



GHOSTLIGHT EXPRESS: FATED TAROT READING

When the characters first meet Phillip and Adela Druskenvald aboard the *Ghostlight Express* in chapter 10, Adela offers to give the characters a tarot reading. Simplified guidance for performing this reading is provided in the chapter, but below are rules to enhance the experience in a way that affects the adventure and foreshadows what's to come.

FABLED REWARDS

Many Fabled Heirlooms—magic items that level up with the characters—are presented in this book and can be found throughout the adventure of *The Crooked Moon*. However, provisioning the characters with a veritable treasure trove of powerful items could quickly trivialize the threats that await them.

Therefore, the Fated Tarot Reading provides a method to determine which of the Fabled Heirlooms the characters can acquire. When Adela performs the reading aboard the *Ghostlight Express*, she uses only a portion of a full 78-card tarot deck. Instead, she shuffles the 22 most important cards, known as the Major Arcana, and pulls one for each character. Each card corresponds to a Fabled Heirloom or a powerful boon that can be found at specific points throughout the adventure (see “Major Arcana” below).

When the reading is complete, make note of which cards were pulled. Then, as you run the adventure, keep an eye out for sections titled “Fated Tarot Reading,” each of which features a Major Arcana card, its corresponding item or boon, and the location it can be found or the circumstance needed to achieve it. Only implement the features of these sections that include the cards that were drawn during the reading. Ignore all other instances of these chapter sections.

To determine these randomly, you can use your own tarot deck, shuffling the 22 Major Arcana cards and pulling them at the table. Alternatively, you can roll on the Fated Tarot table below. If you wish to equip the characters with items that are fitting for their abilities or story, you can simply choose a card for each character instead of drawing randomly. If you want to provide the characters with additional power throughout the adventure, you can have each character receive a two-card reading.

Fated Tarot

1d20	Card	1d20	Card
1	The Magician	11	Justice
2	The High Priestess	12	The Hanged Man
3	The Empress	13	Death
4	The Emperor	14	Temperance
5	The Hierophant	15	The Devil
6	The Lovers	16	The Tower
7	The Chariot	17	The Fool
8	Strength	18	The Moon
9	The Hermit	19	The Sun
10	Wheel of Fortune	20	Judgement

MAJOR ARCANA

Below are all 22 Major Arcana cards that can be pulled in the Fated Tarot Reading, along with Adela Druskenvald's interpretation of the cards, who always pulls the cards in the upright position. You'll also find the Fabled Heirloom or boon that each card corresponds to, as well as where it can be found in *The Crooked Moon* adventure. For all Fabled Heirlooms, see appendix B.

0 - THE FOOL

"Ooooo! The Fool! I love this card! New adventures, new beginnings, new opportunities; who could say no to that? It's almost like it's telling you that a new journey awaits you the moment you step off this train, don't you think?"

If *The Fool* is pulled, the *Whistle of the Vagrant* ♣ is left in the grass after the defeat of the Ghostlight Locomotive (see chapter 10).

I - THE MAGICIAN

"The Magician is a powerful card! You already have everything you need to succeed. All you gotta do is harness your own power, and you can create the future of your dreams. You're no marionette letting someone else pull your strings. It's your turn to be the puppet master!"

If *The Magician* is pulled, the *Marotte of the Lord of Fools* ♣ is held by a lifeless marionette after the defeat of the Lord of Fools (see chapter 21).

II - THE HIGH PRIESTESS

"The High Priestess! Well, ain't that swell! You gotta listen to your heart and use your intuition. Look into that place where your memories rest, and you'll find you've got all the experience you need to make the tough choices ahead."

If *The High Priestess* is pulled, the *Mask of Lethica Nightborne* ♣ is found among the mementos on the shrine in Lethica's Quarters in Memory's Rest Sanatorium (see chapter 17).

III - THE EMPRESS

"When times get tough, there is nothin' quite like a mother's love! And that's really the Empress in a nutshell. This card appears when you need it the most. I see a house on a hill and a mama tucking you in tight after a terrible nightmare. That's the Empress."

If *The Empress* is pulled, the *Cauldron of the Vermintoll Coven* ♣ remains in the ruins of the Crooked House after the defeat of the Vermintoll Abomination (see chapter 22).

IV - THE EMPEROR

"You ever wanted complete control over your life? You're in luck! The Emperor promises that in spades! Sure, you gotta do a bit of work first—break some habits, change a belief or two—but if you do that, you'll be the one dealing the cards, not losing the game!"

If *The Emperor* is pulled, the *Blunderbuss of the Grinning Sinner* ♣ is clutched in Mister Crossroads's dead hands after the defeat of the Grinning Sinner (see chapter 15).

V - THE HIEROPHANT

"Learnin' is next to godliness. I'm pretty sure that's how the saying goes! Anyway, the Hierophant is telling you just that. There is someone in your future that can lead you down the right path. You just gotta seek em' out and be practically bloodthirsty in your quest for knowledge."

If *The Hierophant* is pulled, the *Sword of the Crimson Abbot* ♣ is embedded in the altar of the Sanguine Cathedral after the defeat of the Crimson Abbot (see chapter 14).

VI - THE LOVERS

"Awww, the Lovers! There sure ain't nothin' better than love. Someone has recently come into your life who's gonna flip your world on its axis. Don't get me wrong, I'd love for you to have your own Phil, but this person could be anyone! Even if they're the cat's pajamas, don't let love overtake logic."

If *The Lovers* is pulled, the *Planchette of Adela Druskenvald* ♣ is found on the charred corpse of Adela Druskenvald in the Green Queen Inn (see chapter 24).

VII - THE CHARIOT

"The Chariot is all about freedom and breaking free from the cage of self-doubt. I know it can be hard, but don't let the wicked voices inside your head tell ya that you can't escape. Banish your inner demons, trust in yourself, and let the chariot guide you."

If *The Chariot* is pulled, the *Scythe of the Harvest Terror* ♣ remains in the Fields of the Crow after the defeat of the Harvest Terror (see chapter 13).

VIII - STRENGTH

"Strength is one of my favorites! A girl like me ain't got a lotta muscle, but I do gotta lotta heart, and that's really what this card is all about. Don't bury yourself beneath the weight of your past. Find your inner strength and you can face whatever challenges await!"

If *Strength* is pulled, the *Shovel of Yorgrim* ♣ is found in the chamber of rest in Shadestone Sanctuary in Maidenmist Cemetery (see chapter 19).

IX - THE HERMIT

"The Hermit isn't as lonely as it seems. You don't need to run off into the forest or anything. You just need to break up your routine a little. It's time to walk a new path. While it's easy to rely on a guide, you gotta start relying on yourself!"

If *The Hermit* is pulled, the *Staff of Farryn of the Greenwood* ♣ is found embedded in the ground beside the Befouled Wellspring in Hartsblight Forest (see chapter 18).

X - WHEEL OF FORTUNE

"Everything is about to change! Fate can be a bit scary when you have no control, but don't fret. What is to come is the direct result of choices you've already made. Since the Wheel of Fortune never stops spinnin', you can always make new choices to correct the path."

If *Wheel of Fortune* is pulled, the *Cutlass of Briggsy Kratch* ☹️ is found in the swamp water of the Drowned Crossroads (see chapter 15).

XI - JUSTICE

"Oh, Justice! You may find yourself in a position to cast judgment, but don't let that kind of power go to your head! Everything isn't always what it seems, so always consider both sides to any story. You might have the power now, but eventually karma will rebalance the scales."

If *Justice* is pulled, the *Shield of Marius Renathyr* ☹️ is found hanging in the stables of the Crimson Monastery (see chapter 14).

XII - THE HANGED MAN

"Oh honey! You might be feelin' like the world has been flipped upside down. Heck, you might even be feelin' powerless or trapped. But the Hanged Man encourages you to live in the moment, have a little patience, and let the solution come to you!"

If *The Hanged Man* is pulled, the *Banjo of Ol' Jericho Sticks* ☹️ is found in the basement of the windmill in Foxwillow (see chapter 13).

XIII - DEATH

"DEATH!! How spooky! Oh, don't worry! It ain't as scary as all that! Look around ya. You're on a train traveling through death itself and it's still a party. This card simply means that one chapter of your life is ending so that a new one can begin."

If *Death* is pulled, the *Idol of the Beast of Blight* ☹️ is found hanging in Gorthos's den after the defeat of the Beast of Blight (see chapter 18).

XIV - TEMPERANCE

"Temperance is about change and endurance. Life, and even death, can be chaos. But even in turmoil, you can find harmony. Simply look for the good in the bad, and temper yourself so you can embrace the change that is to come."

If *Temperance* is pulled, the *Veil of the Weeping Widow* ☹️ remains over Matron Lethica's face after the defeat of the Weeping Widow (see chapter 17).

XV - THE DEVIL

"Oh Gosh! I don't want to spook ya, but it looks like you might be easily manipulated! Whatever you do, don't give into temptation. The Devil whispers of dark entities that would use your desires to corrupt you for their nefarious ends. Beware!"

If *The Devil* is pulled, the *Cane of Phillip Druskenvald* ☹️ can be found in Kehlenn's barrow before the battle with the Horned King (see chapter 24).

XVI - THE TOWER

"The Tower crumbles all around you. Truths are laid bare, and something in your life is soon to be destroyed. That may sound scary, and that's because it is! But remember, if the forest burns, from the ashes another forest will grow anew."

If *The Tower* is pulled, the *Visage of the Old Ways* ☹️ is found on a slain cultist after the defeat of the Wicker Man (see chapter 23).

XVII - THE STAR

"Aren't you the lucky one getting the Star card?! When all around you is nothing but darkness, the star is a shining beacon of hope within it. Use the light inside yourself to take control of your destiny."

If *The Star* is pulled, the character this card was pulled for gains a feat of their choice for which they qualify after defeating Stonoga Blackstinger in Skitterdeep Mine (see chapter 16).

XVIII - THE MOON

"You wouldn't think the Moon was eerie by the name alone, but I'm tellin' ya, it is! You are surrounded by illusions and trickery, and nothing is what it seems to be. You must seek truth amidst the madness, even when you aren't sure if you can trust yourself."

If *The Moon* is pulled, the character this card was pulled for receives three Twists of Fate that last until they are expended after defeating Vessla Browntooth in the Crooked House (see chapter 12). Once per turn, when a creature the character can see makes a D20 Test, the character can expend one Twist of Fate to replace the d20 roll with a 1 or a 20.

XIX - THE SUN

"Nothin' is quite as fun as the Sun! This card is positively positive! The Sun illuminates the shadows and chases away the darkness. Good things lie ahead! Just don't forget that for every ray of light that is cast, there is always a shadow along with it."

If *The Sun* is pulled, the character this card was pulled for increases one ability score of their choice by 2 after defeating Golub Graygullet in the Roving Rookery (see chapter 20). This increase can't raise a score above 24.

XX - JUDGEMENT

"Oh no! It looks like your past has come back to haunt you! It's time for you to confront your past and atone for anything that needs atoning! Judgement comes for everyone!"

If *Judgement* is pulled, the *Lantern of the Chained Reaper* ☹️ remains on the floor of the Tomb of the Shrouded after the defeat of the Chained Reaper (see chapter 19).

XXI - THE WORLD

"Now this card is just the berries! The World is ever changing and constantly throwing obstacles in your way, but pulling this card is a sign that you are about to overcome something monumental. Everything you must sacrifice will be worth it! Victory awaits!"

If *The World* is pulled, the character this card was pulled for is granted the ability to cast the *Wish* spell one time after defeating the Horned King (see chapter 24).