

NOW THAT'S A KICK!

Introduction: A group of adventurers meets up with Reder Dryselw, the townmaster of Pullum, whose wife Lyse Arcourt went missing. Reder suspects foul magic is at play. It is up to the adventurers to uncover the mystery behind Lyse's disappearance. The adventurers face a dungeon, a riddle, and an emotionally laden plot.

An adventure for 2nd-3rd level characters

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PART I: MAJOR NON-PLAYER CHARACTERS

Reder Dryselw

Reder Dryselw (human male) is the townmaster of **Pullum**. Reder seems somewhat distant, cold, and quite off-putting, but, deep down, he cares about his town. His facade is a means to ensure he remains completely neutral, only letting his guard down in front of his wife. While the town of Pullum generally respects his work as a townmaster, rumor has it Reder is not a good husband to **Lyse Arcourt**. Rumors even go as far as to insinuate he only married Lyse for her wealth, as she is an Arcourt, a noble family. Reder came from a more modest background, yet he and his ancestors have always been considered good-natured, fair, and decent leaders. Reder has a penchant for fairness and is also of the opinion that wielding magic is unfair.

While he can, to some extent, tolerate magic casters that "earned or worked for it," he is utterly distrusting of sorcerers as they "happen to be born with stupendous power!" His distrust stems from envy—Reder's biggest flaw.

Reder's attitude towards spellcasters

Reder is wary of magic and spellcasters. However, he will be somewhat more respectful towards those who have access to their spellcasting abilities via divine connections, study, training, or a pact.

Lyse Arcourt

Lyse Arcourt (human female) is, unbeknownst to Reder, a sorceress. Lyse is an Arcourt, a noble family also known to give back to the people living on their land, the town of Staford. Rather than to rely on taxes for their fortune, they rely on their successful business trading rare goods and antiques. Powerful magic happens to run in the family. Lyse is thus born to a long line of powerful sorcerers. The Arcourt sorcerers prefer to remain hidden yet use their magical powers only for good when necessary. Their "secretive" nature results from their ancestors' persecution, merely for being gifted, eons ago. Her two older siblings showed tremendous potential as sorcerers, but Lyse, while possessing some magical capabilities, did not. Instead of learning how to wield her powers, she was sent to **Atham Woodaye** to learn how to control, or rather suppress, those. Her parents hoped that she would lead an ordinary life and have no magical offspring of her own. Atham lived in a cave in **The Howling Trees**, and that's where she met **Eledras Ever**, who became her best

friend. Lyse was in awe of Eledras' talent and never considered him a swot or an outcast.

Lyse recently discovered she was pregnant with her first child. Initially ecstatic, she became increasingly worried about the numerous magical incidents happening around her. Fearing she somehow tapped onto unknown magical abilities, she reached out to Eledras Ever, who she has not met for years, for help. It turns out that Lyse's unborn child did inherit her family's potential, and the raw magic is causing chaos from within her womb.

Eledras Ever

Eledras Ever (human half-elf) is a wizard/druid. Eledras is the prodigious son of two traveling circus performers. His father was an acrobat, and his mother was a Tarot fortune teller.

Considered a swot in the circus, he displayed no talent that could be of use, nor was he sufficiently handy to lend a "useful" hand. While he was well aware that his mother's fortune-telling was mostly deceit, he could not help but feel it must have involved some divine magic—some of the fortune's his mother told were eerily accurate. His mother dismissed those as self-fulfilling prophecies. Unsatisfied with such an answer, Eledras started reading every book he could find in the circus. One day, he stumbled upon a scroll that he tried to decipher. Upon learning control flames and wanting to impress his peers, he accidentally doubled the size of a campfire, almost setting aflame some of the circus tents. The carnies and circus performers became wary of him and questioned his presence. His parents felt Eledras needed an environment in which he would thrive.

Eledras' antics drew the attention of **Atham Woodaye**, a half-elven wizard with a curious approach to teaching wizards. He approached the Ever family and suggested Eledras learn about magic under his tutelage, which would allow him to prepare to study magic in one of the country's academies. And thus, became Eledras Atham's pupil. While an excellent pupil, Eledras felt that the study of magic lacked some of the divine properties he witnessed at the circus. He did find similarly divine properties in nature, which he learned to draw upon as a druid. Giving up on entering an academy, he chose to unravel the magical mysteries of nature via rigorous study. Atham approved and even encouraged this particular intellectual pursuit of combining the academic with the divine.

One day, Atham returned with a girl, **Lyse Arcourt**, to their caves in the woods. They were of a similar age and grew to be best friends. He appreciated Lyse for who she was, a person born with some magic rather than a weak sorcerer. Eledras kept a deck of Tarot Cards and loved telling fortunes, as it reminded him of his mother. Eledras became fascinated by the Deck of Many Things' legend, which he tried to discover and even recreate. He spent a lot of his time trying to render his deck of cards magical but failed every attempt to do so.

Eledras has more levels as a wizard than as a druid, e.g., 3/2 for a 5th level NPC. He is supposed to be much more powerful than the players and needs to pose a threat if the players decide to take him on.

Atham Woodaye

Atham Woodaye was a half-elven wizard that preferred living a secluded life, as human nor elven societies never accepted him. He occasionally tutored gifted children to prepare them for entrance into an academy or even master their magical properties. Lyse and Eledras were the last children he mentored until their young adulthood. Overall, he lived a pleasant life and died in his sleep with a content look on his face. Eledras buried him near Atham's favorite tree.

The Arcourt Family

The Arcourt Family is a noble family with magics running in their ancestry. Since their ancestors were persecuted for their abilities, they have chosen to keep their magical powers hidden from society. The Arcourts established their manor and lands in **Staford**. With each generation, family members branch out to facilitate their business in antiques and rare goods, their primary income source. The people of Staford consider them to be good landlords.

The manor in Staford is currently home to **Brithelm Arcourt** and **Sybil Arcourt** (née **Damsor**), the parents of Lyse, and **Brethiue Arcourt** and **Adwald Arcourt**, Lyse's older Sister and Brother. All of them are powerful sorcerers. Their servants are aware of their magical abilities, but they are loyal and keep it a secret. Their servants consist of people they have encountered while on various expeditions (urchins in need of a home, people who protected the family, etc.). While Sybil married into the Arcourt family, she is a powerful sorceress as well. However, Sybil did not come from a long line of sorcerers. Sybil is much more outgoing and dominant than her husband, thus positioning herself as the current matron of the Arcourt family.

PART II: THE ADVENTURE

The adventure starts in the town of **Pullum**. Pullum is a small town about 25 miles west of **Staford**. Pullum's location started as a place where farmers gathered to sell their goods. Back then, the area that would become Pullum was appealing because it was located in the middle of three larger towns (i.e., Staford, Sheystead, and Woheath) and was accessible by river. Over time, farmers started holding an annual event in which one would present their most-prized chickens. This annual event, which is to date still held, eventually led to the name Pullum.

There are a couple of pubs and inns in Pullum, which you can find in Part III.



The town of Pullum. Map generated with [Watabou](#).

For generations, the Dryselw family governed the town. The current townmaster, **Reder Dryselw**, is now in dire need of help; his wife has been missing. The characters may hear about the job by looking at the boards set up next to the Old Market's Bell Tower. The characters may also overhear people talking about a distraught Reder and even the disappearance of some sons. In the case of the latter, the characters might furthermore learn that "Reder might have been involved in that," with another person stating that "you know very good and well that Reder is a decent man and would never do anyone harm!" If the

characters do not engage with the townspeople, they will hear about the job by chatting to locals in one of the pubs. Townspeople will instruct the characters to visit the townmaster. He lives in a mansion next to the town hall.

Inside the mansion

The characters will notice that while the mansion is luxurious yet modest, many parts of the mansion are reserved for governing the town's activities. There are two **guards** (mm 347) outside the mansion. The guards ask those who wish to enter the mansion to state their business, and one of the guards will call one of the townmaster's aides if they mention the job. The guards will not discuss any other matter with the characters.

Once inside, the characters will notice an additional two **guards**—they guard the staircases to the upper levels. Most of the ground floor is reserved for various offices, and there are two servants, two housekeepers, and several clerks in different offices.

The characters may decide to interrogate or talk to the people to gather more information before or after the visit. However, the characters will not have the time to learn all the information while being ushered to the townmaster's office. Reder will have no problem with that. If the characters were to engage with some of the people inside, they would learn the following things or rumors:

- Reder is distraught, as his wife is missing for four days.
- Lyse confided in one of the maids that she might be pregnant; Lyse and Reder were trying to have children for quite a while now.
- Two guards have disappeared as well. They were good men. Their families, led by their mothers Hilda and Rita, demand answers from Reder. Some people think Lyse has eloped with the two guards, but the people inside the mansion would have none of those vile rumors.
- Strange things have happened inside the mansion lately. Examples include butterflies appearing in the building, ominous sounds of unknown origin, and one of the maids will swear she saw the image of Lyse about 20 feet in front of her while Lyse was standing right next to her!
- Reder is distrusting of spellcasters, especially sorcerers. If the group of characters includes spellcasters, the people might give them a warning. If the group has one or more sorcerers,

they will tell the sorcerers to keep a low profile or persuade the townmaster to be of another class (DC 15).

- Reder has not contacted Lyse's parents yet. He is aware he should have informed them as soon as she disappeared. He hopes to handle the situation himself.

Meeting the townmaster

The characters are led to the townmaster's office. Once inside, the townmaster will evaluate the group. Reder will state that this is the first time a group of adventurers presented themselves, which, he admits, he finds reassuring as only a couple of individuals have presented themselves. Reder is ready to reward the group with 200gp if they can find Lyse. If the characters accept his offer, Reder will signal his aid to leave the office and close the doors.

If the characters were not to find Lyse but (satisfactorily) solve the mystery, Reder might reward them for their efforts.

While playing Reder, the DM should try to assess the characters by asking a couple of questions about the groups:

- How do you know each other?
- What is your experience or track record?
- What are your talents?
- ...

Reder will also try to indirectly figure out whether there are spellcasters in the group and what kind of spellcasters they are. By now, the characters should have figured out that Reder is not too fond of spellcasters. Parties with one or more sorcerers may wish to persuade Reder to be of a different class (DC 15) or prove their worth by doing good (DC 20). Overall, this should not become an obstacle for the adventure. Reder might not wish to hand over the gold pieces to spellcasters and thus commit to handing over all the gold to one person (a non-spellcaster, or the one he would deem the worthiest of their magical abilities). The goal is to create tension and maybe even trick the characters into thinking Reder might be behind Lyse's disappearance.

Once the characters accept the job, Reder will suggest going to visit Lyse's study, the last place where she was seen.

- Lyse has been missing for four days.
- On the day of her disappearance, one of the maids was surprised to hear her talking to a man in her study. As this was unusual, she preferred not to disturb Lyse. Redder questions her story as someone (be it a guard or a servant) would have

informed him a stranger was visiting Lyse. Reder is not a controlling husband, but he would have known if someone was visiting their private quarters.

- Right before Lyse disappeared, there was a distorted scream. The two guards guarding the staircase ran up the stairs and then disappeared as well.
- There have been several strange occurrences in the past few weeks. Given the distorted scream and disappearance of three people, he believes foul magic is at play.
- He has known the two men that disappeared since they were toddlers. They were decent lads, and he cannot feel but responsible for their fate. He also fears that their families might blame him, which might tarnish his family's reputation.

Lyse's Study

Reder recognizes that he has taken up most of the ground floor for his business. He furthermore acknowledges his wife for providing him useful advice when governing the city. As Lyse loves the sciences and the arts, he surprised her with this spacious study of about 45 by 30 feet. The study includes a desk, a piano, a couple of chairs around a small table, and a bed. If the character asks why she has a bed in her study, Reder will first fluster and feel slightly offended, but then will, with a grin, explain that his wife loves to take a nap surrounded by her books. It reminded her of her childhood.

There are various vases, figurines, and paintings, most of which were gifted to her by her family. While beautiful and exquisite, none of these objects seem to reveal anything particular. Shelves for her private library cover three of the walls. Upon investigating the books (DC 10), a character will notice that her books cover a wide range of topics. Most if not all of her books are non-fictional. The character will discover a couple of books about magic from a wizarding perspective. When faced with this fact, Reder will tell the characters that Lyse has always been strangely fascinated with magic and mentioned having a childhood friend that wanted to become a wizard. He does not recall his name, but it starts with an 'A.'

If the players search the study and, in particular, investigate the bed (DC 10), the following things will happen:

- Three normal-sized **rats** (mm 335) scurry from under the bed to the hallway, seemingly in a panicked state. It seems as if they were hiding. The rats escape the room.
- The players will find, under the bed, a card under the floor.

Reder will act not too surprised. Rats have been sighted inside the mansion only very recently, and Reder has ordered the servants to set traps and poison for the rats. He does not know how many rats there are, but he is currently more preoccupied with his wife's disappearance. The mansion never had trouble with vermin beforehand.

Ensure that the characters are startled when the rats jump from under the bed. The characters will be at a disadvantage, similar to being surprised by an attack. Even if they were to follow the rats, they would have lost their tracks in the hallway.

The players do not know that the rats are Lyse and the two guards who have been polymorphed. If the characters somehow manage to catch the rats and converse with them, the rats will make their identities known. Lyse will also explain they knew to avoid the poison and traps yet hid from everyone as they did not want to be killed. If players were to do this, then the DM may wish to alter the adventure using the suggestions in [Talking to rats].

The players may also decide to kill the rats. Impressed, Reder will commend the group on their swift reaction. He will also comment, loud enough for the servants to hear, that one has to call upon some adventurers to get rid of a couple of rats. Now the characters have killed Lyse and the guards, which will have several consequences. See [Killing the rats] for more detail.

For the purpose of this adventure, the spell will be a variant of *Polymorph* (phb 266), which will be explained later on in the adventure. Creatures that are polymorphed and drop to 0 HP revert to their normal form, but that will not be the case here. I.e., the rats that are disposed of will retain their form.

The card is revealed to be **VI The Lovers**, one of Tarot's Major Arcana cards. Redder will state Lyse told him that the card signified strong bonds, which are not necessarily romantic. This card was given to her by her "wizard friend" to remind her of their friendship. This was something Redder always had a hard time believing. He does believe that Lyse when she tells him she loves him and no one else.

Upon a successful Arcana, History, or (arguably) a religion check (up to the player's choice), the player will recall the following things:

- DC 10: There are, in Tarot, 78 cards. Of those 78 cards, 22 are the so-called Major Arcana (of which **VI The Lovers** is part of), and the rest are Minor Arcana. The player confirms that cards do indeed bear a meaning that is often different from what one could infer at a first glance
- DC 12: The same as above, but the player can add that the example of XIII Death means the "death of a situation" (i.e., the card means "change").
- DC 15: The same as above, but the player furthermore recalls that **VI The Lovers** indicate friendship, love, or even any kind of profound

partnership. It also represents the relationship and the tension field between the earthly and the divine.



The Lovers. Tarot card from the Rider-Waite tarot deck (1909), also known as the Rider-Waite-Smith deck. The image is now in the public domain—source: [Wikipedia](https://en.wikipedia.org/wiki/File:Rider-Waite-Smith_Tarot_Card_VI_The_Lovers.jpg).

Not entirely convinced, Reder will state that he finds that Lyse held onto this card, especially this card, suspicious. Reder is convinced that the wizard was in love with Lyse. Reder's conviction will lead him to believe that the wizard might be involved in the disappearance. The group will be encouraged to look for the wizard.

On their way to Staford

The players may wish to seek Lyse's parents in Staford. Staford is 25 miles east from Pullum, which would take about a day on foot. The river does not lead to Staford, but the group may wish to avail of services (phb 159). The total cost would be 75cp per person. In other cases, the journey would require a little over 8 hours. On foot, the group might face two encounters (flip a coin, once for each encounter):

- An ambush consisting of 2 x **Hobgoblin** (mm 186) and 2 x **Goblin** (mm 166)
- 3 x **Boar** (mm 319) in the middle of the road

If the players chose to use a service, the encounters can be limited to the ambush as boars would be scared of the chariot's noise.

The random encounters may be tweaked to accommodate their levels.

Staford

The group will arrive at night and seek an inn. The inn will provide the player the opportunity to learn a few things about the Arcourt family:

- Lyse's parents live in Arcourt Manor.
- The citizens of Staford will all tell how generous and noble the Arcourt family is. Sure, they are a bit reserved, but they treat their people and the people on their land very well. Their history is not that known, but their family bought the lands a couple of centuries ago.
- Their primary income source comes from the trading and sales of rare goods and antiquities. The family established themselves in different parts of the region (and even beyond) as children leave their nests. This network facilitates their business. For centuries, their family spread into the region and beyond. The eldest of each generation remains in the manor.
- The matron and patron currently residing in the house had three children: a daughter, a son, and Lyse being the youngest. Lyse was much younger than the two eldest. Funnily enough, Lyse was not schooled at home but sent away. No one in town knows why she did not come across as a problematic child.
- When chatting to locals, some locals have seen a coach (a luxurious black chariot pulled by two horses, owned by the Arcourts) going South West. They find this odd as they are not aware of any settlement in that direction.

Arcourt Manor

If characters decide to pass by at night, they will be greeted by two **guards** insisting they return the following morning. If characters visit the manor the next morning, two other guards are standing by the gates. The guards work in shifts, and their colleagues informed them that "strangers" came to seek an audience with the Arcourts last night. The guards will allow them to walk towards the manor's door to ring a bell. The guards inform the characters that a servant will open the door and greet them.

It takes about 5-10 minutes for the servant to order the door. Anyone who succeeds in a perception check (DC 15) will notice that someone looked at them from a nearby window and the door's peephole. The servant will ask about their business.

- If they wish to talk about Lyse without mentioning anything about her disappearance, magic, or a wizard, the servant will come back and state they Arcourts have no time at the moment.
- If they state something about the disappearance of Lyse, the servant will first ask a couple of questions before going back in. If the players do not mention magic or the wizard, the servant will come back a third time asking for more information.
- The characters need to mention Lyse's disappearance, magic, or the wizard. Once the characters do this, the servant will go back in and return within a couple of minutes. The servant will signal the guards, who will then close the gates. The servant then ushers the group inside the manor into a large study.

Books, works of art, statues, and nice furniture, most of which seem not from the region, fill the study. Upon entering the study, the group is greeted by the Arcourt family. Seated at a large, round desk are **Brithelm Arcourt** and **Sybil Arcourt** (née **Damsor**), the parents. Behind the parents are **Brethiue Arcourt** and **Adwald Arcourt**, Lyse's sister and brother. Yet, unbeknownst to the characters, they are powerful sorcerers (Wild Magic Sorcerous Origin, phb 102) and at least two levels higher than the group's average.

Upon entering the study, the characters are followed by eight **servants** wearing spears that flank them. Upon a successful insight check (DC 15), characters notice that the servants are not hostile but ready to protect the family.

You can use a guard's stats (mm 347) for the servants without a shield and a chain shirt. Their AC will thus be 11.

Sybil asks about the group's business, which is an invitation to recount everything told to the servant and provide more detail. With an insight check (DC 15), characters will deduce that she's the matron and in charge of this household. She also seems to hide something (the fact they are sorcerers). The group will notice that Sybil asks many questions—pretty much a one-sided conversation, yet not revealing a lot of information themselves. While engaging with Sybil, Sybil uses *Detect Thought* (phb 231) to probe the mind of the person she addresses. That person is aware their mind is being probed, but not necessarily by whom.

Sybil and the others will not reveal any information other than:

- Finding it despicable that Reden did not inform the family about Lyse's disappearance.

- Thanking you for the information you have provided and request you to leave and not draw any attention to the matter. They will try to take care of matters.

The group can try and persuade the family in their ambition to help and find Lyse. This might help them keep their cover. To do so, the group may perform a group persuasion check (phb 175). If the group has a sorcerer in their midst and either make their presence as a sorcerer known or Sybil uncovers this with *Detect Thought*, Sybil will warm up only very slightly to the group, at least to the sorcerer. Sorcerers are allowed an advantage in the group persuasion check. Upon success, the Arcourts will loosen up and share the following:

- They are a family of powerful sorcerers, with magic running in their family's veins for generations. Sybil was born a sorcerer to a wealthy family with no such ancestry. She met her husband while he was scouting for goods. (only provide the information that Sybil is married to an Arcourt if the players inquire about it).
- Their ancestors have been prosecuted for being gifted, and hence they have learned to keep a low profile.
- They only avail of their powers when necessary, and only for good.
- Everyone in the family enjoys private tutelage in their gifts so that they can protect themselves.
- Lyse proved to be an exceptionally weak sorceress, for reasons unknown. She has barely any control over it, mostly flukes and wild surges, the latter which she could not control.
- Given her weak abilities, Sybil and Brithelm thought her children would not have been sorcerers, although this would have been a first in the Arcourt family.
- Fearing for her safety, they decided it was better for her to learn to control, or rather suppress, her powers. A "normal" life would be the most fitting for her. The Arcourts contacted an old acquaintance, the half-elven wizard Atham Woodaye, to tutor Lyse. Given the flukes and wild surges, they decided to tutor her outside Staford, deep in the woods of The Howling Trees.
- Atham Woodaye has a cave in **The Howling Trees**. He is known to tutor one to two gifted children in a discrete manner. Lyse befriended a young half-elven would-be wizard, who helped her grow in confidence. The Howling Trees is southwest of Staford and about 30 miles south from Pullum, deep inside the woods. His cave is at

the base of the most prominent hill. One can easily spot that hill when approaching the forest.

- While not enthusiastic about Reder, as they know he is wary of sorcerers, Sybil knows Reder is genuinely caring and loving towards her daughter. She also knows her daughter is in love with Reder.

If the characters do not obtain the approximate location of the Eledras' cave, they can get it from Undald, the owner of The Golden Egg.

If the character Sybil is talking to does not mention the possible pregnancy inside or outside the game, Sybil will not become aware of this fact while detecting thoughts. If the players bring it up, Brithelm will be shocked. Both Brithelm and Sybil openly question whether they were right to send her off like that. With side-effects that strong, the unborn baby must be a very powerful sorcerer.

In the unlikely event the characters have killed Lyse, Sybil will become aware they have killed her. Sybil will detect this with Detect Thoughts. Enraged, she will scream: "You killed my daughter?!" and a fight between the group and the Arnouts (aided by the servants) will ensue. This fight is meant to be deadly. The Arcourts will have already cast Mage Armor (phb 256).

The Howling Trees

The Howling Trees is a rather large forest that covers several hills. It is about 30 miles south of Pullum, so it would take the characters a little over a day to get there. The most prominent hill is somewhat in the middle of the forest, and it would take about half a day to get to the hill's base and find the cave's entrance. The forest is full of animals. While wary of strangers, the forests' animals do not seem too frightened. Upon a successful nature check (DC15), one can deduce that there are no real dangers in the woods (except for the natural predator)—someone or something might have been protecting the forest and its inhabitants.

Eledras' Cave

Eledras' cave's entrance is on the southside of The Howling Trees' most prominent hill. That side of the hill is surprisingly steep, though natural. The characters notice a set of stone stairs leading inside an enormous hall of about 60 feet in diameter, which seems to have been carved out of the hills rocky interior.

1. The Hall

While the hall has, depending on the time of day, some light from the entrance, characters without

darkvision will need to rely on torches or another source of light to see. The Halls' ceiling is about 20 feet high and dome-shaped. Characters will notice that the ceiling is divided into 22 segments. Each segment contains an illustration of a Major Arcana card (Tarot), its number, and its name. The illustrations are etched into the stone and colored with what seems to be naturally occurring pigments, diluted with water. The colors are, therefore, not vibrant.

On the floor, there are three shallow circles. The circles are carved and also divided into 22 segments. The north segment has the number 0, followed by (from left to right) the roman numerals I to XXI.

On the hall's north, one can find an enormous double door made of massive stone. The stone slabs are impossible to push and will not budge. With an investigation check (DC 10), a character will know that the doors open outward (i.e., the hall), but there is no convenient way to pull at the stone slabs. Trying to break the stones will not have any effect. An Arcana check (DC 15) allows a character to discover the door mechanism is magical.

While not immediately apparent (investigation DC 10), writing has been engraved on the double doors. The writing is in common but difficult to decipher, especially in the dark. Characters can use dirt to make the writing more easily legible or spend about ten minutes, ensuring they have it figured out. The writing reads:

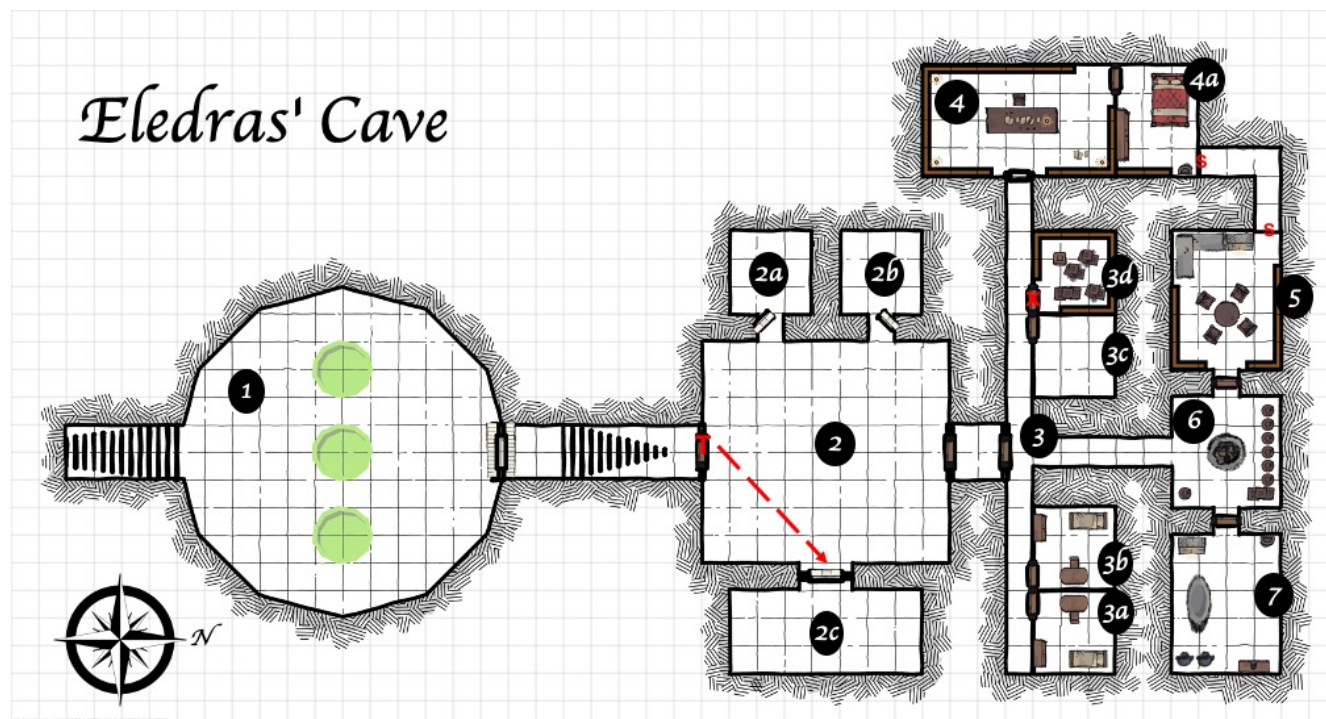
I am the embodiment of strong, powerful, masculine energy. I have access to a suite of arcane tools, which I use to summon new ideas. You can find me by going where the sun sets and calling my name.

As a different kind of energy, I represent the mystical balance one may find through my spiritual guidance. I may look severe, but I am at peace. You can find me where the moon rises and calling my name.

Together, our energies add up. Together, our energies also double. Though, to be successful, we need to find a middle ground. What are we?

This simple riddle requires the players to examine the Tarot Cards available as a handout. The descriptions have various clues to identify the I Magician (four arcane tools, powerful man), and II The High Priestess (opposite to masculine, spirituality—she's adorned with spiritual symbols). The last card should not come as a surprise, given it was the card found in Lyse's room. However, if you add up I and II, you get III. And if you double III, you get VI, which is the number of the sixth Major Arcana card; **VI The Lovers**. Characters must stand in the right circles to state the cards' names; "The Magician" in the west, "The High Priestess" in the east, and **VI The Lovers** in the middle. They have to be stated out loud. You may choose whether the players have to shout at the same time or in sequential order. I would advise the order of the writings.

Upon successfully solving the riddle, the stone doors will open.



This map features map assets by [2-MINUTE TABLETOP](#), available under a [CC BY-NC 4.0](#).

2. Training Room

The room is dark, 45 feet by 45 feet, and about 20 feet high. Oil lamps are mounted in each corner at about 10 feet. Each oil lamp has a fresh pint of oil, providing 6 hours of bright light with a 15-foot radius and dim light with a 30-foot radius. When all oil lamps are lit, the middle of the room will be dimly lit. Characters may deduce that the oil lamps are maintained.

The doors will close by themselves once everyone has left Area 1. If someone decides to stay in the hall, then the doors will not close. If characters split up and one group goes beyond the entrance and the other group inside the corridor, the doors will close. The group behind the door will notice that the doors can be pushed open from the other side. As the door as heave, that will require an athletics check (DC 20).

The corridor to Area 2 consists in part of a set of stairs. These stairs are steeper than those at the entrance, leading the characters to deduce that they are deep inside the hill. The corridor leads to a double door made out of wood.

The door is trapped. The door is connected to a wire that will open the gates of Area 2c, which contains an **owlbear** (mm 249). The trap is mechanical, simple, but well hidden. Spotting the trap is more complicated than disabling it. A character may spot the trap with a perception check (DC 15). Characters may perform an investigation check (DC 12) to deduce what needs to be done, followed by a dexterity check using thieves' tools to disable the trap (DC 12).

If the characters let the owlbear loose, the owlbear will relentlessly attack and chase the characters. The doors are not strong enough to hold an Owlbear. Everyone rolls for initiative upon activating the trap. The characters are not surprised by the danger heading their way as the gates slowly open, and the characters hear the owlbear's sounds. If the characters disabled the trap, then they will notice an angry owlbear trying to get out. The metal bars are strong enough to keep him inside his cage. Areas 2a and 2b are empty but seemed to be used as cages for smaller animals.

Upon inspecting the area, the characters will notice that the room, which is large and barren from any furniture, has strange surface damages. Some parts of the room seemed scorched, and other parts seemed to have suffered lightning damage. Such damage must have been the result of magic.

On the opposite side of Area 2 are two sets of double doors. Both double doors are wooden, albeit more solid. Both doors are open but can be locked from inside.

If you find that your players need some actions, you may increase the trap's difficulty or just have the owlbear emerge from Area 2c upon entering Area 2.

3 Corridors

The corridor is dark. Mounted on the walls are hooks, which are used to hang oil lamps. The characters can turn right towards some bedrooms, turn left towards Area 4, or go forward towards the pantry-room.

3a Room

The door is not locked. This bedroom consists of a simple bed, a simple desk with a small drawer, a chair, and a small wardrobe. The room is seemingly empty and has not been touched for years. Upon inspecting the drawer, a character will discover a journal and a pencil which used to belong to Lyse. By flicking randomly through the journal and reading some pages, the characters will learn that:

- Lyse was about 12 years old when she wrote in this journal.
- Lyse was learning how to suppress her magical outbursts.
- Eledras cheered her up whenever she failed to control her magical abilities.
- Lyse made sure Eledras was not putting himself in danger.
- The mischief they caused in the woods.

With a successful investigation check (DC 20), the characters will stumble upon a page that was seemingly read over and over again. The page recounts the day Eledras performed a Tarot reading for her. Eledras' missed his mother, and Lyse encouraged him to do a reading, as it would remind him of his mother. She was rather amused yet mesmerized by Eledras' dramatic performance. He told her that she would fall in love with a ruling figure and bring either bring something powerful into this world or be the source of some powerful change—the cards couldn't tell him exactly what that meant.

Upon reaching adulthood, Lyse took all her belongings and moved back to Staford via Pullum. That's when she met Reder, and they began courting. While Lyse tried to make sure she packed everything, she must have forgotten one of her old diaries in her drawer. As Eledras had the utmost respect for her and her privacy, he never entered her room with the intention to snoop around. Eledras was unaware thus unaware of the journal in the drawer.

3b Room

The door is not locked. This bedroom consists of a simple bed, a simple desk with a small drawer, a chair, and a small wardrobe. The room is seemingly

empty and has not been touched for years. One may notice strange marks and stains on the walls and ceiling: suit, cracks that result from high impact, etc. A circus tent is etched into the desk.

3c Room

The door is not locked. This room is empty.

Upon reaching the door of this room, the characters may notice light emanating from below Area 4's door (passive perception DC 10 in the dark, DC 13 when in dim or bright light, e.g., by carrying a torch).

3d Room

The door to this room is locked. The door can be picked with thieves' tools and a successful DC 10 dexterity check. A character can also attempt to break the door using a strength check (DC 18). The room is packed with things: furniture, chests with clothing, shelves with books, etc. There is a thick layer of dust on the things, but upon a successful investigation or perception check (DC 12), the players will notice some recently removed and displaced items.

This room contains the items of Eledras' late mentor, **Atham Woodaye**. Upon his death, he moved all of his personal belongings to this room.

If the characters use strength to break the door or have made a lot of noise in the corridor, Eledras, who is currently sitting at his desk in Area 4, gets ready to defend himself. He does not make his presence known.

4 Eledras' workshop

Different candles light up the room. One large candle provides light on the large table in the middle of the room.

If Eledras is surprised, he is sitting behind the table. Startled, he tries to ready himself for battle. The characters hopefully try to converse with him. If Eledras is aware of their presence, he is ready for battle but will ask the strangers about their business. You can now go to "Conversing with Eledras."

4a Eledras' bedroom

The door to Eledras' bedroom is not locked. The room consists of a simple bed (albeit larger than the ones in the other rooms), a large wardrobe, a bookshelf, and a stone basin filled with water in the corner. A perception check (DC 10) allows a character to discover a secret door. The door leads to a corridor that ends with a secret door leading to the kitchen. The secret door can be closed from inside.

In the hopefully unlikely event, the characters want to fight Eledras, or a fight ensues. Eledras may avail of the secret passage and then lock the door from inside. He will either try

to leave the cave (i.e., an escape) via the kitchen or attack the players from behind.

5 Kitchen

The relatively spacious kitchen consists of a counter with an integrated stove, shelves, a round table, and four chairs. On the shelves, characters will find a wide assortment of meats, vegetables, grains, and bottles containing both water and wines. There are unlit candles on the table. There is a secret door that players can perceive with a perception check (DC 10). An investigation check (DC 15) will reveal to the players that the door is closed from inside.

If the players decide to take a break or consume the food in the kitchen, Eledras will hear them. He will use the secret passage in Area 4a to eavesdrop on the group. Encourage the players to have their characters discuss the events to date. Even if the characters suspect Eledras behind all of this, he will overhear them trying to solve the mystery. He will then make his presence known; "Strangers, I mean you know harm. We are both working towards the same cause and help my good friend Lyse." He then appears from the secret passage. The conversation that would have occurred in Area 5 will now happen in the kitchen; see "Conversing with Eledras."

6 Pantry

There is nothing out of the extraordinary. The pantry, which contains a well in the middle, also has a couple of shelves and barrels. The barrels contain dried herbs, cured meats, vegetables, etc. The well is about 20 feet deep and has about 10 feet of water at the bottom. The walls contain hooks to hang oil lamps. One shelf is seemingly dedicated to oil lamps containing a dozen of oil points and three oil lamps. There is furthermore a tinderbox.

7 Bathroom

While quite unusual to be found in a cave, this room contains a basin, a toilet, a stone tub, a stove with a large kettle, and several vases containing water. The tub is empty. There is a hook mounted on the wall, allowing one to hang an oil map for lighting. The tub is empty. However, the basin contains some water, which indicates that someone has been in the cave recently. Other than that, there is nothing out of the ordinary.

Conversing with Eledras

Eledras is a kind-hearted half-elven wizard. His age is deveining, as he looks rather experienced for his age; the consequence of being a prodigious child. An insight check (DC 12) will allow a character to know he is not lying. Depending on the conversation with the characters, Eledras will provide the following information:

- Knowing that they were parting ways, especially marrying a person who is wary of spellcasters, Eledras gave Lyse the card **VI The Lovers** as a token of friendship and as a means to reach out whenever she needed help. Indeed, the card was magically enchanted.
- He came to her aid and managed to enter her study by transforming himself into a rat. He would have preferred transforming himself into a bird, but he's "not quite there yet."
- Lyse is pregnant and fears her unborn child might be the source of all the magical incidents around her. Not wanting for something to go awry, she wanted first to call upon her friend's help. Eledras confirmed that the powerful magical energy came from within her—the unborn child. "Talk about some baby kicks, eh?"
- For reasons (yet) unknown to him, the unborn child started casting a variation of Polymorph (phb 266). It took a while, which caused Lyse to cream in pain. In turn, her scream alerted the guards who came to her aid. Upon entering the study, everyone but Eledras was turned into rats (Eledras managed a successful wisdom saving throw).
- The spell the unborn child cast was remarkably strong. Eledras has never heard of a variation of the spell affecting numerous people at the same time and lasting more than an hour.
- Eledras hypothesizes that, while the spell requires a cocoon, being in the womb might have inadvertently been a substitute. He also presumes that the child transformed itself into a rat, which caused the spell to be permanent.
- Eledras panicked, told Lyse and the guards to hide, and that he promised to be back soon. He didn't want to take them with him out of fear of being accused of the whole ordeal.
- He searched his library and his mentor's belonging for a solution and stumbled upon a Scroll of Dispel Magic (phb 234). The spell is well beyond his capabilities to study and copy the spell into his spellbook, and he also knows there is a chance that casting the spell might fail because of that same issue (dmg 200).
- He took many valuable (arcane) items to look for the necessary ingredients to create his own. He sold and traded items with Undald of The Golden Egg. Undald happened to have one Scroll of Dispel Magic, but Eledras wished to have a couple to spare.
- Creating his scrolls was not only beyond his capabilities and would have meant the loss of one scroll. The process furthermore is time-

consuming, taking about eight days to complete (dmg 129).

- Eledras thinks that casting the spell scroll on Lyse will have the unborn child snap out of his extended concentration, allowing the guards to revert to normal as well. If not, then the spell is a viable option to cure the guards as well—a spellcaster who knows the spell or other scrolls need to be found.
- Eledras does not know how to approach Reder with this solution. Eledras has yet to send out his familiar to the Arcourts, which he intended to do the following morning.
- When asked about the owlbear, Eledras will inform the group that there has been an increase in the owlbear population, so he brought one to the training area to learn more about their behavior. He did set up a trap, just in case he had unwanted visitors; "I started to wonder whether the riddle was too easy."

Eledras' level as a wizard is not high enough for him to cast a spell on the scroll as it is a 3rd-level abjuration spell. Eledras will require to perform a spellcasting ability check to determine whether he casts it successfully (DC 13, see dmg 200).

In the unlikely event the characters defeat Eledras, they can salvage the two scrolls of Dispel Magic. Searching his workshop, the players may find:

- A Wand of Magic Missiles (uncommon, dmg 211)
- A shield +2 (rare, dmg 200)
- His spellbook containing:
 - Burning Hands (lvl 1)
 - Charm Person (lvl 1)
 - Detect magic (lvl 1)
 - Find Familiar (lvl 1)
 - Mage Armor (lvl 1)
 - Darkvision (lvl 2)
 - Flaming Sphere (lvl 2)
 - Hold Person (lvl 2)

Together with Eledras, the party discusses when they should depart for Pullum. Eledras will be joining the group wielding his Wand of Magic Missile. He will lend the magic shield if characters ask if he has something that could help them.

On the way to Pullum

The group escorts Eledras and the scrolls to Pullum. Eledras carries the scrolls in a scroll case. On the road, he holds the scroll case close to him. He's also playing with his deck of Tarot cards. While shuffling his deck, he trips and falls prone. The deck falls on the ground, but one card lands, face-up, in front of him. It's XVIII The Moon.

While getting up and picking up the card, Eledras explains: "Huh? That's Strange..."

"You know what they say? They say that the cards sometimes try to get your attention. I can't help but feel that this card is trying to tell me something. This card usually tells that some unusual event will occur, supernatural even..." At this very moment, a Fire Ray aimed at Eledras' just misses him. The group sees a flameskull appearing. It shouts: "Kill Eledras... Destroy scrolls.... Destroy books..." A fight ensues.

Depending on how well the players play, you can decide whether Eledras will join the group in battle or prefer to stand back to protect the scrolls. If the group needs help, Eledras will lend the group a hand at the expense of XP to be distributed. If you find that the party has it a bit too easy, flameskulls are known to take their instructions literally; you may thus envisage having the flameskull choose his targets based on whether they carry a spellbook or scrolls.

If the group defeat the **flameskull** (mm 134), read the following as Eledras:

"What was this?! Did you hear what it said? That... that thing, I've never seen one before, was after me!"

Eledras does not understand why such a thing would be after him. Upon the character's request, Eledras can provide some background information on flameskulls.

Arriving at Pullum

Upon reaching Reder's mansion, they notice a small mob that has been formed. The mob is led by two women, which you deduce to be the mothers, **Hilda** and **Rita**, of the two guards that disappeared. They demand answers, and the mob is picketing. Tensions are high, and you notice that there are now six **guards** in front of the mansion.

If the characters try to enter the mansion, then they are stopped by the women. It is up to the group to try to persuade them to let them pass. However, they need to be careful; if they have found a solution, why would Reder's wife have precedence over their sons? While the group engages with the women (and the mob), you can announce the following:

All of a sudden, you hear the distant sound of a coach emerging from around the corner. The hooves of the horses indicate they are approaching with haste. For some reason, the sound provides a welcome distraction from the tension that is rising. When the coach emerges from the corner, everyone is surprised by its luxurious beauty. It is black and adorned with ornate black details with just the smallest of details gilded. You notice that the coach is controlled by a coachman, accompanied by a woman. They are both dressed in black. You spot four people inside the coach, and you recognize them to be the Arcourt family.

The coachman and his aide step down the couch and open the door. Sybil steps down, followed by her husband and children, and they approach the adventurers and the mob. You notice that Sybil smiles towards the women; "Ladies, may I? I, as well, am distraught with the current events and how this is handled by the townmaster—my daughter's husband. However, I do not believe that violence will get any of us any further. So, I plead, from mother to mother, please allow these adventurers to pass and let me have the pleasure of having a stern word with Reder.

Both Hilda and Rita calmed down and complied. They thank Sybil and turn to usher the mob away. Sybil looks at the adventurers, nods at Eledras, and grins as she turns towards the entrance. "Follow me," she commands, and everyone enters the mansion. The coachman and his aid stay behind with the guards.

Note that, while talking to Hilda and Rita, Sybil refers to the townmaster as Reder. She intends to convey that they are all "equals" in this matter.

Using Detect Magic (phb 231), a player may notice that Sybil has performed Charm Person and targeted the two women. Note: she did not avail of Calm Emotion (phb 231), which affects all humanoid in a radius. Calm Emotion may be a viable substitute.

On your way to Reder's office, Sybil will take one of the adventurers by the side and whisper the following:

"Reder will have a difficult time accepting his child will be a sorcerer, but we, as a family, cannot make our ancestry and history. I know Reder is envious of sorcerers, as he secretly wants such power. You can use this to your advantage. Persuade him that magic was flowing within his veins and his magical capabilities have been passed, who has been able to manifest it."

The person who is shared this information cannot pass it on as they are walking into Reder's office. It is up to that character to steer the conversation in the right direction.

You can provide the whisper on a piece of paper with the instruction not to share the information in the open. The character has to wait for the appropriate moment to either reveal or use this information.

Reder is sitting at his desk, crouched over with his face in his hands. He looks visibly in despair, which only gets worse upon seeing his in-laws entering the room.

From this point onwards, the players can decide to relay the information. Eledras will be reluctant to deal directly with Reder, as he knows he's not keen on spellcasters. It's up to the players to decide how they go about recount everything.

Players may decide first to revert Lyse to her normal form. As a DM, you may decide whether the first or second scroll automatically succeeds. If Lyse is back to her human form, the two other guards will revert as well. You may assume that Lyse and the guards are hiding in the study. If you decide to cast the spells on those scrolls, you may need to consider the DC of casting if the character (as is the case with Eledras) does not have access to 3rd level spells (dmg 200).

Whether the players first Reder Lyse and the other back to their normal form or try to explain Reder all the information first, Reder will have a tough time accepting that his firstborn is a wizard. At this point, the player with access to Sybil's information should, ideally, steer the conversation in a particular direction. Reder can be persuaded that the only explanation for his child being a sorcerer is that magical capabilities must run in his blood. Sybil and Brithelm will both attest that neither of them is aware of such ancestry in their respective bloodlines. The persuasion check has a DC of 15. Upon success, Reder will ponder about this newfound knowledge and seem somewhat content.

Epilogue

The Arcourts have decided to stay in Pullum for a couple of days, making sure that Lyse is well. They avoided contact with the adventurers as to avoid suspicion. Their coachman did pass by to thank the adventurers on their behalf.

The characters and Eledras are considered heroes by the townsfolk and enjoy free meals and drinks from Hilda and Rita. The two guardsmen take their heroes to the pub. They admit they feel kind of resentful towards Lyse "... or her baby, rather", but they also think they cannot blame an unborn child for what happened to them.

When visiting the Reder and Lyse, they are warmly greeted. Reder happily hands over the group 200gp. They tell the party they have invited Eledras to spend some time with them to help with any unforeseeable

events the pregnancy might bring. If the group wishes to leave Pullum, they encourage the players to visit Eledras, who is currently inside the mansion. He can be found in Lyse's study.

Eledras thanks the characters for their help and either inform the characters they can keep the magic shield; or gifts them the shield if they had not asked for it when at his cave. Eledras will bring up the fact that he still ponders about the flameskull and the card he drew before being attacked. He tells the characters that they shouldn't worry about it and that the Arcouts and himself are looking into this.

You can award XP based on the monsters slain in addition to gaining another level for completing the adventure.

What's next?

If you want, the adventure might provide a hook for a more extensive campaign. For instance, Eledras can inform the players that he was doing some Tarot readings. In the general readings, the **XVIII The Moon** keeps showing up. Se he fears something evil is afoot. He thinks it might be related to Lyse and her unborn child, as he laid a spread of cards to inquire about her fortune (without her presence), and **XVII The Star** emerged. This card represents hope.

PART III: SHOPS IN PULLUM

The Golden Egg

The shop is a two-story timber and brick building with a blue tile roof and a smooth stone floor. It appears to be unusually busy. The shopkeeper is a stout male halfling named Undald. He wears a collection of protective charms and talismans.

Items:

- +1 Weapon (club) (uncommon, dmg 213)
- Potion of Climbing (common, dmg 187)
- Potion of Healing (common, dmg 187)
- Potion of Healing (common, dmg 187)
- Potion of Resistance (fire) (uncommon, dmg 188)

Undald knows Eledras' personally, as they have done business together trading magical items and whatnot. He recently passed by to buy, sell, and trade items. When asked what he was looking for, Undald will state that Eledras looked worried, only revealing that he needed to concoct a solution.

Undald does not consider himself a friend of Eledras, but they are on friendly terms. While Eledras is somewhat reserved, he once invited Undald over to his cave in The Howling Trees. He has yet to take Eledras up on this invitation. He knows that his cave is at the base of the most prominent hill in the woods. He will also inform the characters that he occasionally tutors children in the magical arts.

The Angry Goose

The weaponry is a single-story timber and brick building with a red tile roof and tall elf-wrought wooden shelves. A monolith of hewn and hacked stone stands beside the building. The shopkeeper is a tall female dragonborn named Inocri.

Items

- +1 Weapon (blowgun) (uncommon, dmg 213)
- +2 Ammunition (20 arrows) (rare, dmg 150)
- +2 Weapon (spear) (rare, dmg 213)

The Armored Chicken

The armory is a two-story building of polished marble, with several leaded glass windows and dwarf-wrought iron furnishings. The shopkeeper is an inventive female half-orc named Thelchilda. She is particularly interested in shields.

Items

- +1 Shield (uncommon, dmg 200)
- Adamantine Armor (chain mail) (uncommon, dmg 150)

PART IV: ALTERNATE STORY PATHS

As DMs, we cannot foresee all possible outcomes of all possible actions the characters can make. Here are a couple of suggestions if (or when) the players do something you had not foreseen.

Talking to rats

The group managed to discover Lyse by talking to the rats. Lyse will plead the group to seek Eledras Ever, who she also called for help. Eledras indeed visited her before she turned into a rat. Reluctant to tell the truth, she will inform the group that she needed help with all the strange occurrences in the past few months. Upon finding Eledras, who will not be hostile unless provoked, Eledras will offer his help. He went back to his place to look for a means to reverse the spell.

Killing the rats

The group killed the rats that left the study. After obtaining the necessary clues, they will find Eledras Ever. The characters might have a hostile attitude toward the wizard, but it is important that the characters first talk to the wizard. Eledras will explain what happened and how he could withstand the effects of being Polymorphed, but that Lyse and the two men who heard her scream were transformed into rats. He also explains that, to the best of his knowledge, the duration of its effects was limited; he has never seen the effects last for more than one hour. He came back to his place to look for a solution or a cure. At this moment, the characters will realize they killed Lyse and the guards. Suppose the group informs Eledras of what they have done, or Eledras can persuade or intimidate the group or one of its members to tell him what happened. In that case, he will scream in agony and be driven insane. A battle will then commence.

Eledras defeats the characters

If Eledras wins, the adventure is over. You may provide an epilogue. An example would be Eledras informing Reder, in writing, of what happened. As he knows of Lyse's past and does not want her family to be in danger, he will only allude to being his firstborn to be a sorcerer, which explains all the strange occurrences. He recognizes that he lost a good friend and, more importantly, Reder lost a loving wife and child. He suggests he find some solace in the deaths of the real killers, the group. To ensure that Lyse's parentage is not put to blame, he might also insinuate that Reder must have a magical ancestry and that

Reder may contact him if his future children would show signs of magic. Up to the DM's discretion, Reder might also be driven insane upon hearing the news.

The characters defeat Eledras

If the group defeats Eledras, the group then has the unfortunate task of delivering the news to Reder. It is up to them to decide on how to take this on. Will they convincingly blame Eledras? This might have consequences for character development in the future. Will they report the truth? In that case, Reder might arrest them and put them to trial, unless he can be persuaded otherwise. Stricken with grief and almost driven to insanity, the DC for a persuasion check is 25, as it will be hard for Reder even to grasp that the group is not to blame.

On a successful persuasion check, Reder will ask the group to leave him to grieve. Reder will forget about the reward. If a character were to ask about the compensation, it would anger him. Upon leaving the house, a servant will hand the group a pouch containing 50gp. The servant will urge the group to leave the town of Pullum, as word of what happened will go around fast. This means that that citizens could hold the group accountable for the guards' deaths and possibly face a mob.

Otherwise, the group is arrested and put in prison. There, the options are manifold. If they await trial, they need to persuade the judge of their innocence (DC 20—a judge would be more rational) and otherwise face the death penalty. At any time, the group might devise ways to escape. If they escape, the reputation of the characters will soon be tarnished across the region. The Arcourt family might also seek revenge. It is up to the group to devise a way to redeem their reputation, continue as fugitives, etc. Whatever they chose is beyond the scope of this adventure, however. One may come back to the town to bring back Lyse and the guardsmen with *Wish* (phb 288). Reder will recognize that the group has done everything they could to right their wrong, which will also be voiced by Lyse, who willingly came back from the dead. In that case, maybe months or years after this adventure, their reputation will be cleared.

PART V: NPC STATS

Eledras Ever

Medium humanoid (half-elf)

Armor Class 10
Hit Points 24
Speed 30 ft

| STR | DEX | CON | INT | WIS | CHA |
|------------|------------|------------|------------|------------|------------|
| 10 (+0) | 10 (+0) | 10 (+0) | 18 (+4) | 14 (+2) | 16 (+3) |

Saving Throws Int +7, Wis +5
Advantage against being charmed, and magic cannot put the NPC to sleep.

Skills Arcana +7, Investigation +7, Medicine +5, Performance +6, Persuasion +6, Religion +7

Senses Passive perception 12

Languages Common, Draconic, Druidic, Dwarvish, Elvish

Actions

Dagger. +3 to hit, 1d4 piercing damage. Simple, Finesse, Light, Thrown, Range (20/60)

Wand of Magic Missile. 7 charges of 1st level Magic Missile

Spellcasting.

- Cantrips: Control Flames, Create Bonfire, Ray of Frost
- Level 1: Burning Hands, Charm Person, Detect Magic, Find Familiar, Mage Armor
- Level 2: Darkvision, Flaming Sphere, Hold Person
- + access to bonus cantrip Thorn Whip and access to all Level 1 Druid spells

Arcourt Family

The Arcourt family's stats are deliberately kept similar, with only differences in HP and spellcasting abilities. They can be made more diverse. Some spells are underlined, which means the text refers to these spells.

Brithelm Arcourt

Medium humanoid (human)

Armor Class 12
Hit Points 32
Speed 30 ft

| STR | DEX | CON | INT | WIS | CHA |
|-----------|------------|------------|------------|------------|------------|
| 9 (-1) | 14 (+3) | 15 (+3) | 14 (+2) | 11 (+0) | 18 (+4) |

Saving Throws Con +5, Cha +6

Skills Deception +7, History +5
Intimidation +7, Persuasion +7

Senses Passive perception 10

Languages Common, Elvish, Quori

Actions

Quarterstaff. +2 to hit, 1d6+1 bludgeoning damage. Simple, versatile (the quarterstaff also acts as his focus)

Wand of Magic Missile. 7 charges of 1st level Magic Missile

Spellcasting.

- Cantrips: Ray of Frost, Minor Illusion, Mending, Shocking Grasp, Mage hand
- Level 1: Magic Missile, Mage Armor
- Level 2: Mirror Image, Hold Person
- Level 3: Fireball, Lightning Bolt

Spell Save DC 14
Spell Attack Bonus +6
Slots per spell level 4 lvl1, 3 lvl2, 2 lvl3

Sybil Arcourt

Medium humanoid (human)

Armor Class 12
Hit Points 32
Speed 30 ft

| STR | DEX | CON | INT | WIS | CHA |
|-----------|------------|------------|------------|------------|------------|
| 9 (-1) | 14 (+3) | 15 (+3) | 14 (+2) | 11 (+0) | 18 (+4) |

Saving Throws Con +5, Cha +6
Skills Deception +7, History +5
 Intimidation +7, Persuasion +7
Senses Passive perception 10
Languages Common, Elvish, Quori

Actions

Quarterstaff. +2 to hit, 1d6+1 bludgeoning damage.
 Simple, versatile (the quarterstaff also acts as her focus)

Wand of Magic Missile. 7 charges of 1st level Magic Missile

Spellcasting.

- Cantrips: Ray of Frost, Minor Illusion, Mending, Shocking Grasp, Mage hand
 - Level 1: Charm Person, Mage Armor
 - Level 2: Detect Thoughts, Hold Person
 - Level 3: Fireball, Lightning Bolt
- Spell Save DC* 14
Spell Attack Bonus +6
Slots per spell level 4 lvl1, 3 lvl2, 2 lvl3

Brethiue Arcourt

Medium humanoid (human)

Armor Class 12
Hit Points 28
Speed 30 ft

| STR | DEX | CON | INT | WIS | CHA |
|-----------|------------|------------|------------|------------|------------|
| 9 (-1) | 14 (+3) | 15 (+3) | 14 (+2) | 11 (+0) | 18 (+4) |

Saving Throws Con +5, Cha +6
Skills Deception +7, History +5
 Intimidation +7, Persuasion +7
Senses Passive perception 10
Languages Common, Elvish, Quori

Actions

Quarterstaff. +2 to hit, 1d6+1 bludgeoning damage.
 Simple, versatile (the quarterstaff also acts as her focus)

Wand of Magic Missile. 7 charges of 1st level Magic Missile

Spellcasting.

- Cantrips: Ray of Frost, Minor Illusion, Mending, Shocking Grasp, Mage hand
 - Level 1: Magic Missile, Mage Armor
 - Level 2: Mirror Image, Hold Person
- Spell Save DC* 14
Spell Attack Bonus +6
Slots per spell level 4 lvl1, 3 lvl2

Adwald Arcourt

Medium humanoid (human)

Armor Class 12
Hit Points 24
Speed 30 ft

| STR | DEX | CON | INT | WIS | CHA |
|-----------|------------|------------|------------|------------|------------|
| 9 (-1) | 14 (+3) | 15 (+3) | 14 (+2) | 11 (+0) | 18 (+4) |

Saving Throws Con +5, Cha +6
Skills Deception +7, History +5
Intimidation +7, Persuasion +7
Senses Passive perception 10
Languages Common, Elvish, Quori

Actions

Quarterstaff. +2 to hit, 1d6+1 bludgeoning damage.
Simple, versatile (the quarterstaff also acts as his focus)

Wand of Magic Missile. 7 charges of 1st level Magic Missile

Spellcasting.

- Cantrips: Ray of Frost, Minor Illusion, Mending, Shocking Grasp, Mage hand
- Level 1: Charm Person, Mage Armor
- Level 2: Blur, Blindness/Deafness
- *Spell Save DC* 14
- *Spell Attack Bonus* +6
- *Slots per spell level* 4 lvl1, 3 lvl2

Acknowledgements

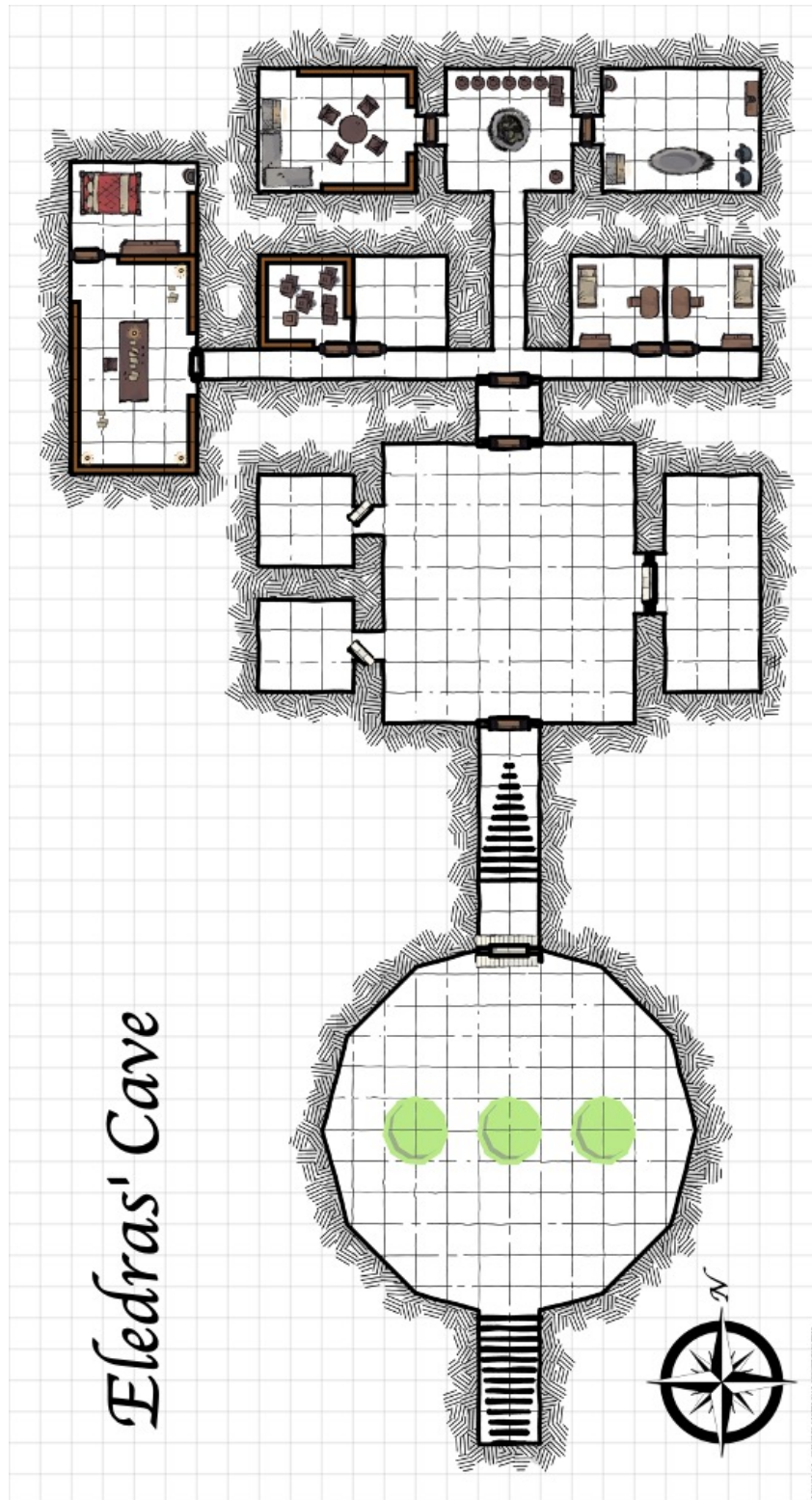
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PLAYER HANDOUT: TAROT CEILING



Major Arcana cards from the Rider-Waite tarot deck (1909). Images are in the public domain.
https://en.wikipedia.org/wiki/Rider-Waite_tarot_deck

PLAYER HANDOUT: ELEDRAS' CAVE



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