

TAROT S1-01



A Long Night

A Side Story to the Song of Fates



This is a simple caravan job – deliver the mysterious box to Thentia. Just one thing – don't open the box. And protect it from all attacks. This is a Side Story adventure that complements the Song of Fates series.

A Two-hour adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

This adventure is designed for **three to seven 1st to 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.

This adventure occurs in Faerûn.

Background

The adventurers have been hired by **JEAN ARCENGALÉ** as caravan guards to escort a caravan from Melgaunt to Thentia. It should only take one night, but the cargo is apparently very precious. Jean has been told it contains a magical box and he knows that it needs to be *safely* delivered to **PRUSTINIA LOYALAR**.

The box contains what will eventually be the **WOAD HEART**, which is featured later in the Song of Fates storyline. In this adventure, it is kept inside of a double-metal layer box – one layer made of cold iron and one layer made of lead, making it much heavier than what you might think. However, the heart itself is the key component for the rituals to come in Thentia.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene.

- **Call to Action: The Job.** Jean Arcengale hires the adventurers to escort a caravan that is transporting very valuable, important cargo.
- **Part 2: Night.** This part involves the attack on the caravan at night, where they have to fight

off the Ordine Cultists trying to seize the box. This is **Story Objective A**.

- **Part 3: Delivery.** This part involves the delivery of the box to Prustinia Loyalar and getting into Thentia itself. This is **Story Objective B**.

Adventure Hooks

The adventurers have been hired as a guard for a caravan heading from Melvaunt to Thentia, but some other, more specific hooks have been provided below.

Strange Magic. The adventurer has heard rumors of a beating heart in a strange box and wants to study it further to understand the protection magics at work.

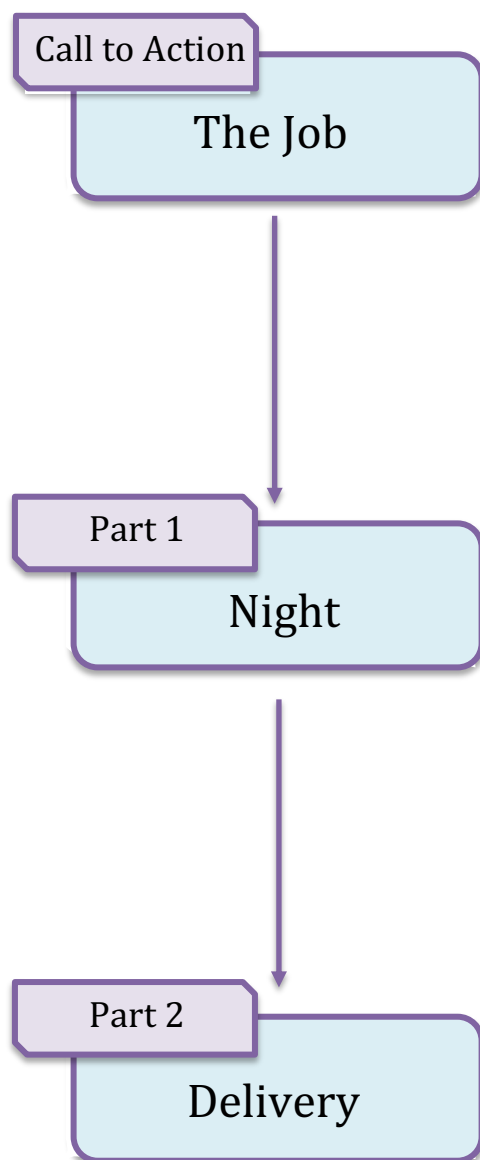
Visiting Family. You have a family member in the city of Thentia and took this as an excuse to have a “paid vacation” on your way there. Maybe you can bring that young family member a gift you find along the way!

Visions of Times to Come. You (or someone close to you) have seen visions of a powerful artifact rising in Thentia, and you are using this caravan guarding as a way to get there and as a cover for your true intentions.

Get Rich Quick. You think that maybe you can find some other merchandise to pilfer off of the caravan, and then hawk it to a fence in Thentia. Who knows?

Adventure Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Call to Action: The Job

Estimated Duration: 10-15 minutes

“Adventure is out there!”

-Pixar’s Up

Setting Information

During this part, the adventurers are located outside of Melgaunt – the sun is high but the weather is cooling. Signs of autumn have started – a few leaves dropping, cooler winds. All signs of the cooler weather to come.

Call to Action

Getting hired to guard the caravan on its travel from Melvaunt to Thentia is the Call to Action.

Your First Job!

The sun is high above you outside of Melvaunt, where the notice for caravan guards in the Singing Goblin tavern told you to go. The smells of a summer fading away in your noses. You see a man in his mid-30s, tan skin and brown hair. He waves you over to a caravan and its driver, a woman of similar appearance and age.

Getting Hired

The adventurers are noticed by **Jean Arcengale**, who is hiring them to guard the caravan headed from Melvaunt to Thentia to deliver The Box (see below). In the “Interview Process” of this, he will ask the following questions of the adventurers (it should be at least one per adventurer in the party). Feel free to improvise other questions depending on your players, these are just suggestions.

- What qualifies you to guard this caravan?
- How can you use your skills to protect the cargo?
- If a guard stops you, what do you do?
- A pack of goblins and orcs and hobgoblins are blocking the path. How do you react?
- Do you have a reliable weapon and/or armor?

- How will you be an asset to this team?
- Tell us about where you are from.

Based on their responses, Jean may enthusiastically hire them or be stuck with them, as there is no one else to work the job. He then tells them the following information:

- The caravan driver is **Yara Blackstorm** and she has been trusted and paid **ONLY** to drive the caravan. She does **NOT** know the contents of the box.
- It should be a 2-night trip, arriving to Thentia at sundown.
- The box is inside the caravan. No one must try to open the box. The box is the most important part of this mission and it must make it to Thentia.
- You are delivering the Box to **Prustinia Loyalar**, who can be recognized by her raven dark hair, her ambitious attitude, and dragon tattoo encircling her right eye.
- Upon making it to Thentia, you will be paid some gold pieces each
- They should look out **Joanna Arcengale**, Jean’s sister. She works as a Guard of Thentia.
- There have been rumors of cults on the rise in Thentia – they have been known to go after the caravan routes. Be on your guard.

The Box

This box is made of two layers of metal – one of Cold Iron (to contain the fey magic within) and one of Lead (to protect it from all divinations). The box weighs substantially more than you would think. It is impossible for the adventurers to open it throughout the course of this adventure – it requires two dispel magic spells cast on it simultaneously. However, occasionally, a thump can be heard from the box, very similar to a heartbeat.

Advancement

Once the adventurers have been given information and agree to the job, they may advance onto Part 1.

Part 1: Night

Estimated Duration: 45-50 minutes

“For the night is dark and full of terrors”
-Melisandre, A Song of Ice and Fire Series

Setting Information

This part occurs at a makeshift campsite on the road between Thentia and Melvaunt. It is dark, cloudy night, with barely any moon shining through the cloud cover above.

For the entirety of this part, please refer to **Appendix 1: Night** for maps.

Area Information

Dimensions & Terrain. This clearing is a 90' diameter clearing. There is a **caravan** near the center of the clearing. The very center of this space is occupied by a 10' diameter **fire pit**. There is some foliage spread in patches throughout this clearing, which provides light cover while in it.

Lighting. The fire pit provides dim light in a 15' radius from its area. Other than that, the only light available is from sources that the adventurers provide due to the cloud cover.

Caravan. The caravan is 10' long by 5' wide by 10' tall. It has horses attached to it, and a single locked door leading to the inside. The door can be unlocked with a **DC 17 Dexterity (Thieves' Tools)** check. The Box is stored inside of the caravan. There are no windows.

Fire Pit. This fire pit is a 10' diameter circle. If a creature ends up in the embers of the fire, they will take **2 (1d4) fire damage** at the beginning of their turn or when they enter the space for the first time on a round.

Foliage. The patches of foliage provide half-cover to creatures inside it.

Story Objective

Getting through the night without losing the box is **Story Objective A**.

Things Go Bump In The Night

As the sun sets on the day and the night grows long, your group realizes they need to set up camp. Yara has found a location that has some foliage and decent cover for you to rest the night. The next task ahead of you is to set your watch order.

Watch Cycles

At this point, it is important for the adventurers to establish their watch order. **Yara** will NOT take any watch shift. There should be 3 watch shifts to get through the night. Each watch cycle needs at least 1 adventurer. Once the adventurers choose their watch order, they cannot switch and cannot interact during other adventurer's watch cycle – should they do so, they will suffer from **1 level of exhaustion** rules due to not getting enough sleep. Give each watch no more than **7 minutes of real time** to resolve, then move on.

Exhaustion

Levels of exhaustion and their effects are cumulative. Should an adventurer not get their full resting time, they suffer from exhaustion as below

Level 1 – Disadvantage on Ability Checks

Level 2 – Speed halved

Level 3 – Disadvantage on Attack Rolls and Saving Throws

Level 4 – Hit Point maximum halved

Level 5 – Speed reduced to 0

Level 6 – Death

Watch 1

The darkest part of the night – when the moon is at its peak and the witching hour is at hand. And from inside the caravan you hear a thump...thump...thump...

The adventurers may choose to investigate the inside of the caravan or not during this watch. If

they do so, then skip this section. If they choose to investigate, lead them through the following

- The caravan requires a **DC 17 Dexterity (Thieves' Tools)** check. Alternatively, they can use a **DC 15 Dexterity (Sleight of Hand)** check to swipe the key off of Yara.
- Once inside the caravan, they hear a loud thumping noise from **The Box**. Have them roll a **Wisdom Saving Throw DC 13 (against fear)**. If they succeed, then they are fine. If they fail, then they are haunted by nightmares for the rest of the night. They gain **1 level of exhaustion**.
- Keep track of who succeeded and failed this saving throw.
- After a few minutes of investigation, they can discover that inside the box, it sounds like a heartbeat, but there is no way to get inside of the box.

Watch 2

As you stand watch for the rising moon, a rustle nearby catches your attention. However, it disappears as quickly as it appears.

The adventurers on watch can make checks to gather information as follows.

- **Intelligence (Investigation) or Wisdom (Perception) or DC 13**. This reveals that there has been some tampering around the wheels of the caravan.
- **Wisdom (Survival) DC 13**. This reveals that there are humanoid tracks (approximately 4 sets) around the caravan.
- **Intelligence (Arcana) DC 15**. This reveals that there is a magical rod inserted into the spokes of the wheels – it has been intermingled in them, so the wagon can't be moved while the rod is inserted.
- **Intelligence (Arcana or Investigation) DC 17**. This reveals that there is a button on the end of the rod that you can press in order to move the rod.

Watch 3

The night is almost done and in the earliest parts of the morning, you hear a sad yelp – almost like a mewling kitten or puppy – from beyond the perimeter of your campsite.

This occurs at the **END** of Watch 3. About 45 feet from the campsite, an injured puppy is crying for help. Should the adventurers go investigate, proceed as follows.

- 45 feet southwest of camp, there is a small puppy crying out for help.
- **Intelligence (Nature) DC 13** reveals that the puppy's injuries don't seem to be as grave as they appear.
- **Intelligence (Arcana or Investigation) DC 13** reveals that the injuries seem to be some sort of illusion

Whenever the adventurers realize that the puppy in need is a trap, proceed to **To Break the Silence**.

To Break the Silence

This attack happens at the very end of Watch 3 (see above). Refer to the Area Information from **Things Go Bump in the Night** for this area information, as well as **Appendix 1**.

The **Ordine Cultists** are able to sneak up on the group with a **Dexterity (Stealth)** check of **16**.

As the sky begins to rise in its morning cadence, the ring of steel against steel pierces the stillness of the new morning. A voice shouts "Attack!!" in a harsh, ear-splitting tone.

Adventurer Objective – the adventurers need to protect the box and defeat all enemies.

Watch Modifications

When the adventurers begin combat, do the modifications as follows based on their actions during the Watches.

- **Watch 1** – any adventurer that found evidence of someone near the caravan and/or the rod is not surprised in this combat.
- **Watch 2** – any adventurer that succeeded their saving throw against the heart is immune to the heart's effects during combat.
- **Watch 3** – any adventurer who investigated the puppy starts combat 45 feet away from the campsite.

The Box

At the end of Round 1 of combat, the heart starts thumping from the caravan loud enough so that every creature within 30' of the caravan can hear it. Everyone within 30' of the caravan needs to make a **Wisdom Saving Throw DC 13** or be **Frightened** for the rest of combat.

Creature Information

Yara uses the **Spy** stat block and does everything she can to stay out of harm's way. If she is cornered, she will take the dodge action. She will NOT lose her life defending her caravan. If it seems that she will lose the cargo, she will help in combat, but not at the cost of her life.

Ordine Cultists. The forces attacking the adventurers are led by a **Priest** and their **two Scouts** and a **Spy**. They try to keep the adventurers enclosed near the campfire if possible. The scouts (and ADDITIONAL spies) ONLY use melee attacks. The spy does everything they can to get into the caravan and steal the box. If the spy is not in the encounter, then a bandit does it instead. Their appearance is strange – robes of white with gold geometric patterns on them. Their movement is orderly and synchronous – strange for “highway bandits”.

What Do They Want? The Ordine Cultists want to eliminate the people guarding the box, and then steal the box to take back to their leader. They will use any method necessary to achieve their goal. If they get the box, they will begin retreating from combat.

What Do They Know? The Ordine Cultists know that the adventurers and Yara guard the box. They know that the box cannot be opened through normal means, but the heart inside is going to be used for a ritual. The ritual will affect the lives of all the citizens of Thentia. They want to ensure that this does not happen.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **spy** and **one scout**. Replace **one scout** with **one bandit**.
- **Weak:** Remove the **spy**, change the **two scouts** to **two bandits**.
- **Strong:** Add **one spy**.
- **Very Strong:** Add **two spies**.

Concluding the Fight

When the fight is concluded, the adventurers find a **Mysterious Note** on one of the cultists (See **Appendix 2**).

If a player attempts an **Intelligence (History) check DC 15**, they remember that the garb of the cultists match the Cult of Ordinances, a group of people whose goal is to impose ultimate order across the land.

Treasure

The cultists have **some gold** between them in their pockets as payment for this job.

The **Immovable Rod** can be moved with the instructions from the **Mysterious Note** (see above).

Yara gives the adventurers a **Potion of Fire Breath (Appendix 4)** as thanks for helping her live throughout the ensuing fight.

Advancement

Once the fight is concluded, the adventurers may continue the 2-day journey to Thentia (taking a long rest in the process).

Part 2: Delivery

Estimated Duration: 40 minutes

Setting Information

This part takes place outside of Thentia, where another force seeks to take the box before Prustinia can get it.

For this part, utilize **Appendix 3: Delivery** for the maps.

Area Information

This area has the following features.

Dimensions & Terrain. The road leading up to Thentia stretches far back. The path itself is worn down from a huge amount of travel through this way. The path stretches about 10 feet wide before giving way to a grassy field on either side.

Light. The sun is setting in the sky, giving this area bright light that is fading quickly.

Caravan. The caravan is a 10' long by 5' wide rectangle. It has horses attached to it, and a single locked door leading to the inside. The door can be unlocked with a **DC 17 Dexterity (Thieves' Tools)** check. The Box is stored inside of the caravan.

Call to Action, Story Objective, Etc.

Successfully delivering the box to Prustinia Loyalar is **Story Objective B**.

The Package

As the sun sets, a contingent of guards approaches from outside the city walls. "Hail travelers. We come at the personal request of Prustinia Loyalar. Do you have the package?"

The body of the counter should be found in the headings below; the boxed text should only provide a narrative for exciting events.

Creature Information

The contingent of guards are actually a group of followers who are working for Muma Padurii (mentioned in other TAROT series modules).

They seek the heart to spread chaos throughout Thentia.

Muma Cultists. They are led by a **Cult Fanatic**, with **three** thugs and **two wolves**. They try to avoid combat, using persuasion and other social skills to get the box, but they will resort to combat, should it evolve into that. Their goal is to retrieve the box with the heart, through any means necessary.

"Prustinia". The **cult fanatic** is disguised as Prustinia. A clever eye can figure out key details that are wrong – the dragon tattoo is circling the wrong eye. A **DC 15 Wisdom (Perception) check** also reveals that the cult fanatic's hair is dyed black. Furthermore, a **DC 15 Wisdom (Insight) check** can tell that she doesn't act like a mage studying in Thentia as well. However, encourage the adventurers to roleplay and figure these things out or to remember from earlier.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Should the adventurers get attacked, they aim to knock down as many players without killing them until they can steal the box containing the heart. Then, they run as fast as possible away.

Exploration. The Muma Cultists may attempt to sneak around the adventurers, circling behind. If so, use their Dexterity (Stealth) against the adventurers' Passive Perception, or have them roll other skill checks as you feel necessary. If the cultists are caught in this attempt, they will turn to attack the adventurers.

Social. The cultist try to pass themselves off as official guards of Thentia. They may engage in pleasantries or use any other tactic to get the adventurers to hand over the box. They should use any Charisma (Intimidation, Deception, or Persuasion) check as applicable when talking to the adventurers.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove **three thugs**. Change the **Cult Fanatic** to a **Cultist**.
- **Weak:** Remove **two thugs**.
- **Strong:** Change **two wolves** to **two worgs**.
- **Very Strong:** Change **two wolves** to **two worgs**. Add **two scouts**.

Prustinia Arrives

After about a few in-game minutes of conversation or 5 rounds of combat (whichever happens first), **Prustinia Loyalar** and her attendants come to the gate. They immediately demand for the box, and at the sight of her, the **Muma Cultists** flee the scene.

Conclusion

Estimated Duration: 2-4 minutes

Thank You

Once **Prustinia** collects the cargo, she delivers her payment of **some gold pieces** to the adventurers for their service. She informs them that the Harvest Festival is soon, and they should stick around for the festivities.

If **Yara** survives the fight, she thanks the adventurers and gives them a **Spell Scroll of Scorching Ray (Appendix 4)** as thanks. She then takes off back to Melgaunt, ready to work the next caravan job.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Items

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 4**:

- *Immovable Rod*
- *Potion of Fire Breath*
- *Spell Scroll of Scorching Ray*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs feature prominently in this adventure.

Jean Arcengale (JOHN ARK-en-gayle). A mid-30's male who handles protection jobs in Melvaunt.

- **What They Want:** He wants to ensure quality protection for anyone venturing outside of the city. He is very aware of the dangers awaiting on the roads.
- **A Seasoned Man:** He knows the necessity of battle and fighting – especially since his sister became a guard in Thentia.

Yara Blackstorm (YAR-ah BLACK-storm). A 45-year old caravan driver who frequently runs the route between Melvaunt and Thentia. She enjoys the freedom and excitement of the road.

- **What They Want:** She wants to keep his reputation of excellent delivery service from Melvaunt to other cities, making sure that the cargo is untouched and the guards she hire want to use her again.
- **Great Delivery, Guaranteed:** She believes that most everyone is good, but she knows that the roads aren't safe for caravans. She knows to be cautiously optimistic.

Prustinia Loyalor (PROO-stee-nee-uh LOY-ah-lar). A refugee from Phlan and Mulmaster who only shares information when she estimates she'll get more than she gives.

- **What They Want:** She wants the delivery of the cargo primarily – she intends to study it and see its magical qualities.
- **Study Has No Limits:** She is much more interested in magical knowledge and using it to better her station and Thentia than actually interacting with people.

Creature Statistics

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. Any one language (usually Common)

Challenge. 1/8 (25 XP)

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 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Cultist

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

Armor Class: 12 (leather armor)

Hit Points: 9 (2d8)

Speed: 30 ft.

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

Skills. Deception +2, Religion +2

Senses. Passive Perception 10

Languages. Any one language (usually Common)

Challenge. 1/8 (25 XP)

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

Actions

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

Cult Fanatic

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

Armor Class: 13 (leather armor)

Hit Points: 33 (6d8+6)

Speed: 30 ft.

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

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

Senses. Passive Perception 11

Languages. Any one language (usually Common)

Challenge. 2 (450 XP)

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

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

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

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

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

Actions

Multiattack. The fanatic makes two melee attacks.

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

Priest

Medium humanoid (any race), any alignment

Armor Class: 13 (chain shirt)

Hit Points: 27 (5d8 + 5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

Action

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage

Scout

Medium humanoid (any race), any 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)

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

Actions

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

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

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

Spy

Medium humanoid (any race), any alignment

Armor Class: 12

Hit Points: 27 (6d8)

Speed: 30 ft.

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

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

Senses. Passive Perception 16

Languages. Any two languages

Challenge. 1 (200 XP)

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

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

Actions

Multiattack. The spy makes two melee attacks

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

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

Thug

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

Armor Class: 11 (leather armor)

Hit Points: 32 (5d8 + 10)

Speed: 30 ft.

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

Skills. Intimidation +2

Senses. Passive Perception 10

Languages. Any one language (usually Common)

Challenge. ½ (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

Wolf

Medium beast, unaligned.

Armor Class: 13 (natural armor)

Hit Points: 11 (2d8 + 2)

Speed: 40 ft.

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

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

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

Actions

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

Worg

Large monstrosity, neutral evil

Armor Class: 13 (natural armor)

Hit Points: 26 (4d10 + 4)

Speed: 50 ft.

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

Skills. Perception +4

Senses. Darkvision 60 ft., passive Perception 14

Languages. Goblin, Worg

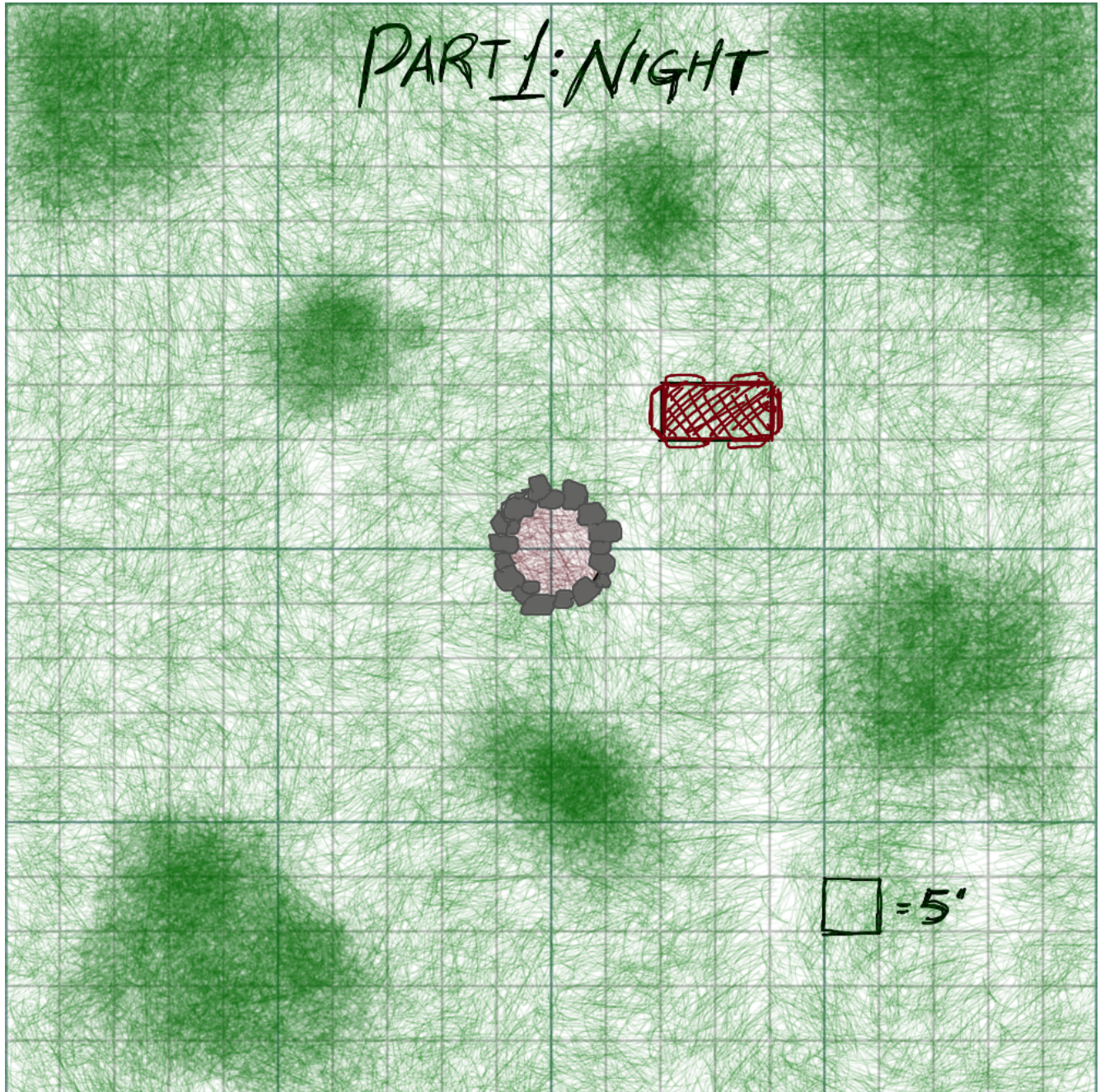
Challenge. ½ (100 XP)

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

Actions

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

Appendix 1: Night (Map)



Appendix 2: Mysterious Note

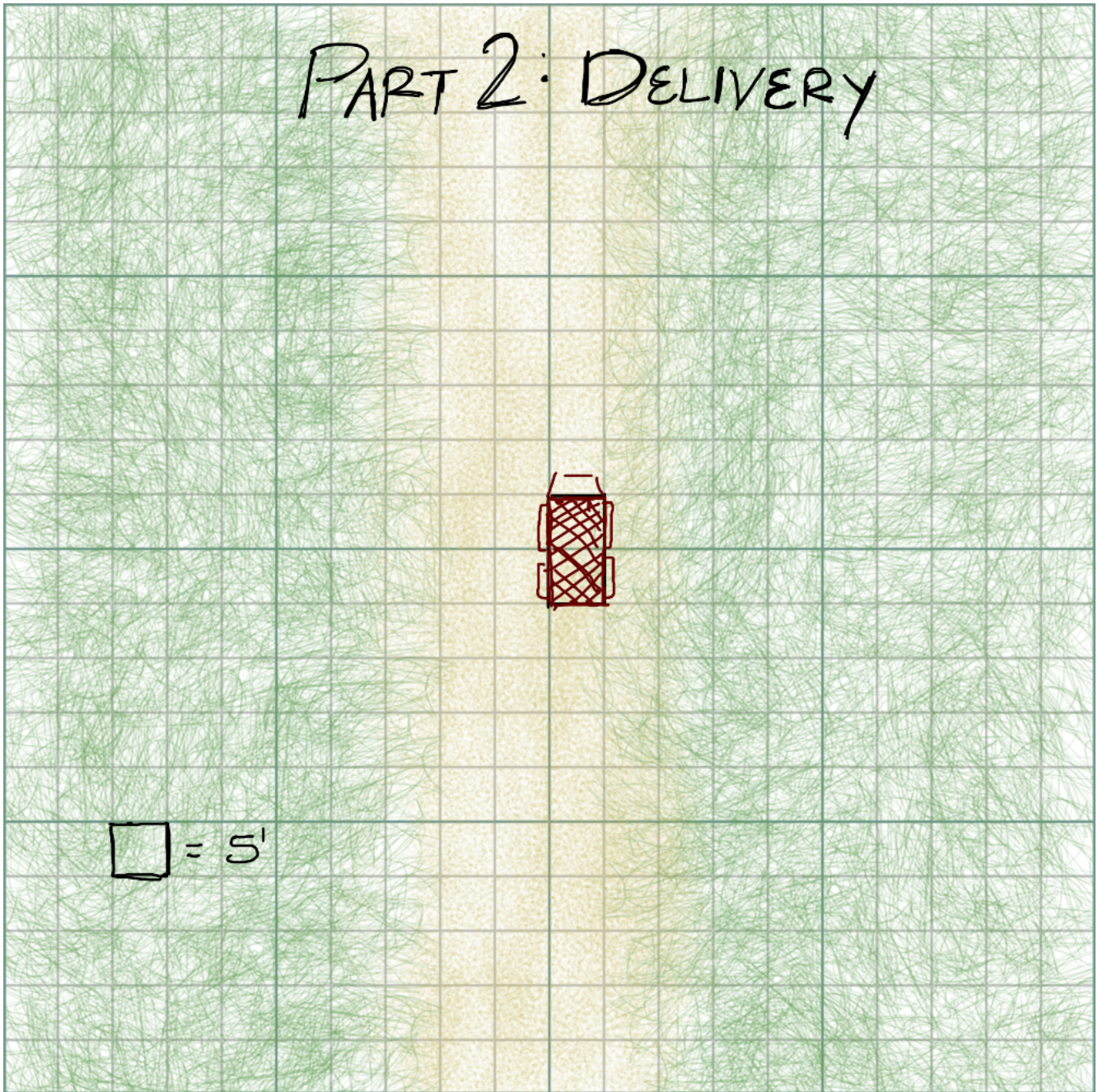


Don't forget – the Immovable Rod is operated with the button on the side. Don't lose it.

Report back to the Auftrag for your next assignment once in Thentia.

-A.L.I.

Appendix 3: Delivery (Map)



Appendix 4: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session):

Immovable Rod

Rod, uncommon

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success. This item can be found in the *Dungeon Master's Guide*.

This rod is made of a white-plated metal with gold inlays that cover the rod in geometric designs, each perfectly measured and placed. On the cap of the button is a stylized balance crossed with an infinity symbol – the symbol of the Cult of the Ordinances.

Potion of Fire Breath

Potion, uncommon

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire

three times or when 1 hour has passed. This item can be found in the *Dungeon Master's Guide*.

This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

Spell Scroll of Scorching Ray

Scroll, uncommon

A spell scroll bears the words of a single spell, written to a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. This scroll has a Save DC of 13, and a spell attack bonus of +5. This item can be found in the *Dungeon Master's Guide*.

Appendix 5: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

Preparing the Adventure

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. Familiar 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 Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic

items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

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

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