

CCC-Tarot02-09



The Thentia Job

A Song of Fates part 16

Deep in Karasht Silverflame's vault is an item that can control the infected Thentia citizens. Is he storing it for safekeeping or does he have sinister plans? The Selunites have tasked you with retrieving the item and finding out Karasht's plans

A Two to Four-Hour Adventure for Tier 2 Characters. Optimized for APL 8

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Adventure Primer

This adventure is designed for **three to seven 5-10-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.

This adventure occurs in Karasht's Sanctum in Thentia

Background

Many an adventurer has heard of the Deck of Many Things, which promises either great treasure or terrible ruin. Few have heard of a special deck, a mix of the original Deck and ancient Vistani magic, called the Tarot Cards of Fate. Each is unique in nature, and Fate had decreed the Cards separated and each lost to time. However, recent events have caused the cards to emerge, and two powerful beings to seek them out – the Ordines and Muma Padurii, who are competing for their ultimate power over the fate of mortals themselves.

The **SHAGGY MAN**, a wood woad that protected Thar through the help of Zuggotomy, the Demon Queen of Fungi has perished, all that's remaining is its heart. Somehow the **WOAD HEART** ended up in the possession of **KARASHT SILVERFLAME** who has hidden it away in his inner sanctum. It is said that whoever wields the heart of the woad can exert their influence over those afflicted with the **SPORE PLAGUE**.

Whispers on the wind tell that the **STRENGTH TAROT CARD** has been revealed. With this revelation **Kialila Yarova** seeks out those who exhibit the strength and courage to overcome one's self-doubts to prevent this influence from falling into the wrong hands.

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. If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Part 1: A Fateful Summons (Call to Action).** Kialila Yarova needs help acquiring an item from Karasht Silverflame's sanctum, and you're just the ones for the job.
- **Part 2: Vaulted Secrets.** Characters explore Karasht's sanctum for the Woad Heart and any other secrets he may be hiding. **Story Objective A:** Acquire the Woad Heart.
- **Part 3: Through the Fire and Flames.** With the Woad Heart in hand, characters must make it out of the sanctum and turn it over. **Story Objective B:** Turn over the heart to Kialila or the Selunites (Mumanites).
- **Bonus Objective A: Background Check.** Characters must piece together credentials to slip into the Spirling Tower without arousing suspicion. It can be found in **Appendix 1**.
- **Bonus Objective B: We're not in Thentia anymore.** Characters find themselves in the City of Brass and must strike a deal with Karasht's ancestor to return home. It can be found in **Appendix 2**.

Adventure Hooks

Touched By Fate. Characters with this story award tend to be known as Fate Changers and always seem to find themselves in the right place at the wrong time, or the wrong place at the right time depending on how you look at it.

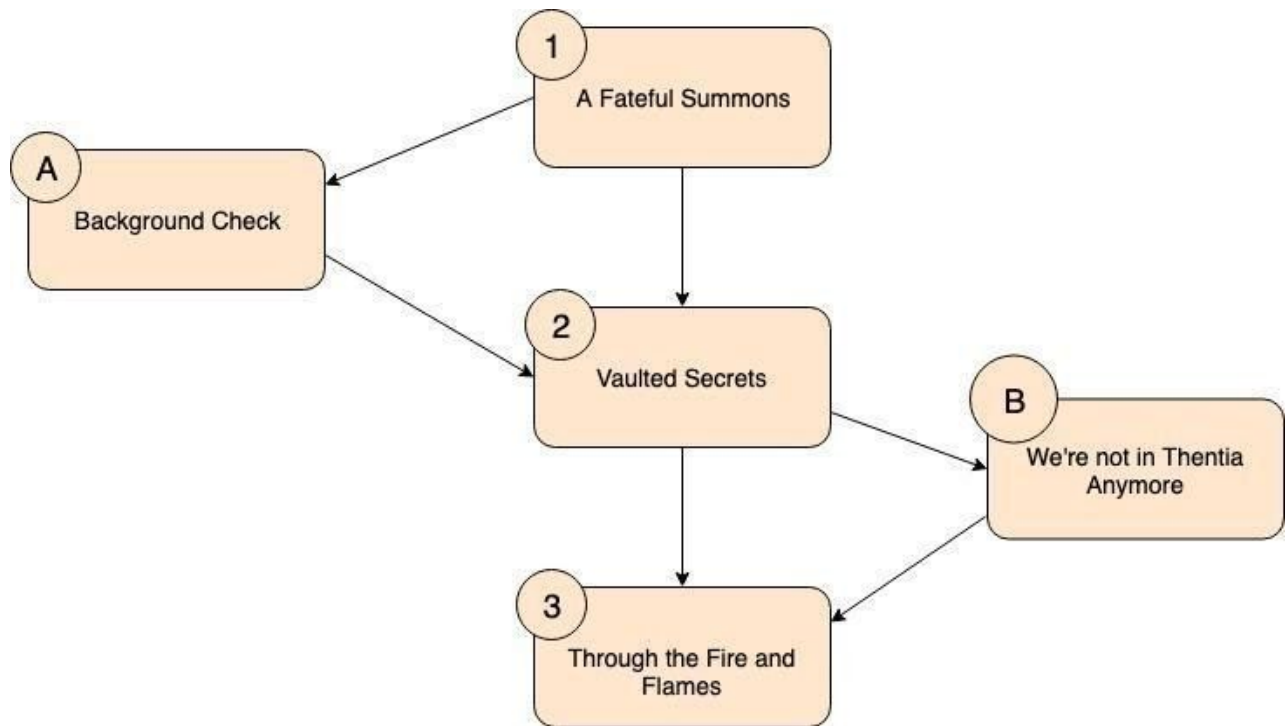
For the Good of the People. The infected populace needs help, and you may just be the person to do it.

A Set of Skills. This job requires a particular set of skills, skills that you have acquired over your career as an adventurer. Skills that make you the right person for the job.

Curious Cat. Those of Arcane persuasion can't possibly pass up the opportunity to explore the inner sanctum of a transmutation Archmage...

Adventure Flowchart

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



Part 1: A Fateful Summons

Estimated Duration: 10-15 minutes

Setting Information

This section takes place in **The House of the Moon**, the local Selunite Temple

Ceilings. 40ft tall stone ceilings depict a night sky with a stained glass representation of the moon.

Light. Sconces on the wall provide flickering light, Sunlight pierces through the stained glass moon window to illuminate the chamber

Sound. Early morning prayers are but a muted whisper, other than that the chamber is quiet.

Call to Action.

- Kialila Yarova has summoned the adventurers to retrieve The Woad Heart from Fire Genasi and Transmutation Archmage Karasht Silverflame's sanctum
- She can provide credentials to the adventurers. (**Appendix 1**). If you plan on running **Bonus Objective A**, she tells them what they'll need to acquire to enter without suspicion.

Creature Information

Kialila, isn't a threat, she is a mid-level priestess in the house of the moon. Characters with at least a **PASSIVE PERCEPTION (WISDOM) SCORE OF 15** notices that while most of the robes don the holy symbol of Selune, some of the robes have the Holy symbol set against the backdrop of a Tree (Mumanites). A **DC17 INTELLIGENCE (Religion) Check** reveals that this is not a standard representation of selune, but not necessarily a bad thing as forms of worship can take on many different appearances.

The Mumanites are one of the factions vying for control of the *Tarot Cards of Fate*. While present in this module they should never be named as Mumanites, only Selunites. Naming them Mumanites could affect the

outcome in part three and how the Tarot card is revealed. **Leave it to Fate**

Objectives & Goals. Kialila seeks to obtain the Woad Heart to keep it out of the hands of **Karasht** and anyone who doesn't respect order and lawfulness. Kialila doesn't reveal that she is a member of the Ordines, nor that there is another group vying for the heart.

What Do They Know? Kialila knows that the woad heart can be used to influence and assert dominance over anyone afflicted with the Spore Plague. While they have the best Thentia has to offer working on a cure, she needs the adventurers to retrieve the heart to buy them time. Karasht has shown his true nature (See the events of TAROT 2-6) and cannot be trusted. Rumors have it that the heart is wooden and mossy, but she doesn't have an exact descriptor. When trying to divine it's location their attempts have failed past leading them to Karasht. Kialila was getting information from **Kianne Amblecrown**, the Divination Archmage as well as Karasht's apprentice, a young gold dragonborn by the name of **Dohazar**. She hasn't heard from either in some time.

1a. Fortune Teller

Keen eyed adventurers that have played previous TAROT modules may recognize the **Fortune Teller**, an elderly gentleman who gives Tarot readings. He can be spotted in the chamber with a **DC15 WISDOM (Perception) check**. If asked for a reading, he quickly exclaims that he is running late and will offer them a reading at another time (During **Bonus Objective B**)

1b. Spiraling Tower

Once they have their credentials, (either from Kialila or Bonus Objective A) the adventurers can head over to the Spiraling Tower (which is bigger on the inside than the building that contains it), where they are greeted by **Soaria**, an Aaracokra who serves as a de facto receptionist for the tower. She will cross

reference the names of the night cleaning crew (**Appendix 1**) with the adventurer's credentials, and let them in. If a character has played **TAROT1-5**, then they have encountered Soaria before and must make a **DC10 CHARISMA (Deception) check**. If they fail, Soaria recognizes them as who they are and not the name on their credentials. Allow for creative roleplaying to for this to smooth itself out.

The Cleaning Crew

These are the names that have been cleared to enter the spiraling tower after hours for janitorial services (Names can be found in **BONUS OBJECTIVE A**). Characters must assume one of these names and pass themselves off as the person. Soaria has never met the crew so she only knows them by name. If a player fails to recite one of the names below from memory then they must succeed on a **DC10 CHARISMA (Deception) check**. This check can be made with advantage if the character's brought cleaning supplies with them. If they fail, Soaria doesn't believe them as who they are and not the name on their credentials. Allow for creative roleplaying to for this to smooth itself out.

What Do They Know? She assumes that any mention of Karasht's sanctum is in reference to his office and can give directions, saying that **"If you go past the black velvet painting, you've gone to far"** She recommends that the cleaning crew start at the privy as there's been a foul smell as of late. (She just wants a clean bathroom)

A Note on Divination Magic

Due to the influence of the *Tarot Cards of Fate*, the weave has been disturbed and The following spells fail if cast, and the slot is wasted.

- *Detect Evil and Good*
- *Identify*
- *Augury*
- *Clairvoyance*

- *Divination*
- *Commune*
- *Contact Other Plane*
- *Scrying*
- *Find the Path*

The following spells are altered due to the influence of the cards

- *Locate Object* - If attempting to locate the Woad Heart it leads characters to a painting of Karasht before losing the trail
- *Arcane Eye* - Once the eye is more than 120 feet from you the image starts to become blurry and a DC15 Wisdom (Insight) is needed to decipher the image. Over 300 feet and the image becomes blurry to decipher.

Part 2: Vaulted Secrets

Estimated Duration: 60-75 minutes

Setting Information

This section takes place in Karasht's inner sanctum and the hallway entrance to it. Bonus Objective B (**Appendix 2**) can be inserted at anytime.

Ceilings. Unless otherwise noted the ceilings are 20ft high and made of worked stone

Hallways. Unless otherwise noted the hallways are 15ft across and made of worked stone

Light. Generally speaking sconces of *continual flame* create torch-like lighting in all the areas.

Story Objective A

- Adventurers must locate and retrieve the Woad Heart
- Kialila would be eternally grateful for any information adventurers can uncover related to Karasht's plans.

A Note on Traps and Spells

The following spells are used as traps and/or puzzles in this section. You may wish to familiarize yourself with them before running this section. They are presented in the order that they may appear.

- Major Image
- Programmed Illusion
- Glyph of Warding
- Reverse Gravity
- Delayed Blast Fireball

Entrance

The entrance to the sanctum is hidden behind the floor to ceiling black velvet painting of a fire genasi in wizard robes with silver flames for hair. A **DC12 INTELLIGENCE (Investigation) CHECK**, spots that the painting is on hinges and the dust underneath it appears to be ash.

Opening the painting reveals the brick wall behind it. A **DC15 INTELLIGENCE/WISDOM (Investigation/Perception) CHECK** spots a tiny flame carved into the center stone. Applying mundane or magical flame to the carving causes the bricks to rearrange into a staircase leading

into darkness. Refer to **Appendix 3** for a map of Karasht's sanctum

2.1 You're Fired

Coming down the stairs adventurers see darkness behind them leading out from where they entered. In front of them, adventurers spot the glow of fire. As they round the corner, the 15-by-25 hallway in front of them is engulfed in flames, from wall to wall and floor to ceiling.

The flames are a *Major Image* cast on the area. It seems completely real, including sounds, smells, and temperature. Although it feels like it does, the flames cannot actually cause damage. Physical interaction reveals it to be an illusion. A **DC17 INTELLIGENCE (Investigation) CHECK** reveals the flames to be an illusion and it can be dispelled by casting *Dispel Magic* (**DC16 CHECK**).

2.2 Leave a Message

As the adventurers leave the flames and turn the corner they spot a Fire Genasi with silver flames for hair standing in front of them. (**Marked K on Appendix 3**). He's holding what appears to be a readied fireball in his hands.

Congratulations! You saw through the fire and flames. Your reward is that I let you leave with you life. Leave now and I shall spare you, stay and I'll use your ashes for pottery.

This Karasht is a *Programed Illusion* spell set to go off when anyone other than Karasht is within 15ft. Adventurers may be tempted to fight the illusion and may attempt so. Those who wish to talk it out are responded with "**LEAVE!**" and the **fire in his hands grows brighter**. A **DC17 INTELLIGENCE (Investigation) CHECK** reveals this to be an illusion and it can be dispelled by casting *Dispel Magic* (**DC16 CHECK**) Physically interacting with him reveals the nature of the illusion.

The *Programed Illusion* of Karasht stands above a *Glyph of Warding* obscuring it.

The *Glyph of Warding* can only be spotted if the *Programed Illusion* is dispelled with a **DC17 INTELLIGENCE (Investigation) CHECK**. The Glyph houses a *Delayed Blast Fireball* set to trigger if the Woad Heart gets within 30ft of the Glyph. If the Glyph is detected it can be dispelled with *Dispel Magic* at 7th level or a **DC17 Check**

On the wall is a mural depicting mountains. Anyone investigating it sees a bit of dirt on the ground below it. **A DC15 WISDOM (Perception) CHECK** spots a bit of the dirt stuck to the mural. If a character throws dirt on the mural it sticks to it in a pattern represented by **CODE 1 in Appendix 4 & 5**. There is a door to the South and the hallway continues west until it turns South.

2.3 Reading is Fundamental

The walls of this 15-by-15 lined floor to ceiling with books and journals. In the center of the room is a carpet with a kitten curled up napping. The kitten has coal black fur with streaks of campfire orange. It's eyes appear to be small flames. As the adventurers enter, it gets spooked and runs to the south wall squeezing through a crack in the wall no larger than an inch.

Characters can search for clues in this room, a **DC10 INTELLIGENCE (Investigation)** finds a notebook that has a mountain drawn on one of the pages with some scribbles. this is **CYPHER 1 in Appendix 4 & 5** Those who wish to search a little harder, find one of Karasht's spellbooks with a **DC17 INTELLIGENCE (Investigation or Arcana) CHECK**. A list of the spells can be found in the **REWARDS SECTION**.

The bookcase on the south wall is a secret door that can be spotted with a **DC13 INTELLIGENCE OR WISDOM (Investigation or Insight) CHECK**.

2.4 What Goes Up ...

The ceilings of this 15-by-50ft room are 100ft high. Spotted on the ceiling in the opposite corner from the door the character opened is a wooden door. The floor is made up of tiny

multicolored tiles. Stepping 5ft into the room activates a *Glyph of Warding* that stores a *Reverse Gravity Spell Marked G on Appendix 3*. A character who falls the entire 100ft takes **35 (10d6) Bludgeoning** damage. A **DC17 INVESTIGATION (Intelligence)** check spots the glyph and can be dispelled with *Dispel Magic (DC18 CHECK)*. There are two of these glyphs right in front of the door and then another two on the ceiling 15ft from the wooden door.

While on the ceiling characters they feel a faint wind as opposed to the still air they felt upon entering. Looking at what was the floor they realize that the tiles form a mosaic depicting tornadoes. With **DC13 WISDOM (Insight) CHECK** a character can infer that the tornado mosaic needs to feel some air movement. If it does some of the tiles flip and a character on the ceiling can read **CODE 2 from Appendix 4 & 5**.

2.5 Winds of Change

Opening the wooden door reveals a room that is roughly 15-by-35ft. In the center of the room sits a pedestal. On the pedestal is a bell jar that houses a statuette of a woman. A low yellow-green fog creeps over the floor obscuring it. This statuette functions as a Wand of Magic Missile. More information can be found in **Appendix 7**

Only the first 5ft and a 2.5ft pathway around the room are solid ground. Anyone stepping off the first 5ft and are not on the 2.5ft border pathway, plummets 80ft to the floor below taking **28 (8d6) Bludgeoning** damage. A **DC12 DEXTERITY (Acrobatics) CHECK** is required to walk the pathway around the room to the pedestal. On the front of the pedestal is the word "**Otherside**" written in Auran (primordial) . If players read the back side of the pedestal they receive **CYPHER 2 from Appendix 4 & 5**

2.6 A Sunk Cost

The floor of this room is glass, any character that falls onto the floor from above causes it to begin to crack. The floor can be shattered with mundane or magical means. Below the glass

floor is a miniature pirate ship whose center mast is the pedestal that rises all the way to area 5. On the deck of the ship are scattered gold coins. 20ft below the glass floor is a door to the North that leads back to Area 4. Keep in mind the current direction of gravity.

A **DC13 WISDOM(Perception) CHECK** spots that the coins make up a pattern. This is **CODE 3 from Appendix 4 & 5** If the door is opened the water rushes out into area 4. If the door is opened or the water is somehow removed a water stain appears on the hull of the ship in the formation of **CYPHER 3 from Appendix 4 & 5**

2.7 Fire and Blood

This section of the main corridor contains a mural of a volcano. If the characters have encountered the kitten in area 3 it is here on the pressure plate. If not, it appears out of the wall through a small crack and approaches the characters if they act non-hostile towards it. The kitten's collar reads 'Ember'. The kitten is warm to the touch and seems to be a runt. If needed Ember has the stats of a **MAGMA MEPHIT** while in the sanctum. Leaving the sanctum Ember has the statistics of a **CAT**. Players who are friendly to the kitten can earn the **EMBER STORY AWARD**

The 2 tiles (**marked V in Appendix 3**) in front of the mural are pressure plates. A **DC15 INVESTIGATION or WISDOM (Investigation or Perception)** is needed to spot the pressure plate, as well as faint scorch marks on the floor and walls. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the mural.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the volcano to release a 30-foot cone of fire down the corridor. Each creature in the fire must make a **DC 13 DEXTERITY** saving throw, taking **22 (4d10) fire damage** on a failed save, or half as much damage on a successful one. Ember the kitten is immune to this damage.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful *dispel magic* (**DC 13**) cast on the mural destroys the trap.

If the trap is activated or magical flames are applied to the Volcano Mural scorch marks appear in a pattern represented by **CODE 4 in Appendix 4 & 5** Along with the word "Blood". Wiping blood on the scorch marks cause it to turn to ash and fall to the ground forming **CYPHER 4 in Appendix 4 & 5**

The hallway dead ends before turning south to a reading room with a lit fireplace and a comfy looking armchair. The fireplace is a concealed door that can be opened with a button on the armchair. A character sitting in the chair or inspecting it can spot the button hidden in the wooden accents with a **DC10 INTELLIGENCE or WISDOM (Investigation or Perception)**. A partially burnt and crumbled paper lies in the ash of the fireplace. Taking a moment to read through it characters get an idea of what Karasht is planning. (**Appendix 6**)

2.8 Path of Fire

The floor of this 15-by-35ft room has ornate tile work depicting Flames, Scimitars, Gold coins, Braziers, and a Phoenix. The ornate tiles take up most of the floor save for 5ft at the entrance and 10ft at the South wall. The door leading out of the south wall is bound by 6 large locks. Each time a character steps on the correct tile, a lock opens. When characters reach the South wall, they can spot tiny symbols representing the four elements on the 6th and final lock.

To traverse the tiles characters must step on the tile corresponding to order presented in the adventure: **Brazier, Scimitar, Gold, Flames Phoenix**. The tiles are only 3ft across, If a character moves across the tiles at their normal speed they must make a **DC13 DEXTERITY (Acrobatics) CHECK** or fall into the pit below. Characters moving at half speed do not make this check as they are slow and steady in their steps. Stepping on the wrong tile causes the

character to plummet 15ft into rusty swords. A character who steps on the wrong tile must make a **DC17 DEXTERITY (Acrobatics) CHECK** to maintain their balance or fall into the pit.

Anyone who falls in takes **6 (1d12) piercing damage** and must succeed on a **DC15 CONSTITUTION** saving throw or contract a disease called super-tetanus. A creature that contracts the disease of super-tetanus is wracked with pain as its heart races and its muscles spasm hard enough to break its bones. The creature takes **11 (2d10) damage** at the start of each of its turns. If a victim is not cured by other means, it can repeat the saving throw at the end of every minute after becoming exposed, ending the effect on itself with a successful save.

The rusty swords are aligned in a way that forms **CODE 5**. However most players will assume that Phoenix is the final tile without having to see the code

If all four elements, Earth, Water, Wind, and Fire are presented at once on the final lock, it opens and the door leading to area 9 is accessible .

2.9 Heart's Desire

This roughly 15-by-50ft room opens towards the southend where placed upon an alter is an anatomical looking heart made of wood covered in moss and fungus. The movement of the moss and fungus make it appear that the heart is beating.

When half the characters enter the room or the heart is moved a dark spectral Dragonborn appears and attacks. The spectral form is Dohazar who learned Karasht's ritual and has been transformed into an **Allip**. Upon entering the room he uses his *Howling Babble* action. Two other **Allips** enter on the first round. These Allips are vaguely humanoid shape, suggesting they've been an Allip for much longer.

Adjusting the Encounter

Note: These adjustments are not cumulative

- Very Weak: Only Dohazar the Allip is present
- Weak: Only one additional Allip appears
- Strong: Dohazar Allip has 60hp
- Very Strong: All Allips have 60hp

2.10 Fire Cats

This room is inaccessible to any creature that is not Karasht or cannot squeeze through 1 inch openings. It is where the Fire Cats (**Fire Elementals**) rest.

Part 3: Through the Fire and Flames

Estimated Duration: 30-45 minutes

Setting Information

This section takes place in Karasht's inner sanctum and is the same as Part 2

Ceilings. Unless otherwise noted the ceilings are 20ft high and made of worked stone

Hallways. Unless otherwise noted the hallways are 15ft across and made of worked stone

Light. Generally speaking sconces of *continual flame* create torch-like lighting in all the areas.

Story Objective B

- Adventurers must escape the Sanctum with the heart and hand it over

Main Corridor

As the characters leave through the main Corridor (Area 7) two fully grown Fire Cats (**Fire Elementals**) emerge through small cracks flanking the party. They focus their attacks on the character who has the Woad Heart.

When the Character holding the Woad Heart gets within 30ft of the Karasht *Programed Illusion* the *Glyph of Warding* it was obscuring goes off unleashing a *Delayed Blast Fireball* centered on the heart.

Adjusting the Encounter

Note: These adjustments are not cumulative

- Very Weak: Only one fire cat appears
- Weak: The second cat appears in round 3
- Strong: The Fire Cats have 120hp
- Very Strong: The fire cats criss-cross the party setting them ablaze every round with their fire form

3.1 The Handoff

As the characters emerge from the Spiraling Tower they are greeted by 3 Selunites They thank the adventures and let them know that

they can take the heart from here so that they can get some much needed rest.

Creature Information

The Selunites are actually Mumanites, their robes sport a white tree adorned with the symbol of Selune. (**Cult Fanatics**). They will not attack unless attacked first as no not blow their cover.

Objectives & Goals. The Selunites seeks to obtain the Woad Heart to keep it out of the hands of Kialila and the Ordines. Order and law is the opposite of freedom and personal choice. They try to deceive the character into thinking that Kialila sent them as their initial meeting was in the House of the Moon. The Selunites knows that the woad heart can be used to influence and assert dominance over anyone afflicted with the Spore Plague. Instead of keeping them locked away without any freedom. They want to see the heart used to restore it.

If the characters deny the Selunites and return the Heart to Kialila the **STORY AWARD: Tarot of Fate (Strength)** is in the upright position.

If the characters hand it to the Selunites, someone other than Kialila or keep the heart themselves, the **STORY AWARD: Tarot of Fate (Strength)** is in the Inverted position.

3.2 Conclusion

If the characters brings it the Heart to Kialila, she thanks them and hands them a pouch of gold for their troubles. If brought up, she has no knowledge of the other Selunites wanting the heart, but note it's worth looking into.

Rewards

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

Player Rewards

The characters can earn the following rewards:

Advancement and Treasure

Checkpoints

The characters receive **2 advancement** and **2 treasure checkpoint** for each story objective that they complete, as follows:

- **Story Objective A:** Retrieve the Woad Heart
- **Story Objective B:** Hand over the Woad Heart

The characters receive **1 advancement** and **1 treasure checkpoint** for each bonus objective that they complete, as follows:

- **Bonus Objective A:** Acquire Credentials
- **Bonus Objective B:** Gain the Favor of Karasht's Ancestor

Magic Item Unlock

The characters unlock the following magic item(s) for **completing the adventure**:

Kianne Statuette. This small statuette is of a woman with outstretched arm and a crystal ball in her other hand. When used a woman's face appears in the crystal ball when you roll a natural 20. Those who have met Kianne Amblerown sees an uncanny likeness between her and the statuette and face. This item is described in **Appendix 7**.

Spellbook

Karasht's Spellbook (Transmutation Archmage)

1st: *Expeditious Retreat, Feather Fall, Jump, Longstrider*

2nd: *Alter Self, Rope Trick, Spider Climb*

3rd: *Blink, Fly, Haste*

4th: *Fabricate, Polymorph, Stoneshape*

5th: *Animate Objects, Passwall, Telekinesis*

6th: *Flesh to Stone*

7th: *Reverse Gravity*

8th: *Control Weather*

9th: *True Polymorph*

Story Award

The characters unlock the following downtime activity for **completing the adventure**:

The Runt. You've befriended the runt of the litter, Ember. This cat has jet black fur with streaks of campfire orange and is warm to the touch, a nod to its elemental origins. Ember loves to pounce at Dancing Lights, and will chase ranged spells. Ember has the statistics of a cat. This Story Award is described in **Appendix 8**.

Tarot of Fate (Strength) Upright/Inverted:

Please indicate which orientation was received

Upright - You retrieved the Woad heart from the Vault and handed it over to Kialila. No doubt that the infected of Thentia are that much closer to a cure.

Inverted - You retrieved the Woad heart from the Vault but did not hand it over to Kialila. Who knows what will become of the infected populace.

This Story Award is described in **Appendix 8**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement** and **treasure checkpoints** for the characters' completion of objectives, above.

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

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

- ***Kialila Yarova (Kai-lee-lah) Lawful good.*** Bright eyed and good natured, Kailila puts the needs of the many over the needs of herself. She's the one who would wash the feet of the infected before the wall was built.
- ***Kianne Amblecrown (Kai-anne).*** Referenced in this module, but not present. A good divination wizard who works to oppose evil within the city. Sweet, understanding and protective of her apprentices.
- ***Karasht Silverflame (kuh-RAHST).*** Referenced in this module, but not present. A fire gensai wizard famed for his ill temper and transmutation magics. Currently conspiring to use an object of power, the woad heart, to control the infected.
- ***Nur ad-Din Ghassan Rafiq El-Amin (Nore ah-Deen Geh-saan Rah-Feek el-Ah-Meen)*** Efrete ancestor to Karasht. Is disappointed in the way Karasht conducts himself. Holds Efrete and there kin to the highest standard, looks down upon everyone. It is a gift to be treated kindly by him. Flamboyant and over the top.

Creature Statistics

Allip

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 0ft., fly 40ft (hover)

STRDEXCONINTWISCHA

6 (-2)17 (+3)10 (+0)17 (+3)15 (+2)16 (+3)

Saving Throws INT +6, WIS +5

Skills Perception +5, Stealth +6

Damage Resistances Acid, Fire, Lighting, Thunder;
Bludgeoning, Piercing, and Slashing from
Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion,
Frightened, Grappled, Paralyzed, Petrified, Poisoned,
Prone, Restrained

Senses Darkvision 60 ft, Passive Perception 15

Languages Common, Draconic, Primordial

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

Mumanites (Cult Fanatics)

Medium Human, neutral evil

Armor Class 13 (Leather Armor)

Hit Points 33 (6d8+6)

Speed 30ft

STRDEXCONINTWISCHA

11 (+0)14 (+2)12 (+1)10 (+0)13 (+1)14 (+2)

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

Senses Passive Perception 11

Languages Common

Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The 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.

Fire Cat (Fire Elemental)

Large Elemental, neutral

Armor Class 13

Hit Points 102 (12d10+36)

Speed 50ft

STRDEXCONINTWISCHA

10 (+0)17 (+3)16 (+3)6 (-2)10 (+0)7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage

Actions

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns

Appendix 1: Background Check (Bonus Objective A)

Estimated Duration: 60 minutes

Bonus Objective A

Obtain credentials and convince the normal night cleaning crew to take a night off.

- Find out who is on the night cleaning crew
- Convince them to take a night off
- Obtain paperwork falsifying your identity

Setting Information

This section takes place around Thentia
Light. It is mid-afternoon and the sun is high
Sound. Normal street chatter and sounds can be heard, near the Forbidden Zone it is much quieter and Beyond the wall it is silent.

The Crew

The crew is only as large as the party size, so they only need to approach that many crew members, but always includes “Dusty”

“Dusty” Breella - The Crew Chief. A chimney sweep by trade she’ll only take off if you’ve convinced everyone else to have the night off (she’ll want proof) and with assurances that you’ll do the job up to par.

Thoeak the Soulaxe - Only wishes to be referred to his full stage name “Thoeak the Soulaxe”. A bard at heart he only took this job to pay the bills until he gets discovered. Welcomes the idea of having the night off in order to practice his lute. However he’s mastered all the songs he knows so in order to practice something he’ll need the adventurer’s to teach him a new song.

Alimorel Smilebeard - A very dour dwarf, she is not pleased that she was woken up before her

shift. Manuscripts and inkwells can be seen about her place. If pressed she’s mentions that shes working on an adventure novel, but has hit writer’s block. If the adventurer’s tell her of their most heroic deeds, it may be just the thing to unblock her, and she can spend the evening writing.

Janaga The Tall - A kobold, his job is to squeeze into the small spaces that others can’t. Desires to no longer be looked down upon, literally and figuratively. If the adventurers can help, then he’ll spend the night walking around town tall and proud.

Irienys Runehouse - She is very shrewd and will take some convincing as to why she should risk her livelihood to not show up and let strangers do her job. to get her to take off, 3 successful **DC13 CHARISMA (Deception or Persuasion) CHECKS** are required before 3 failures. Award advantage for good arguments and disadvantage for poor ones.

Jamlamin Silvershaper- Jamlamin is not home when the adventurers arrive. Asking his neighbors, most will say that The Tattered Griffon, is more his home. Jamlamin can be found there enjoying an ale or two. He’d rather drink all night than go to work. If they open a tab to cover his expenses (or drink him into a stupor) he’ll stay here. If they open a tab, the owner finds them at the conclusion and demands payment of 20gp for Jamlamin’s food, drink, and damages.

Kev - Kev is not very bright, but knows that in order to make money he needs to do his job, so it better be worth it. Will flat out tell the adventurers that he’ll take the night off no questions asked for 10gp. (he’ll settle for 5gp)

Appendix 2: We're not in Thentia Anymore (Bonus Objective B)

Estimated Duration: 60 minutes

Bonus Objective B

- Learn more about Karasht's ancestry
- Uncover Karasht's plans
- Gain the favor of Nur ad-Din Ghassan Rafiq El-Amin

Setting Information

This section takes place in Nur's palace room in the City of Brass.

Light. An orange glow fills the room

Sounds - A party is in full swing. Chatter, music, laughter, the sounds of fighting can all be heard

Temperature - It is hot. Not deadly hot, but those in heavy armor or furs may get uncomfortable after some time.

The room has no doors. Windows high above the City of Brass look out upon it.

Characters find themselves teleported to Nur's palace in a flash.

The Party

Nur enjoys the pleasantries of life and adventurers find themselves surrounded by folks from around the planes. Everyone getting along, the only fighting coming from the gladiatorial ring where onlookers bet on outcomes.

When Nur enters he instructs the adventurers to stay a while and have a good time. If they aren't enjoying the party then he won't speak with them. The party must make 3 successful checks to speak with Nur. If they fail 3 times before succeeding the 3 time, Nur thinks they're a buzzkill and send them home. The checks require a **DC13 of the skill chosen to be used**. Examples are provided below. Allow players to

choose which skills they would like to use to make the party better.

Performances

Music is playing, jesters performing, an all around good time is being had. Adventurers can play along, **CHARISMA (Performance)**, **DEXTERITY (Acrobatics)** Checks are some that can be used.

Wrestling Pits

Character may wish to perform in the fighting pits with contested **STRENGTH (Athletics) CHECK**. Gladiators have a +7 to Athletics. Or they may wish to bet on one of the Gladiators and may use **WISDOM (Insight) CHECK** to determine who will win the bout.

Wyvern Drop

Over in the corner is a wooden and straw replica of a Wyvern suspended by four ropes from the ceiling. Four dwarves pull on the ropes trying to knock the rider off. This one gets progressively harder. You need three successes before three failures. The DC starts at 13 and increases by one for each success. **STRENGTH (Athletics) OR DEXTERITY (Acrobatics)** are suitable skills to use for these checks.

Tarot Reading

Taking a look around they see a familiar face. The Fortune Teller from Episode 1 (and previous TAROT adventures) is there. If asked for a reading, he'll gladly do so. Have the players roll 2 d8. The first roll determines which card is revealed, the second d8 reveals it's orientation. Refer to **Appendix 9** for the readings

Other Events

- Arm Wrestling (STR)
- Bar Games (Darts, Billards, etc) (DEX)

- Spicy Locust Eating Contest (CON)
- Whatever you think may be fun at an Efreet party

Creature Information

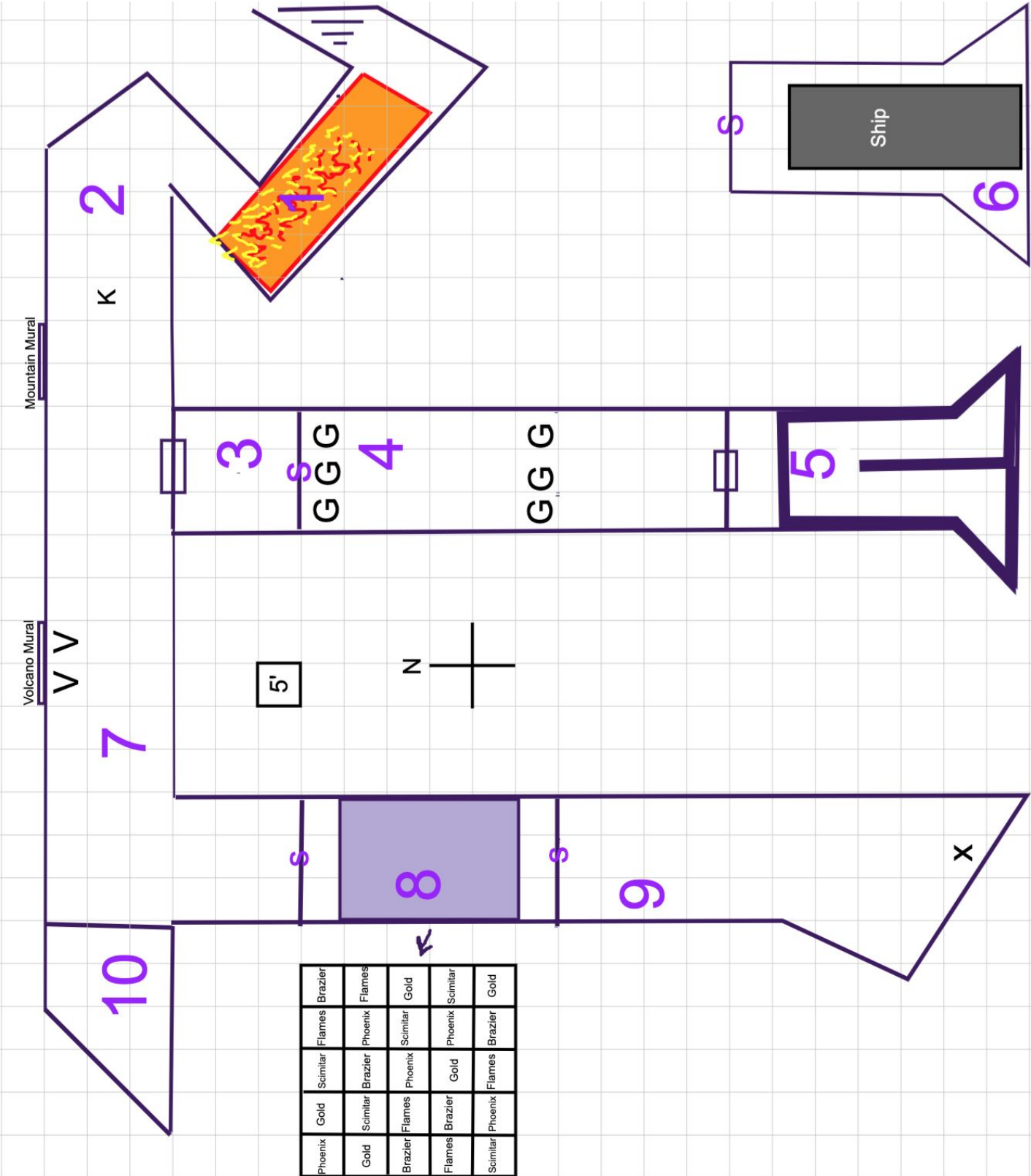
Nur ad-Din Ghassan Rafiq El-Amin (an **Efreet**), isn't a threat unless attacked. If attacked, he snaps his fingers and the adventurers are sent back and the objective is failed. If no one in the party can speak Ignan (or primordial) Nur claps his hands and a Common translator is used.

Objectives & Goals. Nuren joys his lavish lifestyle and regrets but one moment. The moment that led to Karasht being born. Nur sees his great-great-great-great-great-great-grandson as a disappointment. If the adventurers entertain

Nur and promise to take care of Karasht then he happily sends them back.

What Do They Know? Efreet aren't known for being good creatures, but he's not a fan of the way Karasht is going about his evil plans. Co-horting with lesser beings from other planes is a stain on his good name. He knows karasht is planning some type of elder ritual but doesn't have all the details. He does know that an elder ritual requires sacrifice. Karasht asked Nur to keep an eye on the sanctum while he was away. When Nur sensed the adventurers, he decided to see what was going on.

Appendix 3: Map of Karsasht's Sanctum

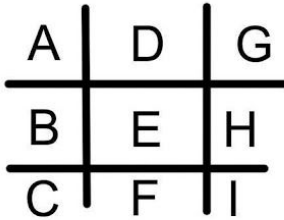


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CCC-Tarot 02-09 The Thentia Job v.1.2

Appendix 4: Codes and Cyphers (DM)

Code 1a



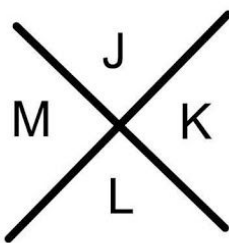
Code 1b



Cypher 1

As gravity makes
the water fall, so
do I

Code 2a



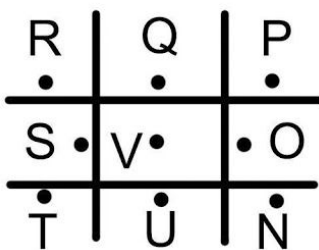
Code 2b



Cypher 2

As the Tinker's
time piece
moves, so do I

Code 3a



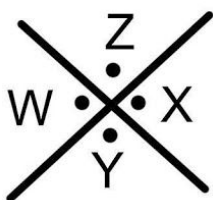
Code 3b



Cypher 3

Like the tordano
I swirl around

Code 4a



Code 4b



Cypher 4

Like many others
the one closest to
me is my opposite

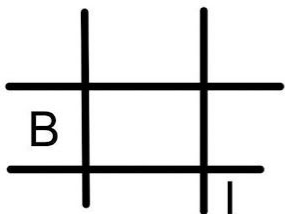
Code 5



Appendix 4: Codes and Cyphers (Player)

You may wish to transcribe these out as handouts.

Code 1a



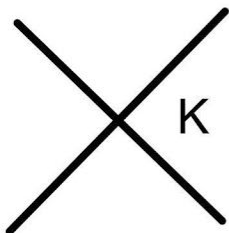
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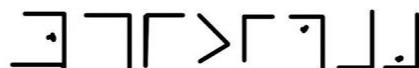
Cypher 1

As gravity makes
the water fall, so
do I

Code 2a



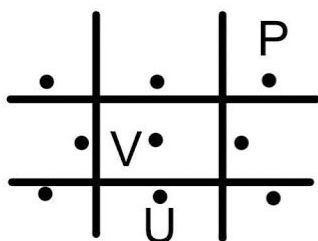
Code 2b



Cypher 2

As the Tinker's
time piece
moves, so do I

Code 3a



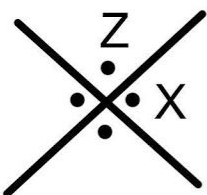
Code 3b



Cypher 3

Like the tordano
I swirl around

Code 4a



Code 4b

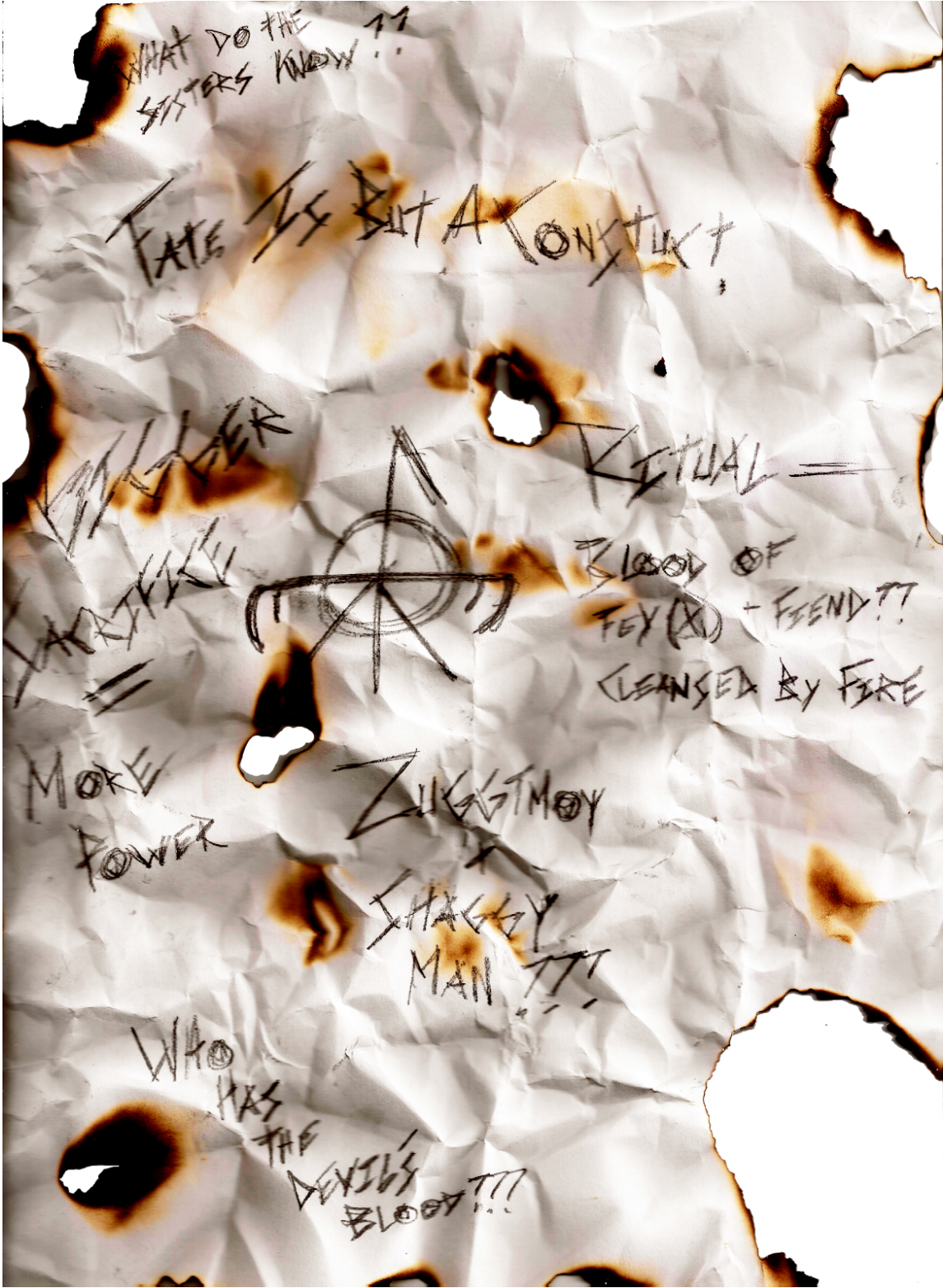
Code 5



Cypher 4

Like many others
the one closest to
me is my opposite

Appendix 6: Karasht's Scribblings



Appendix 7: Character Rewards

This appendix includes descriptions of the various character rewards that might be earned for completing the adventure including magic item unlocks, story awards, and downtime activities. Each of these rewards should have its own appendix.

Wand of Magic Missiles (Kianne Statuette)

Wand, Uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

This small statuette is of a woman with outstretched arm and a crystal ball in her other hand. A woman's face appears in the crystal ball if you use 3 charges or more at once.. Those who have met Kianne Amblerown sees an uncanny likeness between her and the statuette and face.

This item can be found on Magic Item Table F.

Karasht's Spellbook

Karasht's Spell Book Contains the following spells:

1st: *Expeditious Retreat, Feather Fall, Jump, Longstrider*

2nd: *Alter Self, Rope Trick, Spider Climb*

3rd: *Blink, Fly, Haste*

4th: *Fabricate, Polymorph, Stoneshape*

5th: *Animate Objects, Passwall, Telekinesis*

6th: *Flesh to Stone*

7th: *Reverse Gravity*

8th: *Control Weather*

9th: *True Polymorph*

Appendix 8: Story Rewards

The characters unlock the following downtime activity for **completing the adventure**:

The Runt.

You've befriended the runt of the litter, Ember. This cat has jet black fur with streaks of campfire orange and is warm to the touch, a nod to its elemental origins. Ember loves to pounce at Dancing Lights, and will chase ranged spells. Ember has the statistics of a cat.

Tarot of Fate (Strength) Upright/Inverted:

Please indicate which orientation was received

Upright - You retrieved the Woad heart from the Vault and handed it over to Kialila. No doubt that the infected of Thentia are that much closer to a cure.

Inverted - You retrieved the Woad heart from the Vault but did not hand it over to Kialila. Who knows what will become of the infected populace.

Appendix 9: Tarot Readings

Card	Upright Reading (Even)	Inverted Reading (Odd)
Temperance	Ah, excellent! You have a clear purpose and are doing what is necessary to reach it. Be careful not to become impatient, timing and precision will be important.	An Inverted Temperance. This reveals you are lacking purpose in life. You should take time to reflect on what is necessary in your life to create purpose.
Strength	Wonderful! Strength, determination, and power, this is what I see. You're confident in your abilities to overcome any obstacle, which will come to be useful in the not to distant future.	Oh dear. You seem to be lacking the confidence in what lies ahead, and indeed they are troubling. Re-center yourself and learn from past mistakes so that you may prevail.
Judgement	Oh glorious day! An upright Judgment shows that you are here to embrace your highest good, and destined for greatness. Choices you make will have long lasting effects, trust your judgment.	The multiverse is trying to send you a message, and invite you to something bigger, but you're not listening. Push past your inner fears and self doubt to answer the summons.
Wheel of Fortune	Success! I see much fortune in your future, with unexpected luck just around the corner. These will bring changes to your life, great changes, but, eventually, changes for the better.	Oh, an Inverted Wheel of Fortune. Hmm, your future will bring you unexpected bad luck, setbacks, or interruptions. You must strive to overcome these roadblocks.
The Fool	The Fool is a card of potential and new beginnings. It is also a card of difficult decisions. You should believe in yourself and follow your heart no matter how crazy it may seem.	You are acting recklessly, failing to show proper regard for others. If you are not careful and do not become more mindful of others you may be taken advantage of.
The Hermit	Meeting one with more knowledge than you possess is in your future. Heed their guidance and accept their wisdom.	Ahh, the Hermit Inverted. You have folly, or refusal to accept aging and growth in your future. Seek to always accept what is, not what you wish
The Sun	The Sun. Yes, it symbolizes happiness, success, and contentment. Stay with your friends to achieve great things, and contentment will find you.	Loneliness is in your future. Plans and triumphs will be delayed, friendships broken, and the possibility of loss, either a home, a job, or a friend, stares at you.
The World	Interesting. It seems things are about to come full circle. You are so close to achieving your goal, stay focused knowing you made the right choices.	Oh dear, it appears that you have lost sight of your goal. And the completing of that goal slips further and further away. You need to face the trials and tribulations of life in order to succeed.

Appendix 10: 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>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

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 Wisdom (Perception), and anything specified as notable by the adventure (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 advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and

your information is 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