of Thentia has the following features.

Terrain. While a relatively calm day on the water it is still the Moonsea with 3' to 5' waves.

Weather. The weather is warm and very sunny for the first few hours. Temps drop as sundown approaches.

Light. Sunlight shines brightly on the water of the harbor.

Smells and Sounds. Lapping of waves and the sounds of the barge work crew are the main sounds to be heard. The harbor smells of saltwater and cookies (assuming they are using Muma's boat)

2.A A Barge Apart (Required)

After the party has spent a few minutes sailing their ship into the harbor, or the first character reaches the harbor by another means, read the following.

The docks of Thentia, which jut out into the Moonsea, are barren of ships but not people. Many of the citizens of the city, affected by the quarantine and blockade of the harbor district, stand on the docks pointing out into the water.

What they are looking at is not difficult to notice. A barge is stationed in the middle of the harbor. Some sort of mechanical device sits on the barge, made of a what appears to be a huge metal jug with multiple arms that reach deep down into the water. Several people are on the barge working with the mechanical contraption.

As you watch, a large spout of water appears next to the barge and reaches for the lone goblin on the barge. With a scream clearly audible all across the harbor the young goblin girl grabs one of the workers and positions him in front of her. The water spout latches onto the worker and drags him screaming under water.

Two **Water Elemental Myrmidons** are attacking the barge, and its workers:

- The **Water Elemental Myrmidons** are responding to numerous calls for help from

water elementals in the harbor over the past year

- There are 7 workers on the barge, 6 halfling or gnome **Commoners**, and one **Goblin Boss** named **Mitzy**, who has appeared in Tarot 01-01 "Awakening of Fates" and Tarot 01-06 "Lies in the Moonlight". Characters may have interacted with her in those adventures.
- The characters begin 60 feet from the barge.
- The barge is 20'x20' (400 sq. ft.) but the device takes up nearly the entirety of the barge (approx. 320 sq.ft.). Small sized creatures have room to walk around the edges but medium or larger sized would need to squeeze to maneuver around. (See PHB pg. 192)
- The weight of the device causes the barge to ride low in the water. Waves continually break over the sides and half the workers are continually bailing water to remain afloat.
- Any character attempting to board the barge would interfere with the sailors work on the device and bailing of water.

Tricks of the Trade - Tactics

Use these tactics in order to run this combat:

- The **Water Elemental Myrmidons** are seeking to drag the workers underwater to drown them.
- The **Water Elemental Myrmidons** are not fanatics and will not fight to the death.
- Once reduced to one quarter health a **Water Elemental Myrmidons** will attempt to disengage and retreat.
- If more than half of the **Water Elemental Myrmidons** retreat, the others will follow as well.
- The workers on the barge are non-combatants except for **Mitzy** the **Goblin Boss**, who will attempt to use her *Redirect Attack* action to protect herself.

Adjusting this Encounter

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

- **Very Weak:** Replace both **Myrmidons** with **Water Elementals**
- **Weak:** Replace one **Myrmidon** with **Water Elemental**
- **Strong:** Add on **Water Elemental Myrmidon**

- **Very Strong:** Add two **Water Elemental Myrmidons**

Development

Once saved most of the workers immediately turn to repairing the device. **Mitzy** however is happy to talk with the characters and can provide the following information:

- The workers were hired by Kelsi Squigglewrench, a gnome inventor, to run and repair the device to raise a sunken ship.
- The ship's name is "The Sunken Treasure" and is owned by the Four Winds Trading Company. **Mitzy** thinks the name is humorous and ironic, giggling every time she mentions it, which is often.
- Kelsi's invention was funded by The Ordines, a group dedicated to making life better in Thentia.
- Mitzy has done work with the Ordines previously but knows very little about them.
- Kelsi should be back soon and can give more information about the device.

Roleplaying Mitzy

Mitzy is way too young of a goblin to be out in the world but she lost her family a year ago. Looking for someone to replace them, she has signed up with the Ordines, a cult that follows strict views of Law. Mitzy is a coward at heart but means well and does not like harming others, but her strive to prove her worth always gets her into trouble.

Quote: "I will never surrender! Wait! Don't hurt me!"

Treasure

The Myrmidons each wear exotic seashell necklaces that can be sold for 50gp each.

2B. Patent Security (Required)

After the party has spoken with **Mitzy** move onto this next required encounter. Kelsi Squigglewrench returns to find her device attacked and wishes to hire the party to protect her soon-to-be-patented invention from "industrial espionage".

A cry of consternation draws your attention skyward in time to see a small rowboat float gently out of the sky to land on the water beside your ship. A middle-aged gnome woman stands at the tiller as some sort of retractable wings pull themselves back into the side of the boat.

"What happened to my Compressed Stratospheric Ventilation Migration Apparatus?", the gnome cries out. "Why is it not running? Did you break it?" she says staring at you with a scowl on her face and hands on her hips.

The device has stopped working and needs to be primed again in order to function. If the device is not primed again within ten rounds of Kelsi's return it will lose air pressure and take up to 30 additional minutes to regain the necessary pressure to effectively work.

To re-prime the pumps requires the following:

- Four billows-type levers need to be activated sequentially, in a counter-clockwise fashion around the base of the device.
- Each lever requires a combined strength of 16 or higher between 1 or 2 creatures, to create enough pressure to create the air flow required to run the device.
- Each lever, once enough combined Strength requirements are met, requires a DC 10 **Strength (Athletics)** check to work. If 2 or more creatures are working together on a lever, they have advantage on the roll.
- Surviving **Commoners** can pair up to run one lever per 2 survivors.
- Once 3 successful circuits of all four levers is completed to create a strong enough air flow, a release valve must be closed to reactivate the device.
- Closing the release valve requires a DC 15 **Strength (Athletics)** or **Dexterity (Acrobatics)** check.

Once the device has been reactivated Kelsi will happily thank the characters for their aid and provide them with a 100 gp diamond in payment for their services. She will also offer to hire the party to continue to protect her device, offering a total of 2,500 gp for them to remain here for the next few hours.

After the characters agree to help protect the device, Kelsi can provide the following information:

- Kelsi designed the device to raise sunken ships, but it only works on ships that are still in decent condition.
- Patented "Compressed Atmospheric Containment Bladders" are placed within multiple sections of the sunken ship.

- The device fills the bladders with air, eventually floating the ship to the surface.
- It will take several hours to carefully inflate the bladders enough to raise the ship.
- There are four bladders positioned in the ship. Two in the center of the main hold, one in the forecabin, and one in the aft crew cabin.
- The ship has to be raised evenly across the bow and stern or the ship will break in half.
- Competitors are trying to steal her inventions, and if they are unable to, are resorting to sabotage to undermine her work.
- A civic-minded organization called "The Ordines" covered the research and development fees in order to help clear the harbor.
- Her contact with the Ordines was a man named Blakius, a Magistrati (priest) of Azuth. He also had the title of "High Orderer" of the Ordines, although she doesn't know that title means.
- The characters are forbidden to remain on the barge as they will interfere with her employees' work!
- She provides the characters with one *potion of water breathing* "just in case"
- Kelsi must return to Thentia to "protect the rest of her inventions" and leaves **Mitzy** in charge in her absence.

Note, there is very little room on the barge and almost all of it is taken up by the workers. Any character trying to remain on the barge will only be in the way, slowing work and causing the workers to have to make a **DC 15 Dexterity (Acrobatics)** check to avoid falling into the water. Eventually one or more will and the workers will angrily request the character get out of their way.

Roleplaying Kelsi Squigglewrench

An eccentric inventor, Kelsi has learned the hard way over the past few decades to protect her inventions and keep their workings secret. The market for profitable inventions is very competitive and Kelsi has developed a strong, and deserved, paranoia regarding "corporate espionage".

Quote: "My new invention is marvelous, you see it ... wait! Don't write that down!"

2C. Mitzy Overboard (Optional)

Seeking to help one of the **Commoners** as they adjust the tube running down to the aft crew cabin,

Mitzy is too eager to help and ends up falling overboard:

- **Mitzy** has panicked as she fell in. Not only did she not take a deep breath, she has swallowed several gulps of sea water.
- She cannot swim and is weighed down by her equipment. She has dropped 20 feet into the depths and will drop 10 additional feet per round.
- In 5 rounds **Mitzy** will drown if not saved.

Once saved, **Mitzy** will develop an infatuation with her perceived savior. **Mitzy** will follow the subject of her infatuation around for the remainder of the adventure but be too shy to speak to them directly.

2D. She's Going to Blow! (Optional)

One of the two tubes pushing air into the main hold has become obstructed, causing a backlash of pressure into the device. This encounter has two parts. One, someone must slowly release the pressure relief valves for that tube. It must be a controlled release or the backlash will blow out the tube connections, setting back the entire process by one day for repairs.

The second part is finding out what caused the obstruction and clear it in time so the pressure doesn't build to a catastrophic level.

An ear shattering whistle splits the air as your first warning that trouble is brewing, but the panicked looks on the people working the device would be your second.

One of the relief valves on the top of the machine is letting out the horrendous screech and the workers are frantically adjusting knobs and levers to fix whatever is going wrong.

Releasing the Relief Valve:

- It must be slowly released over 5 rounds to match the pressure build up.
- Released too quickly will cause the device to lose required pressure and the device will stop working.
- Released too slowly the back pressure will cause the tube to rupture near the connections to the device.
- Over the course of 5 rounds one or more characters, with a combined strength of 16 or higher, must succeed on 3 out of 5 **Strength**

(Athletics) checks. The **Commoners** will automatically fail the first two of these checks.

- The initial DC is 10 but rises by 2 each subsequent round.
- If two or more characters are helping give advantage on the rolls.

Underwater Combat

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, short sword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapons' normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

Clearing the tube:

- One **Sahuagin Baron** and one **Sahuagin Priestess** have come across the tubes pumping air into the sunken vessel.
- Angry that humans have attempted to take something from their demesne, the sea, they have decided to sabotage the efforts.
- They have tied a noose around the tube and will fight to defend it.
- They will not fight to the death but will retreat if either is injured below one third health.
- The noose can be cut or released with no skill checks required but does take an action.

2E. A Pirate's Life for me! (Optional)

Run this encounter as the top of "*The Sunken Treasure's*" main mast has risen above sea level. Several pirates row out to the barge claiming ownership of "*The Sunken Treasure*", and demand salvage rights to the ship and any cargo. This is intended to be a roleplaying encounter.

A small ship, manned by eight halflings, sails towards the barge. One of the halflings stands confidently at the bow of the ship, one hand upon a sail rope, the other resting on a sheathed scimitar. A confident smirk is the only acknowledgment that he notices your ship of adventurers as they sail towards the barge.

The pirate leader, use **Bandit Captain** stats, is named Valkin Hansbar, leads his crew of 7 pirates, use **Bandit** stats, onto the barge if left unchecked.

Valkin has a +7 to **Charisma (Intimidation)** checks and uses it to cow **Mitzy** into turning over control of the salvage operation, repairs, and then the ship, to himself and his crew.

Tricks of the Trade

Use these tactics in order to run this encounter:

- Valkin will automatically Intimidate **Mitzy**
- He will attempt to use his Intimidation skill against the characters if they interfere.
- Role play this encounter out. Valkin is not willing to battle for control of the ship as he believes he can still take it when it is brought into the harbor. Doing it out here is easier.
- Valkin can easily be bought off to abandon his efforts with promise of 100gp in payment to leave.
- A successful DC 15 **Charisma (Intimidation, Persuasion, or Deception)** check will cause Valkin to return to his ship, slowly as not to appear to be running away. He doesn't want to lose prestige with his crew.

2F. Show me your Permit (Optional)

Representatives of the Aesir Highcastle, newly elected WatchLord of Thentia, approach the salvage operation. The new WatchLord was not apprised of this operation and wants to make sure his administration gets full credit for its success or has someone to pin blame on in case it fails.

A small sailing vessel can be seen leaving the mouth of the River Thent and sailing directly towards the salvage barge. Two overly large flags fly from its mast. One flag is the official flag of Thentia, the second is a symbol of a castle perched upon a large cliff.

A successful DC 10 **Intelligence (Religion or History)** check reveals that the flag bearing the castle is the family crest belonging to Aesir Highcastle, the newly elect WatchLord of Thentia.

Upon reaching the barge the newly appointed Harbor Master of Thentia, Eugenia Odinwell, bustles onboard.

“Who is in charge of this salvation operation?” a middle aged human woman demands as several sailors set a plank between the approaching ship and the barge.

“Have you filed the required permits and received approval for this operation?” she demands as an obviously cowed Mitzy tries to hide behind one of the workers.

The woman has several sets of permits, in triplicate, that need to be signed and filed immediately. In addition, salvage fees in the amount of 100gp must be paid immediately or the work must stop.

Developments

The new Harbor Master is willing to waive the salvage fees if necessary but only if **Mitzy**, as the sole representative of the operation’s management, agrees to sign a waiver releasing the city of Thentia, and its WatchLord and all city officials, from responsibility if any explosions, demonic gates, or other catastrophic incidents were to occur.

Roleplaying Eugenia Odinwell

A loud and obnoxious woman, Eugenia is a follower of Siamorphe, goddess of Nobility. She fully believes in the right of nobles to “govern” the common folk as she sees fit. She was recently named Harbor Master by her nephew, Aesir, the newly elected WatchLord. She doesn’t hesitate to flaunt her political connections and authority.

Quote: “I’m telling you what you WILL do and HOW you will do it. Don’t argue with me or my nephew Aesir, the new WatchLord, will hear of this blatant disrespect!”

Once you have completed these encounters please continue with **Part 3 “Tides of Anger”**

Part 3. Tides of Anger

Estimated Duration: 45 minutes

Seireri's Lament. Seireri Moongleam had been the High Priestess of Selune in Thentia for several decades, even though she appeared to be a human in her mid-20s. She was known for her self-sacrifice in favor of the common folk of the city and was quite popular. She was cut down during a goblinoid invasion of Thentia in Tarot 01-02 "By the Light of the Moon".

As the sun sets over the Moonsea and darkness casts shadows on the harbor, the winds begin to blow ever stronger in from the sea.

Nearly three quarters of "The Sunken Treasure" has risen above the waves. Workers have moved from the barge onto the ship and have started to patch several holes in its hull. Soon "The Sunken Treasure" will be ready to be towed further into the harbor where more extensive repairs can be completed.

A small skiff of sailors approach "The Sunken Treasure" where they are to man her oars and help move it to safety.

If the characters inquire make it clear that a minimum of one hour of work is needed to make the ship ready.

Among the work that needs to be completed:

- A tow-line connected between the barge and "The Sunken Treasure"
- Holes in the side of the ship, that vary in size from 1 foot to ten feet wide must be patched.
- Pumps need to be setup in the hold to remove additional water.
- Inspection of the keel needs to be completed to check for any possible cracks that may break under stress of movement.
- Assign any skills and check DCs you feel appropriate.

Allow the characters to help in any way they desire to. Once the ship is deemed ready to move read the following.

Just as the sailors begin to man the oars to move "The Sunken Treasure" towards the docks of Thentia the winds rise to almost hurricane speeds. Dark clouds, accompanied by lightning, race in with the winds, quickly covering the recovery efforts.

What's worse than the storms, however, is what flies within the winds. A ghostly ship appears in the sky flying a Jolly Roger flag high upon its masts. Men and women, all holding weapons of some sort, hang from almost every yardarm. As it nears, light from one of the bolts of lightning reveals their true nature. Bloated skin and gaping holes in some bodies. Others appear to be nothing but skeletons.

With a jeering cry the ship lands in the seas next to "The Sunken Treasure" as grappling hooks fly to draw the two ships together. Undead swarm aboard the recently raised ship. Two ballistae, one on the bow of the ship, the other mid-ship, open fire from the pirate vessel.

The ghostly form of a woman captains the wheel of the pirate ship. Her ethereal body is visible in the bright light of a ship's lantern attached to a pole behind her.

"Take the vessel and kill them all! Once they're dead they'll be ready to join our crew!" the ghostly figure laughs as she commands her undead pirates with a dramatic sweep of her cutlass."

The ghostly pirate vessel is named "The Star" and contains the ghosts, skeletons, and zombies of Thentian sailors lost at sea.

The undead pirate captain is the deranged **Ghost of Seireri**, former High Priestess of Selune in Thentia.

There are several elements to this encounter that the characters should consider:

- Protecting the workers and sailors on both the barge and "The Sunken Treasure"
- Defeating the **Ghost of Seireri** and driving off the ghost ship
- Attempting to use the ship's lantern to capture Seireri's ghost without destroying it.

Environmental Effects

The storm that "The Star" sailed in on has the following environmental effects due to its magical nature:

- All creatures in the storm have Resistance to Radiant Damage
- Undead are immune to being turned.
- Attempts to fly are exceedingly difficult. Controlling flying movement requires a DC 25 **CON save** or be blown off course.
- Due to the high waves accompanying the storm, all **Strength (Athletics)** checks made to swim are at disadvantage. Characters with swim speeds are immune to this.

General Features

The harbor of Thentia has the following features.

Terrain. The magical storm has churned up the waters of the harbor. Waves reach anywhere from 3' to 8' high, making Strength (Athletics) checks to swim at disadvantage.

Weather. The storm winds are nearly hurricane strength. Flying in the wind is nearly impossible as flyers are buffeted around. Attempts to control flight require a DC 25 CON save or be blown off course.

Light. No light penetrates the storm clouds, except for the light from one distant Star high in the sky. Darkvision and magical light work normally, however.

Smells and Sounds. The undead carry the smell of bloated bodies that have spent a long time in the waters of the Moonsea, and the stench is overwhelming. Sounds of screaming and fear can be heard from the sailors and workers, and especially from **Mitzy** as the undead attack. A faint, ghostly, whisper speaking of death by drowning can also be heard by the living.

3A. Defending the sailors

The initial wave of skeletons and zombies that cross over to "The Sunken Treasure" consists of 12 **Skeletons** and 12 **Zombies**. It should be apparent to the party that the sailors will be overwhelmed quickly without any support.

There are currently twelve sailors (**Commoners**) on "The Sunken Treasure" along with **Mitzy**. The sailors begin the combat manning the oars of the ship.

Tricks of the Trade - Tactics

Until the **Ghost of Seireri** is defeated two additional **skeletons** and two **zombies** join in the fight onboard "The Sunken Treasure". They board the ship on initiative 20 but act in the same rounds as all other undead onboard:

- In round 3 half the sailors (**Commoners**) jump into the sea to avoid the undead. **Mitzy** joins them.
- By the end of round 4, if there is no intervention, the undead will have killed the remaining sailors on "The Sunken Treasure"
- The undead begin chopping into the ship on round 5. In 5 additional rounds the ship will be damaged enough to sink again.
- Because of the storm, **Mitzy** and all sailors will drown in 5 rounds if no help is given.

- As long as the ballista are undamaged at least one will fire, and automatically hit, the barge each round. The barge can take 10 hits before it is too damaged to remain afloat and begins to sink.

Adjusting this Encounter

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

- **Very Weak:** No additional reinforcements each round.
- **Weak:** Replace all **Zombies** with **Skeletons**
- **Strong:** Add four **Zombies**
- **Very Strong:** Replace all **Skeletons** with **Zombies**

3B. Challenging the Moon

The **Ghost of Seireri** controls the actions of the undead horde and her spirit is what has fashioned the storm that surrounds them all. Eventually the characters will need to confront the **Ghost of Seireri** and contain her essence in order to succeed. Read the following when characters approach "The Star".

From a distance, the ghost ship seemed ethereal but as you approach it you realize its much more solid than it had appeared.

Commanding the bridge and holding the wheel, a ghostly image of a beautiful woman screams incoherent orders to her undead minions as they continue to swarm out of the hold.

Behind her, one of the ship's lanterns brightly illuminates the bridge and seems to pulse in time with the lightning accompanying the storm.

As the characters board "The Star", there are 12 **Zombies** between them and the ship's wheel where the **Ghost of Seireri** is stationed. Additionally, three **Skeletons** man each of the two ballistae. (See Monster Stat blocks for details).

One **Banshee** and two **Wraiths** guard the **Ghost of Seireri**. Each round of combat, zero to four, depending on DM discretion, additional **Zombies** arrive from the hold and act in the same initiative as the other **Zombies**.

Adjusting this Encounter

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

- **Very Weak:** Remove two **Zombies** & **Banshee**

- **Weak:** Remove two **Zombies**
- **Strong:** One to six **Zombies** join each round
- **Very Strong:** Increase all **Zombies** to 30 hit pts.

Tricks of the Trade - Tactics

Use these tactics in order to run this encounter:

- The **Ghost of Seireri** will not use her *Possession* ability.
- The **Ghost of Seireri** cannot move more than 15' away from the ship's wheel or she will lose control of the ship and all undead.
- The **Zombies** will ignore others and attempt to grapple the character contesting with the **Ghost of Seireri**. If they successfully grapple that contesting character, they will attempt to toss them overboard the next round, in an effort to stop the contest.
- The **Zombies** will open themselves to attacks of opportunity as they single-mindedly move to grapple the contestant.

In order for the characters to contain the **Ghost of Seireri** they must:

- Obtain the ship's lantern
- Weaken her ghost through combat
- Once weakened, defeat her in a contest of wills.

A) Obtaining the lantern:

- The Ship's Lantern is locked onto one of the ship's lanyards. It can be released from the lanyard with either a **Dexterity (Thieves Tools)** check of DC 22 or an **Intelligence (Arcana)** check DC 20.
- The Ship's Lantern can be broken with a DC 15 **Strength (Athletics)** check to release the lantern but doing so will have a 2' long piece of wood still attached. This will cause a -2 on the **Charisma checks** in the contest with Seireri.
- The Ship's Lantern is trapped. See "Ancient Bindings" below.
- The Ship's Lantern supporting the Lantern has strange runic magic inscribed on it. An **Intelligence (Arcana or History)** DC 15 check will reveal the runes to be Vistani magic.

Trap: Ancient Bindings

A modified *symbol* spell has been set into the lanyard. Attempting to unlock the lanyard will set it off.

Detection and Disabling. The *symbol* can be detected by a successful Intelligence (Investigation) roll with a DC of 18. It can be removed by a successful Dexterity (Thieves Tools) check with a DC of 20.

Trigger. Unlocking the Ship's Lantern or breaking the lanyard without disabling the *symbol*.

Effect. Once triggered the *symbol* emits a 60' sphere of light. Each non-undead creature within that sphere must make a DC 18 Intelligence Save or be stunned for one round.

B) Weakening the Ghost of Seireri:

- The **Ghost of Seireri** cannot be forced into the lantern until she is below 50% health.
- Whomever holds the Ship's Lantern "feels" when the **Ghost of Seireri** is damaged enough to begin the contest.
- Additionally, the wielder of the Lantern realizes when the ghost has healed almost to the threshold where the contest cannot take place.
- If the **Ghost of Seireri** is taken to 0 hit points it is destroyed and cannot be forced into the lantern.
- Note her regeneration ability in Seireri's stat block. Whomever is contesting with her realizes as soon as she regenerates hit points.

C) Contesting with Ghost of Seireri:

- The contest consists of a *Best of five Charisma checks* to force her into the lantern. This is not a Persuasion, Deception, or Intimidation check, it is a straight Charisma check.
- The **Ghost of Seireri** is +4 on Charisma checks.
- It requires an action to present the Lantern during a round as a contest. The Lantern must be within 5' of Seireri's Ghost to be effective.
- Each loss on a check to the Ghost of Seireri results in the character sustaining necrotic damage equal to 1/3 of their maximum hit points.
- Losing a contest by greater than 5 increases loss to 1/2 of a character's maximum hit points.
- Only one character can contest with Seireri per combat round. Any attempts by another to force her into the lantern resets the contest counter.
- Any attempts to *cast magic* to strengthen a contestant *after the contest has begun*, such as *Bless, Enhance Ability*, etc., will push the **Ghost**

of Seireri further into a rage, granting her advantage on the next contest check. All magical enhances, on the character, fade after her next check.

- In this case, Bardic Inspiration does not qualify as magical intervention, and does not grant the **Ghost of Seireri** advantage. Bardic Inspiration works normally for the recipient.
- If the necrotic damage due to a lost contest takes a character to 0 hit points their soul is instead sucked into the lantern. Only a *Remove curse*, *greater restoration*, or similar magic can release the soul. Only one soul can be contained in the lantern at any time. The character is not dead.
- Once a soul is trapped into the Lantern, either Seireri's or someone else's, this encounter ends.

Adjusting this Contest

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

- **Weak or Very Weak:** No Change
- **Strong or Very Strong:** **Ghost of Seireri** regenerates 15 hit points per round.

Roleplaying Ghost of Seireri

Driven mad by her imprisonment, Seireri has turned into that which she most hated, a threat to her city and its sailors. Unable to control her anger and bloodlust she is quite insane and cannot be reasoned with.

Quote: "Aarrrrrr! Slay them all! The Tides and Waves will force them to join our Cause!"

Developments

Once a soul is trapped into the Lantern, either Seireri's or a character's, the storm will start to abate and the undead will return to The Star.

It will take 3 rounds for the surviving undead to return to the ship, at which point it will lift off into the sky and sail back into the receding storm. "The Star" will turn ethereal and dump any non-ethereal creatures, that are not undead, onto the barge, if it is still afloat. If the barge is not afloat, the creatures will drop into the Moonsea. Any items taken from the ship also turn ethereal and disappear.

Depending on how the characters actions effected the encounter, "The Sunken Treasure" may or may not still be afloat. The characters can gather **Mitzy**

and any other **Sailors** that are still alive and use their **Folding Boat** to return to the Riverside Docks of Thentia.

Continue with **Part 4. Conclusion**

Part 4. Conclusion

Estimated Duration: 15 minutes

The party returns to Thentia via the Riverside Docks, where they are met by Muma offering her aid.

Returning to the Riverside Docks you find them crowded once again. Many of the onlookers are excitedly discussing the magical storm that quickly ravaged Thentia or are busy cleaning up the mess the storm made of their shops, wagons, and clothes.

Standing near the Dusk Gate and waiting for you is the grandmotherly woman you spoke with earlier in the day.

"Were you successful?", she says as she slowly, but eagerly, walks out to meet you. "I hope you were able to rescue her, the poor dear."

Allow the characters to describe what happened upon "The Star" and its consequences. Muma can, and will, offer to help whether it is Seireri's ghost caught in the Lantern or one of the character's.

Developments - Success

Read the following if the characters were successful and the Lantern contains Seireri's ghost.

"Oh, that's so wonderful!" Muma exclaims. "Now we can try to save her from this terrible fate. But it will take me a few days to study this lantern in order to fully save her."

Developments - Failure

Read the following if the characters were unsuccessful and a soul is trapped in the Lantern. Paraphrase if the party was unsuccessful but does not have anyone trapped.

"Oh, dear me!" Muma exclaims. "I do hope your friend isn't hurt too badly. Here, set the Lantern down on ground and I'll see what I can do to help. I'll need you all to do your part and eat one of my cookies to help guide your friend back!"

Muma will hand each character a cookie and fuss over them until they eat it. The cookie has no real effect on removing the curse and freeing the trapped character. A DC 20 **Wisdom (Insight)** check reveals this fact, and that Muma is trying to give the characters something to do to be part of the ritual.

While the characters are busy eating the cookies, Muma will be able to cast a *Remove Curse* spell using

Dexterity (Sleight of Hands). A **Wisdom (Perception)** check of DC 15 will notice the non-verbal spell casting. If spotted, an **Intelligence (Arcana)** check with a DC of 20 will reveal that Muma is casting the spell using ancient, natural, magic aligned with forests and woodland beings. This is not, however, true Druidic magic. Muma will not discuss her powers under any circumstances.

Developments

Assuming the party has captured the Ghost of Seireri in the Lantern they have several options what to do with it, and if they think of them.

- Hand it over to Muma as she requests
- Return it to the House of the Moon (the local temple of Selune)
- Take it to one of their factions
- Hold onto the Lantern

Note: Whomever is carrying the Lantern, no matter if it is in a backpack, *bag of holding*, or similar packaging, is constantly barraged by psychic screams from its occupant. This makes it impossible for the carrier to gain any sort of rest, either short or long. The screams do not cause any damage, however.

If the Lantern, with the **Ghost of Seireri** is turned over to Muma each character receives the story award **Tarot of Fate (The Star): Inverted.**

If the lantern is not turned over to Muma, or the party does anything else with it, award the characters the story award **Tarot of Fate (The Star): Upright.**

Any character that is released from the Ship's Lantern by Muma receives the story award **Saved by Muma.**

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
Ghost of Seireri	2,900
Water Elemental Myrmidons	2,900
Skeletons	50
Zombies	50
Banshee	1,100
Wraiths	1,800

Non-Combat Awards

Task or Accomplishment	XP Per Character
Remove Ship's Lantern safely	250

The **minimum** total award for each character participating in this adventure is 2,000 **experience points**.

The **maximum** total award for each character participating in this adventure is 3,000 **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
Seashell necklaces	100
Resetting relief valve	100
Payment from Kelsi	2,500

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*.

Folding Boat

Wondrous Item, rare

When closed the box has scenes of cookies and baking utensils on the outside. When opened it releases the smell of freshly baked cookies and the feeling of a warm bakery. In either of its boat forms, written across the bow in bold, golden, letters is the ship's name, "*Sugar, Spice, and Everything Nice*".
Player Handout 2.

Potion of Water Breathing

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it. This item can be found in the *Dungeon Masters Guide*.

Story Awards

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

Tarot of Fate (The Star): Inverted. You've retrieved the ghost of Seireri Moongleam from its banishment. Muma is working to release her soul so Seireri can once again protect her city. More information can be found in **Player Handout 01**.

Tarot of Fate (The Star): Upright. The ghost of Seireri Moongleam has been lost once again and the Fate of Thentia has become a bit more clouded. More information can be found in **Player Handout 01**.

Saved by Muma. You contested with the Ghost of Seireri Moongleam in an attempt to free her soul but were found wanting. If it were not for Muma's freshly baked cookies you may still be locked in that Lantern.

Downtime and Renown

Each character receives **renown** and **downtime** as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

DM Reward

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

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Muma (Moo-ma). An old human woman looking to find heroes that can help return Seireri Moongleam from undeath. A quiet, older, woman that exudes strength and gentleness. Commonly known to pay those that help her with cookies or other baked goods.

Seireri Moongleam (See-AIR-ee Moon-gleam). Former High Priestess of the temple of Selune in Thentia. Human, female, looks to be in her mid-20's but had been High Priestess for several decades. She was assassinated in the streets of Thentia during a goblinoid raid. (See TAROT01-02 "By the Light of the Moon"). Her soul has been lost to the Fates and she has been cursed to wreak havoc upon the city she had formerly sworn to protect.

Mitzy (MITT-zee). An extremely young goblin woman, one way too young, trusting, and naïve to be out in the world. The Fates have conspired to continuously entrap her in the political webs around Thentia.

Kelsi Squigglewrench (KEL-see SQUIGG-el-rentch). A middle-aged gnome inventor, she has been deceived too many times to trust anyone anymore, but somehow finds herself trusting the young goblin woman Mitzy. Paranoid about having her inventions stolen, again, she has troubles keeping her thoughts on any one subject for very long.

Appendix. Monster/NPC Statistics

Ballista

Large object

Armor Class 15

Hit Points 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts.

Before it can be fired, it must be loaded and aimed.

It takes one action to load the weapon, one action to aim it, and one action to fire it.

Bolt. *Ranged weapon attack.* +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.

Bandit

Medium humanoid (any race), any non-lawful 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.

Bandit Captain

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8+20)

Speed 30 ft.

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

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

Skills: Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

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

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

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

Reactions

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

Banshee

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (0)	17 (+3)

Saving Throws: Wis +2, Cha +4

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

Damage Immunities cold, necrotic, poison

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

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact location.

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

Actions

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature

drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 0 (10XP)

Actions

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

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

Ghost of Seireri (Ghost)

Medium undead, chaotic evil

Armor Class 11

Hit Points 80 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	18 (+4)

Saving Throws: Wis +2, Cha +6

Damage Vulnerabilities: Piercing damage from “Moon Strike”, a short bow belonging to Seireri. Obtainable only in TAROT01-06 “Lies in the Moonlight”

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

Damage Immunities cold, necrotic, poison

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

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 4 (1,100 XP)

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

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

Regeneration: While onboard “The Star” the Ghost of Seireri regenerates 10 hit points at the beginning of her turn.

Actions

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

Ethereal: The Ghost of Seireri cannot enter the Ethereal Plane while onboard “The Star”

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4x10 years. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the

target is immune to the banshee's Horrifying Visage for the next 24 hours.

Possession. The Ghost of Seireri cannot possess any targets while onboard “The Star”.

Mitzy (Goblin Boss)

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills: Stealth +6

Senses Darkvision 60' ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Actions

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

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

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

Reactions

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

Sahuagin Baron

Large humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)

Hit Points 76 (9d10+27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	14 (+2)	17 (+3)

Saving Throws: Dex +5, Con +6, Int +5, Wis +4

Skills: Perception +7

Senses Darkvision 120' ft., passive Perception 17

Languages Sahuagin

Challenge 5 (1,800 XP)

Blood Frenzy. The Sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness: The Sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy: The Sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The Sahuagin makes three attacks, one with its bite and two with its claws or Trident.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5' ft. one target. Hit: 9 (2d4+4) piercing damage

Claws. *Melee Weapon Attack:* +7 to hit, reach 5' ft. one target. Hit: 11 (2d6+4) slashing damage

Trident. *Melee or Ranged Weapon Attack.* +7 to hit, reach 5', or range 20/60 ft., one target. Hit: 11 (2d6+4) piercing damage or 13 (2d8+4) piercing damage if used with two hands to make a melee attack.

Sahuagin Priestess

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8+6)

Speed 30 ft., swim 40 ft.

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

Skills: Perception +6, Religion +3

Senses Darkvision 120' ft., passive Perception 16

Languages Sahuagin

Challenge 2 (450 XP)

Blood Frenzy. The Sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness: The Sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy: The Sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting: The Sahuagin is a 6th-level spell caster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy*

1st level (4 slots): *bless, detect magic, guiding bolt*

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

3rd level (3 slots): *mass healing word, tongues*

Actions

Multiattack. The Sahuagin makes two attacks, one with its bite and one with its claw.

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

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

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Water Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8+51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+3)	8 (-1)	10 (+0)	10 (0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, one language of creator's choice

Challenge 7 (2,900XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

Actions

Multiattack. The myrmidon makes three trident attacks.

Trident. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage or 8 (1,8+4) piercing damage if used with two hands to make a melee attack.

Freezing Strike (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more attacks of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses Darkvision 60', passive Perception 9

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

Challenge 1/4 (50XP)

Actions

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

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

Zombies

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60', passive Perception 8

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

Challenge 1/4 (50XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8+27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered.

Damage Immunities necrotic, poison

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

Senses Darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5' ft. one target. Hit: 21 (4d8+3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

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:

Story Award

Tarot of Fate (The Star): Inverted. You've retrieved the ghost of Seireri Moongleam from its banishment. Muma is working to release her soul so Seireri can once again protect her city. More information can be found in **Player Handout 01**.

Tarot of Fate (The Star): Upright. The ghost of Seireri Moongleam has been lost once again and the Fate of Thentia has become a bit more clouded. More information can be found in **Player Handout 01**.

Saved by Muma. You contested with the Ghost of Seireri Moongleam in an attempt to free her soul but were found wanting. If it were not for Muma's freshly baked cookies you may still be locked in that Lantern.

Player Handout #2. Magic Item

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

Folding Boat

Wondrous Item, rare

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it.

One command word causes the box to unfold into boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the folding boat to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

When closed the box has scenes of cookies and baking utensils on the outside. When opened it releases the smell of freshly baked cookies and the feeling of a warm bakery. In either of its boat forms, written across the bow in bold, golden, letters is the ship's name, "*Sugar, Spice, and Everything Nice!*".

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

Player Handout #3. The Cards

During the course of this Adventure the party has their fortune told to them. The following cards, and associated readings, are listed below.

Ace of Wands: “Heroes the city does not seek, but heroes the city needs!”

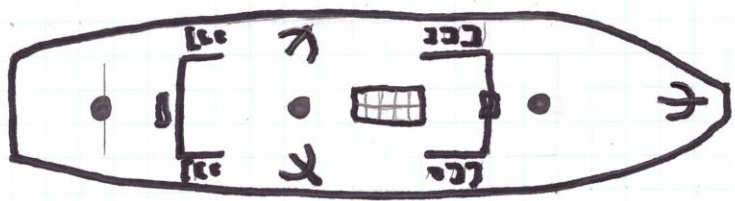
The Hanged Man: “Seek the Light that shows the ship’s way to help lead Her back from the darkness around Her.”

Devil: “You must weaken Her near to oblivion, but destroy her you must not, else all hope for the city will be lost with her soul!”

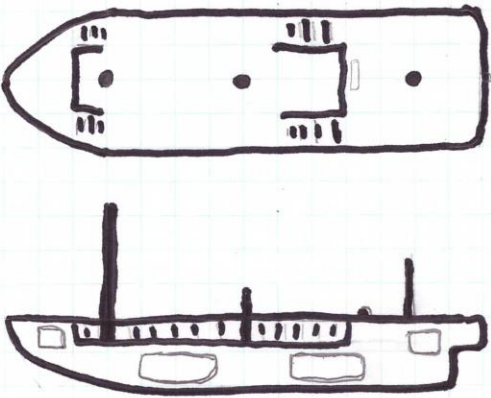
Judgment: “Thrice you must beat her in a war of wills, but failure has a great price to be paid!”

Appendix: Ship Maps

The Star



The Sunken Treasure



- Mast
- ┌ Stair
- ▢ door
- ⊞ ballista
- ▤ Hatch

▢ bladder
└ = 5'

side view