



THE SONG OF MAOS,
DESTINY **PART 3**
DEFIED



DESTINY DEFIED

Isle of Maos, Part 3

Adventure Code : CCCHATMS01-03

Version : 1.0

The Brightsong heir has been rescued from the clutches of the Kur-Tharsu, but the Moonsea is still rising. The adventurers must travel to the Isle of Maos, and there fulfill their most difficult challenge yet; convincing Will Brightsong to fulfill his destiny!

A 4-hour adventure for 5th-10th level characters

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INTRODUCTION

Welcome to *Destiny Defied*, a D&D Adventurers League™ adventure. It is part of the official D&D Adventurers League™ organized play system and Con Created Content Program.

This adventure is designed for 5th through 10th – level characters, and is optimized for five 8th-level characters. Characters outside this level range cannot participate in the adventure.

The adventure takes place in the Moonsea region, and will take the players from the city of Thentia to the Isle of Maos and into the Shadowfell in the Forgotten Realms campaign setting.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit :

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before running this module for your players, you should make sure you've taken the following steps to prepare.

- Make sure you have the most recent copy of the *D&D Basic Rules* or the *Player's Handbook*. Errata is available online.
- Read through this adventure to familiarize yourself with the storyline. Take notes or highlight areas you find important, or as a reminder during the game. Decide how you would like to portray NPCs, or choose tactics for use in combats.
- Be familiar with the monster statistics in the Appendix.
- If you want to use resources such as a DM screen, a battle map, miniatures, or other options, gather them together prior to running.
- If you can find out the composition of the group, you can make alterations as noted throughout the adventure.

Before Play at the Table

Prior to game play, ask your players to provide you with relevant information about their characters.

- Character name and race
- Character class and level
- Passive Wisdom (Perception), which is the most commonly used passive ability check
- Other notes that you may like to have, or that are specified by the adventure, such as backgrounds, traits, fears, flaws, etc.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fills in the other values and writes notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure 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 their 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 Player's Guide* for reference.

If players wish to spend downtime and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, 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 the Adventure

Throughout this module, you will find sidebars provided that give information to assist you in making adjustments in encounters for weaker or stronger parties, as well as smaller or larger groups.

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

A result of average party strength indicates that no adjustments should be made for encounters.

RUNNING THE ADVENTURE

You are the Dungeon Master, and so you have the most important role in the game; making it fun for your players! It's up to you to help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in the mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPC's and the environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) in the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're

after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services	
Spell	Cost
<i>Cure wounds</i> (1 st level)	10gp
<i>Identify</i>	20gp
<i>Lesser restoration</i>	40gp
<i>Prayer of healing</i> (2 nd level)	40gp
<i>Remove curse</i>	90gp
<i>Speak with dead</i>	90gp
<i>Divination</i>	210gp
<i>Greater restoration</i>	450gp
<i>Raise dead</i>	1,250gp
<i>Resurrection</i> *	3,000gp
<i>True Resurrection</i> *	50,000gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around Phlan as follows: Selune, Tempus, Tyr, Chauntea, Umberlee, Lliira, Mystra, Kelemvor.

Death and Recovery

Sometimes bad things happen, and characters die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Death

A character who is killed during the course of the adventure has few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from the session (both those earned prior to and after death during that session) and cannot replay that episode or

adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Eons ago, a war raged between the gods and primordials. Ubtao, a primordial, turned on his own kind and assisted the gods in their defeat. In reward, Ubtao was allowed to remain and was granted godhood.

To consecrate his new position, Umberlee, Bitch Queen of the sea, seduced Ubtao. Later, when she found that she carried the primordial's child, she grew fearful of what the child would become. So when her daughter, Streixxird, was born, Umberlee locked her away in a prison, hidden away in the Plane of Shadow. Sleeping in her prison, Streixxird dreams of waking. But with the help of Mystra, goddess of Magic, Umberlee forged the Brightsong, which would bolster her daughters prison every four years on Shieldmeet at the Isle of Maos.

Now, the waters of the Moonsea are rising. Almost two tendays ago, the Isle of Maos made its regular appearance on the eve of Shieldmeet, but when the sun rose and it was supposed to sink back beneath the amethyst waves of the Moonsea, it remained. A terrible blast of energy erupted from the island, destroying dozens of ships in the area. Since then, the sky over the region has remained covered in black clouds, blocking out the sun, and dumping rain like never seen before in the history of the Moonsea.

Will Brightsong, last of his family line, was the key to what was happening, though he apparently wanted nothing to do with it. Adventurers stumbled onto an attempt on his life, and saved him from a nefarious scheme meant to keep him from his destiny; a destiny that might keep the lands around the Moonsea from being covered in water. But destiny is in the eye of the beholder, and an ogre overlord with an ancient prophecy stole Will Brightsong away, keeping him from fulfilling his purpose so that Thar would become a seaside oasis, at the cost of hundreds of thousands of humanoid lives. Once again, adventurers plucked Will (who was somewhat unwilling to be saved) from his captors.

Now, it is up to adventurers to take Will Brightsong to the Isle of Maos, and convince him to live up to his family name and legacy...whatever that may be.

ADVENTURE OVERVIEW

Destiny Defied is divided into four parts:

Part 1. Return to the Sea. 1 hour and 15 minutes)
The adventurers sail back to the Moonsea on the River Thent only to find several parties are waiting for them.

Part 2. Runaway. (1 hour and 15 minutes) The characters race across the Moonsea on a clipper named the *Runaway*.

Part 3. Destiny Awaits. 1 hour and 15 minutes) The story comes to a head as the characters escort Will Brightsong onto the Isle of Maos...and into the Shadowfell!

Part 4. Conclusion. (15 minutes) All is well that ends well!

ADVENTURE HOOKS

Any of the following hooks may justify the party's presence in Phlan during the start of the adventure.

Prophecy's Promise. If the characters have already been through CCCHATMS01-02, *Prophecy's Promise*, this adventure is the direct follow up.

In Thentia. Adventurers make their way to Thentia quite often, and such travelers may now be thrown into the fray of current events.

Faction Requests. It has become obvious that something must be done about the events unfolding in the Moonsea region, and the factions are all in to help. As such, characters not already involved in the storyline may have been sent by their faction to help escort Will Brightsong to the Isle of Maos.

THE BRIGHTSONG

Deities are strange and ominous folk, and they don't always explain themselves. The Brightsong itself is not the lineage of family that stretches back to the first that sang Streixxird to sleep in her otherworldly prison, though the family did take the name afterward. The Brightsong is a power held by that family, and those they hold dear as family, the power granted to them to sing the Isle of Maos back under the Moonsea, and thereby keeping the primordial goddess from waking.

Those of the Brightsong lineage never truly understood the title, and never expanded the responsibility beyond their own children. This mistake may cost hundreds of thousands of lives as the Moonsea rises to flood the region, and countless lives in the war that will happen should Streixxird wake. It will be up to the adventurers to find a way to keep the Brightsong alive, as the last heir to the power now flounders in the face of his fate.

Options listed in Section 3.2, Symbol of the Brightsong, are valid ways for Will to pass on the legacy. While it cannot be passed along to just anyone, those who Will counts among his family, a tie stronger than just blood, can be given the power of the Brightsong, ensuring that the Shining Lullaby continues to be sung for many ages to come.

MARK OF THE BRIGHTSONG

It is possible that Will Brightsong, last of the Brightsong family, and savior of the Moonsea, has already died. That is unfortunate. But, the show must go on, as they say.

If a player group has completed CCCHATMS01-02, *Prophecy's Promise*, and a character has been awarded the **Mark of the Brightsong** story award, much of this module will play out a tad differently. Will Brightsong is dead, but the mark on his arm has appeared on the left forearm of one of the characters. Now that character must be the one to reach the Isle of Maos to prevent the coming doom.

More than likely, this character does not have the qualms against this legacy that Will had, which will remove some of the roleplaying aspects of this module. If Typhis Limu still lives, he joins the group as a guardian of the new bearer of the Brightsong legacy.

Over the course of the module, during in-game down time, or even during tense moments, the character who bears the mark may receive divine insight, flashes of conversation with the goddesses Umberlee and Mystra, who forged the Brightsong originally. When this happens, the character should learn the following information:

- The Brightsong was originally a title, like mayor or goodfellow, as well as the symbol of power and the song that reinforces Streixxird's prison.
- The symbol itself is an amalgamation of the Celestial word for "bright" and the Primordial word for "song," one laid over the other to form a new symbol. Umberlee chose the symbol's dual nature to reflect that of her daughter, Streixxird, whose father, Ubtao, is a primordial.
- The power of the Brightsong is passed on through family, from parent to child. But there are other ways to pass the power on as well, though that knowledge was lost long ago. Usually, it is a choice, given from one person to another who is as close as family, like a best friend, or an adopted child. In the case of the character that now bears it, it was a last resort transference to preserve the power.
- Every Shieldmeet (which happens once every four years), the bearer of the Brightsong mark must travel to the Isle of Maos, and sing the Brightsong, or this whole mess will happen again.

If the character with the mark successfully completes this module, they are awarded the **Brightsong Legacy** story award.

If Will Brightsong perishes during this module, use the following information.

The Unfortunate Death of Will Brightsong

Goddesses are only able to do so much, and though Mystra and Umberlee have both sought to protect the last Brightsong scion, sometimes things happen. If adventurers witnessed Will saved from death during the assassination attempt in *Threatening Tides*, they may believe he is Chosen by the gods, or at least guarded by them, and so potentially cannot die.

Unfortunately for Will, that is not the case. Elena Bratan was able to work some dark magic of her own (bolstered by a certain Mad God) and hid Will away from prying and interfering eyes. If he should perish, there is no stopping it this time, nor can he be returned to life (this module premieres during the Death Curse of the Tomb of Annihilation season, and so people who die stay dead).

But all is not lost! With the death of Will Brightsong, choose the player character with the highest Charisma score (with highest Wisdom score breaking ties). That character begins to glow briefly with golden light, and the symbol that can be seen on Will's forearm, appears on the newly chosen character. This adventurer gains the **Mark of the Brightsong** story award.

PART 1. RETURN TO THE SEA

Escorting Will Brightsong back from the land of Thar, the adventurers near the Moonsea once again. Having booked travel on a transport ship, a cog named *Miranda*, their trip south has been faster than the trudge by land into Thar.

1. Traveling with Will Brightsong

The adventurers have their first chance to actually talk with Will Brightsong without being interrupted by assassination or kidnapping attempts.

General Features

Terrain. The deck of the *Miranda* is crowded with crates and barrels of goods being shipped down the River Thent.

Light. Though it is day, the dark clouds over the Moonsea let only dim light from the sun through, at best. Visibility is down to a quarter mile due to the pouring rain.

Sound. The water of the river lapping against the hull of the ship, the sound of thunder and rain from the storm, the grumbling of the ship's crew as they move about their tasks.

Smell. Rain and soaked people.

When you are ready, read or paraphrase the following:

For the last few days, you have drifted down the River Thent aboard a cargo ship, the *Miranda*. During that time, the rain has not let up. The time has passed slowly, and the urgent nature of your mission has you on edge. To help pass the time, the crew has shown you some of the workings of the *Miranda*, including the clever tower shields that make up the inner wall of the bulwark, and the long spears hidden behind them, used for repelling boarders and blocking arrows and other ranged weapons launched from shore and other ships.

As you wander about, you notice Will Brightsong, once again plying a sailor for some more zzar, the Waterdhavian wine the crew keeps aboard. The crewman waves Will off, obviously annoyed. You hear the sailor mutter, "If we let you have your fill, there'll be none left for us," as he stalks away, apparently having found a job to do elsewhere on the cog.

Up until now, the adventurers have not had much time to spend with Will Brightsong. The journey back from Thar has been trying, as the Brightsong heir has remained uncooperative, and in constant search for alcoholic drink.

When drinking, he is in a better mood, and can even be coaxed into conversation, though he tends to ramble on and has a hard time staying on topic (Charisma based check, DC 12). When sober, he is standoffish, and does not enter conversation easily (Charisma based check, DC 18). If Typhis Limu is alive and with the group, these checks are made with advantage, as Typhis knows how to handle his charge's moodiness. If he cannot be convinced to talk, he will attempt to remain by himself, as far from others on the small ship as possible.

If the characters can get him to talk, they can learn the following:

- Will has been estranged from his family for many years. He left home to escape the sense of duty that was always imposed upon him.
- Only months after he left home, his parents were both killed in a house fire.
- His brother, Liam, was killed while conscribed to an army in Hulburg, defending the city from a coup, which ousted the rightful rulers there for a time.
- To the best of his knowledge, Kelii Brightsong, his cousin, was the only other of his family alive, until she was murdered in Phlan just over a month ago.
- He has no wish to have any sort of duty or family legacy. He just wants to be left alone to find his own way in the world.
- While he does remember traveling to the Isle of Maos as a child, and the fun game of sneaking into a hidden chamber while tourists and investigators were wandering about, he still has nightmares about the "dark place" on the other side. It is those nightmares that drove him to leave his legacy behind.
- All he can recall from his memories of Maos, or his nightmares, is being in a place where the shadows moved, and nothing seemed quite right. Things moved in the shadows, things that were cold and stank. Then there was singing, and some titanic presence that he hadn't seen because it was so huge that it covered the sky, shuddered and screamed and seemed to fade, though wasn't quite gone either.
- He's been a heavy drinker since the death of his parents, a habit that Typhis Limu has often tried to break him of.
- When he was abducted by Kur-Tharsu Umnloc, he was told that the oni overlord could keep him safe from those who would seek to harm him. He was fed and given drink, and the oni had such a pleasant way with words, he felt it was in his best interest to stay with the Kur-Tharsu. In fact, he's still upset that the adventurers made him leave.

If the adventurers wish to give Will alcohol to cheer him up, but have none, they can purchase some from the ship's crew, as long as they don't tell them who it's for. Will's belligerent attitude has earned him the scorn of the sailors onboard, and they do not wish to do any more favors for him. The characters can purchase a flask worth of zzar for 5 silver pieces.

2. A Mage in Silver

Vayu Ashvin pays the characters a visit on the ship as they sail down the River Thent. This is a great way to introduce characters who have not played the previous module, as Ashvin could teleport them in when he arrives.

When you are ready, read or paraphrase the following:

The captain of the ship, a burly dwarf with a bushy red beard worked with conch shells and netting, approaches.

"Nigh to the river docks, we are. If all is well, an' no ogre army be waitin' for us, I'll put us in on the city side. If there be fightin' goin' on, we'll either have to put in across the river, or try to make our way out..."

A popping noise, like that of a huge bubble, interrupts the dwarf, who then looks shocked at the sudden arrival of an enormous half-elf.

Glancing about, the half-elf, who is easily over seven feet tall, built like a bull, and is swathed in a shimmering silver robe, settles his startling blue eyes on you and smiles.

"Exactly who I am looking for, splendid! Might I suggest skirting the western shore and slipping out onto the Moonsea? I have a ship waiting for you, so the good captain here won't have to risk his cog on the high waves of the open sea. Unfortunately, there are still minions of the Kur-Tharsu lingering about the Hilt, so putting in to dock on that side is ill advised. Fortunately, the black dragon was chased off, so you don't have to worry about it coming to make meals of you."

Captain Woldthane still stands ogling the enormous half-elf.

This is Vayu Ashvin, mage of the Silver Tower in Thentia. After the adventurers departed the city in search of Will Brightsong, the Harper agents, Fenella and Crespyn, sought the mage out to help clear the way for Will's return to the Island of Maos. He was able to scry upon them as they returned down the River Thent, while preparations were made.

The silver mage will accompany them to the waiting ship, a fast moving clipper named the *Runaway*. Fenella and Crespyn are aboard the clipper, and will travel with the adventurers to the Isle of Maos.

3. Tricky Dragon

The *Miranda* sails the last leg of the length of the River Thent, prepared for orc or ogre attack from the shorelines. But what they should fear isn't on the shore.

When you are ready, read or paraphrase the following:

Sailing well away from the docks, Captain Woldthane has taken the silver mage's warning seriously, and ordered his crew to release and stand up the tower shields to help deflect any arrows and javelins launched from the shoreline.

Indeed, as you slip by the river dock district, you hear jeering from the city-side of the river, and glance through the spaces between shields to catch glimpses of several orcs and ogres standing about, waving their weapons at you. An arrow strikes a shield near you, and you feel it best to not give them an easy target.

A few short minutes stretch on, and then the *Miranda* emerges onto the Moonsea itself, its amethyst waters so dark they appear black.

"There she is!" Vayu Ashvin proclaims, pointing off to the west. Bouncing on the waves, you see the *Runaway*, anchored offshore and waiting your arrival.

The captain and crew relax their guard now that the *Miranda* is well out of range from the shore and the invaders that wait there. Some begin stowing spears and shields, while others work to steer the cog on the choppy open seaways. The helmsman turns the ship to the west, veering to meet up with the *Runaway*, and Vayu Ashvin stands near the bow of the cog, trying to see the ship in the distance with more detail.

When the *Miranda* is about half of the way between the mouth of the River Thent and the waiting *Runaway*, read or paraphrase the following:

The spears and tower shields almost all stowed back against the bulwark, the crew works to keep the small cog sailing as smoothly as they can on the rolling waves. Rain lashes against you all, and you struggle to maintain clear sight of the *Runaway* as you approach. If only the blasted sun would peek through the clouds, you wouldn't have to rely on the dim light and the occasional flash of lightning.

Another streak of lightning flashes across the sky, and for a moment, you swore you saw something in the water between the *Miranda* and the *Runaway*. Perhaps it was nothing, just a trick of the light.

But as your skin begins to crawl, and the pit of your stomach clenches, the cries of the sailors dash your hopes like a ship upon the rocks.

"Dragon!! Hard to starboard!! DRAGON!!" Captain Woldthane cries over the thunder.

As they look, the adventures see, even in the dim light, a massive shape rise up from the roiling surface of the Moonsea. An **adult black dragon** has been lying in wait for them, the same one that was only recently at the gate to Thentia. It takes to the sky and circles the cog, apparently trying to spot something, or someone.

Characters with a passive Perception of 15, or who make a DC 15 Perception (Wisdom) check, notice that traces of smoky shadow leak from the dragon's eyes and scales. A DC 15 Nature (Intelligence) or Arcana (Intelligence) check lets a character realize that this is not typical of a black dragon, and some strange magic must be involved.

All but two of the tower shields and spears have been stowed. A character who uses their action to do so may remove a tower shield from the bulwark, and may use a bonus action to retrieve one of the long spears and set it against an incoming enemy.

Tower Shields. Two Medium or smaller humanoids can take defensive postures behind a tower shield. If the shield is turned toward an enemy, it grants them three-quarters cover (+5 to AC and Dexterity saving throws). In addition, the shields will grant extra protection from the dragon's acid breath weapon. If a character succeeds on their saving throw against the breath weapon, they take no damage, and take only half-damage on a failed saving throw.

However, a character kneeling behind a shield is considered prone when it comes to moving or making melee or ranged attacks. Standing behind a shield does not grant the benefits listed above.

Long Spears. A character may use their bonus action to grab and set a spear. Notches in the deck were made to set the spears, holding them strong against a boarding enemy. In order to use the spear against the dragon, a character must use their reaction to brace the spear. If the dragon enters within 10 feet of the character that has braced the spear and is bracing it, the character makes a DC 15 Strength check to hold the spear against the dragon. If the character fails, the spear fails to pierce the dragon's hide. On a success, the spear deals 10 (3d6) piercing damage. If the Strength check succeeds by 5 or more, the spear instead deals 21 (6d6) piercing damage. Another character may use their action to assist a character with a spear, granting advantage on the Strength check.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Replace the adult black dragon with a **young black dragon**.

Weak: Replace the adult black dragon with a **young black dragon**, but it does not shake off the outsider's control when reduced to half its hit points, and instead fights to the death.

Strong: The adult black dragon begins with 242 hit points.

Very Strong: The adult black dragon begins with 289 hit points.

Tactics

Typhis Limu immediately pushes Will Brightsong into the cargo hold. If Typhis is dead, Will runs there to hide.

For two rounds, the dragon flies around the *Miranda*, 60 feet from it. It appears to be searching, but occasionally shakes its head and rubs at its face, as though trying to clear something from its eyes. It roars if attacked, but ignores the attackers for those two rounds. Then it swoops in, delivering its breath weapon attack in a line that would do the most destruction. From then on, it will use its breath weapon if it can, or will fly in to attack. It cannot come to a rest on the small ship, so must continue flying.

The black dragon was sent with the army from Thar, but did not leave Thentia of its own volition. Overcome by another force, the power of Streixxird, which overrode its will, the dragon abandoned the ogre and orc army and flew into the Moonsea, where it has laid in wait for Will Brightsong. Its only need is the destruction of the Brightsong scion. However, if its hit points are reduced by half, the dragon shakes off the outsider controlling it, and the black smoke that seems to leak from it fades away. When

this happens, it chooses to abandon the fight and flies away to the north.

Vayu Ashvin helps to fight the dragon, but should not be the center of attention. Allow the adventurers to be the heroes of the battle, with Vayu assisting them, or shouting at them to get behind the cover of the tower shields. He can use the Help action to assist with holding spears, stabilize characters that are knocked unconscious, and uses *firebolt* or *magic missile* to chip away at the black dragon, dealing 11 (2d10) fire damage or 14 (4d4 + 4) force damage.

If the battle goes for the worse (use your judgment, this battle should not result in the death of the group), Vayu will run to the edge of the ship and vault off, using *polymorph* to take the form of a roc. If this occurs, read or paraphrase the following:

Vayu Ashvin's face sets into a mask of determination. Glancing about the floundering cog, he nods. "It's been a pleasure, goodfellows. Now get yourself on the *Runaway*, and make sure Brightsong lives up to his destiny. Farewell."

With a running leap off of the *Miranda's* deck, the half-elf shouts the words of a spell. His form erupts with feathers, growing massive in a matter of moments. Huge talons sprout from his feet, which quickly become those of a bird, while his face elongates and becomes a terrible beak. His feathers bristling, the roc streaks toward the black dragon and they collide in midair. Roars and shrieks overpower the sound of the storm as the two huge forms rend and tear at one another. Seconds tick by, and unable to fly and remain locked in combat, the dragon and the gargantuan bird plummet, a huge spray of water erupting as they smash into the Moonsea. In moments they are gone.

The crew of the *Miranda* rush to the edge of the ship, staring off into the water. Minutes go by, and there is no sign of either Vayu or the dragon.

With a sigh, Captain Woldthane turns from the gunwale. "You heard the man. Let's get you to the *Runaway*."

As the crew moves to get underway, you see Will Brightsong staring where the roc and dragon fell, a strange look on his face.

That look on Will Brightsong's face is guilt, and dawning understanding. He is shaken by the half-elf's self-sacrifice. Even if Vayu is not forced to sacrifice himself, Will has much to think about, as the adventurers and crew of the *Miranda*, strangers to him, have gone well out of their way to protect him, laying down their lives to see him to the Isle of Maos.

If the group drives off the black dragon (either young or adult), award them **580 XP each**.

PART 2. RUNAWAY

The adventurers reach the *Runaway*, and are reunited with the Harpers. Then, it is off to the Isle of Maos, with not-so-smooth sailing in between.

1. Welcome Aboard!

Boarding the *Runaway*, the characters find Fenella MacCargher and Crespyn Ince waiting for them with worried expressions.

General Features

Terrain. The deck of the *Runaway* is clear of cargo and extraneous objects. The swelling waves rock the ship in a rather undelightful way.

Light. The sun remains hidden behind dark clouds, and visibility is down to a quarter mile due to the rain.

Sound. The constant deluge of rain, and the shouts of sailors moving about the deck doing their duties.

Smell. Rain, sodden clothing and people.

If he made it this far, Vayu Ashvin bids the group farewell. He is needed in Thentia, as there are still ogres and orcs to route, and he isn't about to let the Warders have all the fun. Twisting a ring on his left hand, the mage disappears with a pop and a puff of silver smoke.

The adventurers transfer quickly from the *Miranda* to the *Runaway*, as the smaller ship moves up close, and ropes are tossed between them. A rope ladder gives anyone switching ships the ability to do so, though the climb is hair-raising as the violent waves toss both ships about. Once aboard, Captain Woldthane waves farewell, and sets the cog off back in the direction of Thentia's seaside docks.

Once the characters arrive onboard the *Runaway*, read or paraphrase the following:

Familiar faces greet you on the deck of the clipper. Fenella MacCargher and Crespyn Ince welcome you warmly, as a dragonborn dressed in flared leggings and a billowing shirt, both of which are pasted to him by the downpour, eyes you. His dark blue scales glisten in the rain, and he moves to shake hands with each of you after the Harpers have had their turn.

"Welcome aboard the *Runaway*, I am Captain Ozuk. Quite the spectacle you gave us back there," he says, nodding back toward where the battle with the dragon took place. "Let us hope that is the last stlarning dragon we see on this voyage." With that, he raises a gold coin, its shine apparent even in the dim light, holds it to his forehead, then tosses it overboard.

Characters with a passive Perception of 15 or more notice the symbol of Tymora, goddess of Luck, on the coin before Ozuk tosses it. Indeed, anyone taking a look more than a glance at the captain can see symbols of Tymora and Umberlee worked into several pieces of jewelry and stitched onto his clothing. Gold plugs fill stretched holes along the frills of his head, and these two are etched with symbols of the goddesses. This is one captain who prefers to not leave his fate to chance, and offers many a prayer to the two goddesses that he deems have the most influence on his journeys.

Now that the characters have brought Will Brightsong this far, it is only a day and a half ship ride to the Isle, two at worst. Fenella thanks the adventurers for returning the Brightsong heir from the clutches of the Kur-Tharsu, at which Will Brightsong looks a bit embarrassed and uncomfortable.

Then Fenella and Crespyn can tell the characters the following:

- Since their departure from Thentia, the two Harpers have been busy. They managed to arrange transport via the *Runaway*, but have only recently returned from meeting with representatives of the merfolk nation that resides beneath the surface of the Moonsea.
- The merfolk have agreed to help Will Brightsong in any way that they can. While they are enemies of the marel, the merfolk have sent emissaries to meet with the sea elves to attempt to reach an agreement about seeing the Brightsong heir safely through to the island. Unfortunately, the merfolk have not arrived at this meeting place, and they should have been here hours ago.

Despite the missing merfolk, the ship cannot wait any longer. Captain Ozuk is already ordering his crew to draw anchor and make preparations to get underway.

Crespyn tosses one of the adventurers a small satchel. Inside are three *potions of healing*, which he says are all they could come up with, and didn't have to use themselves on their journey.

Minutes later, the *Runaway* is racing westward, the north coast visible for a short time before the clipper veers off, aiming for the Isle of Maos.

2. Going Down!

While looking out for monsters and dangerous weather, the crew of the *Runaway* are not expecting what greets them.

General Features

Terrain. Pouring rain makes the deck of the ship slick, but not dangerous.

Light. The ongoing storm hides the light of the sun, shrouding everything below the clouds in dim light.

Sound. The rolling thunder seems to be an almost constant drone, and the rain hammers the deck of the *Runaway*. Sailors shout to make themselves heard as they move around the ship, going about their duties.

Smell. The rain has a strange, almost oily tang to its scent.

A day has passed since the *Runaway* sailed from Thentia, and characters have had the chance to take a long rest.

Though captain and crew have remained wary, the voyage has remained fairly predictable, with only the unending rain to contend with. But the wind has remained in their favor, pushing the clipper onward.

The ship's journey is about to be interrupted, however. When ready, read or paraphrase the following:

Captain and crew of the *Runaway* go about their business, everyone wary and on watch for changes in the bleak view from the ship. Though you can tell the ship has been racing over the waves for many hours, no land has been in sight since yesterday. With nothing but clouds and low visibility over the water, you've wondered if the ship could be far off course, or even going in circles.

With a sudden lurch, the ship skims to a halt, bouncing only slightly in the waves, which also seem to lessen. The sails fall slack, and you realize the air has become completely still, the rain falling straight down, as the wind apparently ran out of breath.

Ask players what they want their characters to do. Several minutes tick by, and Captain Ozuk seems flustered by the sudden change in the wind and waves. The ship does not seem to be moving, though

it is difficult to tell, as visibility is still severely limited.

Characters who are looking out over the waters for enemies or signs of danger may make a DC 15 Perception (Wisdom) check. On a success, they realize the ship is indeed moving. It seems to be going backward slowly, and is lazily spinning in the water. Checking the wake of the ship can confirm this.

If the characters ask Captain Ozuk or any of the crew what is happening, they are at a loss. Characters may make a DC 15 Nature (Intelligence) check to realize whatever is happening is a strange phenomenon. Characters with the Sailor background may add their proficiency to this check (for double proficiency if they are proficient in the Nature skill).

As the characters and crew decide what to do, read or paraphrase the following:

The crew of the *Runaway* moves quickly about, trying to move the sail to catch any hint of wind. Captain Ozuk stands at the helm, his eyes squinting against the rain and watching for signs of...anything.

Off towards starboard, you notice a noise, which starts subtly at first, then grows quickly. The sound moves around to the stern of the clipper, then to port. As you watch in that direction, a large chunk of wood sails by, well above the water and no more than a couple dozen yards from the *Runaway*. Cries of alarm go up from the crew, and you glance at Captain Ozuk, who is leaning heavily against the helm, trying to keep the rudder straight.

Faintly over the approaching roar, you can hear a voice. Several people around you stop to listen, trying to make out the words. Looking up, you see a man in the crow's nest, waving wildly and then pointing off toward where the roaring sound is coming from.

His words finally become clear, as the entire crew drops what they are doing and rush towards the sails.

"MAELSTROM!"

Some unnatural force has changed the winds and the waters, creating a funnel of terrible wind, and a whirlpool large enough to swallow the *Runaway*.

The crew is hurrying to drop the sails, as the winds will surely rip them apart. As Captain Ozuk strains to turn the ship to go along with the current of the maelstrom, the characters may help the crew with the sails. There is no escaping the power of the whirlpool, so they are attempting to minimize the damage. Ozuk plans to ride the rim of the whirlpool,

hoping to gain enough momentum to send the boat sailing back out.

The ship has two rounds before it hits the wind wall around the maelstrom. Characters may make DC 15 Athletics (Strength) or Acrobatics (Dexterity) checks to help pull down the sails before the winds hit. Five successes are needed, and do not include the actions of the crew. If successful, the sails are dropped and they weather the violent winds that smash into the ship.

If unsuccessful, the winds tear into the ship, not only ripping away the sails, but shattering the masts as well. All characters onboard the *Runaway* must succeed on a DC 15 Dexterity check, or suffer 17 (5d6) piercing damage, or half as much damage on a successful saving throw.

As the ship tips into the massive whirlpool, read or paraphrase the following:

The *Runaway*, shuddering from the winds smashing into it, rises up, then dives down into the maelstrom, a vast, churning whirlpool that threatens to swallow the ship whole.

Captain Ozuk shouts in defiance as he strains against the helm. The clipper rides the violent current, and it becomes obvious that the captain means to use the ship's building momentum and attempt to break free of the maelstrom on the other side.

All hands brace, holding on to the gunwale or any part of the ship that is nailed down. The clipper gains in speed, managing to ride the lip of the whirlpool as it careens forward. Gaining some height, the captain aims the *Runaway* toward the edge.

"Tymora's luck!" Ozuk cries. "I think we're going to mak..." His last words are interrupted by a sickening crunch, as more debris blown about by the winds smash him from the deck, sending him overboard and into the drink.

The wheel, now unmanned, spins wildly. The *Runaway* lurches, turning sideways against the current, then begins to tip.

Crewmen scramble for the helm, but it is too late. The ship is overcome by the power of the maelstrom and is dragged down quickly. Characters must make a DC 15 Constitution saving throw or suffer 10 (3d6) bludgeoning damage as they are buffeted about.

Note, if characters abandoned ship prior to this, the maelstrom drags them down, but they do not suffer from the bludgeoning damage.

3. Beneath the Waves

Being pulled to the bottom of the Moonsea by an enormous maelstrom, the characters are rescued by merfolk and some unexpected allies.

General Features

Terrain. Once pulled free of the whirlpool, creatures can move as well as they natural can underwater.

Light. The inky dark of the water makes it hard to see without darkvision or light sources.

Sound. The roar of the maelstrom, now muffled yet amplified by being underwater.

Smell. Characters who cannot breathe underwater don't smell much of anything. Those who can, smell the ocean water and nearby fish.

Read or paraphrase the following:

The dark of the Moonsea swallows you, pulling you down. Despite your best attempts to swim free, the power of the maelstrom is undeniable.

Down and down you go, and your lungs begin to burn, begging for air, when something wraps around you, grabbing at you. Jerked about, you suddenly feel the force of the whirlpool abate.

Merfolk and marel help the characters to breathe underwater. Some shove a slimy concoction of kelp and other ingredients into a character's mouth. Other characters hear the marel next to them singing. The characters are considered to be under the effects of the *water breathing* spell.

Orbs of magical light spring into being as nearby merfolk illuminate the scene for those who cannot see in the dark. Characters with a passive Perception of 13 or higher note that some marel and merfolk face out into the dark, as though watching for an attack.

One of the merfolk begins to speak, but before he can utter even an introduction, one of the marel standing guard hisses a warning. From the darkness that surrounds them, sharks oozing shadows move in and attack.

There are seven NPCs, marel and merfolk, as well as the characters. Have each player roll a die, and give them the appropriate handout:

Even : Merfolk

Odd : Marel Elite Warrior

If there are less than seven players, and a player controlled NPC perishes, that player may assume control of a non-player controlled NPC.

Two **giant sharks** and four **hunter sharks** attack the group. Each shark attacks whatever injured humanoid is closest, or the nearest humanoid if none are injured.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Each player controls a **marel elite warrior**.

Remove one giant shark and add two hunter sharks.

Weak: Each player controls a **marel elite warrior**.

Strong: Add two hunter sharks.

Very Strong: Add one giant shark and two hunter sharks, and each player controls a **merfolk**.

For each merfolk and marel that survives the encounter, grant the characters **100 XP each**, for a maximum of 700 XP.

Treasure. Lodged in the teeth of one of the sharks is a human's hand. While it is a grisly trophy, a gold ring inset with a blue tourmaline is still on its finger. The ring is worth **200 gold pieces**.

None of the crew of the *Runaway* or the two Harpers can be found. Their bodies do not float in the water, however, so they may be safe elsewhere.

As long as at least one of the merfolk or marel survive, they can tell the characters the following information:

- The meeting between the merfolk and marel was successful, if tense. In the end, despite their animosity toward one another, it was agreed that the strange events that are unfolding in the Moonsea warranted a temporary truce.
- The marel shared information with the merfolk, which then was going to be passed on to the Harpers. However, the merfolk and marel have been hunted by shadow-tainted creatures, and did not make their rendezvous with the *Runaway*.
- The marel are devout worshippers of Umberlee, and have long held secrets in the depths of the Moonsea that even the sages of Candlekeep may not know.
- The marel were driven into a frenzy by the blast that erupted from the Isle of Maos. During this time, they experienced a vision of a desolate, dusty plain watched over by a black sun. Their goddess, Umberlee, was there, accompanied by a pale skinned, black haired human woman. Umberlee

raised her trident against a massive shadow that seemed to take up much of the sky, but was then struck down, and the sun flared, burning her to ashes. The human groveled on the ground, sobbing. But when her tears fell, they burst into black flames and consumed her. Beyond, the ruins of the Isle of Maos were obvious, though no water was in sight. (Characters who have played CCCHATMS01-01, *Threatening Tides*, will find this vision familiar, though the events concerning the women differ.)

- The marel believe the place in the dream was somehow part of the Isle of Maos, and holds the daughter of Umberlee prisoner.
- It is prophesized that Streixird, daughter of Umberlee and Ubtao, would awaken and free herself from her prison, flooding the Moonsea region in the process. A war amongst the gods would ensue, like nothing the world has seen since the Dawn War.
- The Isle of Maos is being guarded by dozens of creatures; merfolk, merrow, marel, scrag, and sea beasts, all of which seem to leak shadows. A cyclone of clear fire and terrible sound enshrouds the island, keeping anyone from setting foot upon it.
- The merfolk and marel worry about harming those guarding the island, as they don't believe they are in control of their actions. However, they believe they have found a route through the guardians and into the ruins. If they are lucky, the way has been cleared ahead of them.

Where's My Battle Map?

This encounter has no battle map, as it is in an open area, underwater. The characters begin 100 feet below the surface, the maelstrom having sucked them down. The attacking sharks may come at the group from one direction, or from multiple directions, it is up to you.

PART 3. DESTINY AWAITS

Led to the Isle of Maos by allied merfolk and marel, the adventures must lead Will Brightsong to meet his destiny.

1. The Underwater Passage

A passage leads to the surface of the Isle of Maos from beneath waves.

General Features

Terrain. The passage is filled with water, and often is only wide enough for one or two creatures to swim through at a time.

Light. No light exists here except what the adventurers bring with them.

Sound. The passage is silent except for the passage of the adventurers.

Smell. Not much to smell down here.

The merfolk and marel lead the adventurers to an area under the Isle of Maos. There, hidden in the uneven rock, a narrow passage leads up to the surface.

The sea dwellers remain behind, guarding the entrance to the passage. It is up to the characters from here on out.

As the characters make their way through the dark passage, read or paraphrase the following:

The passage twists and turns in the murky water, and you begin to wonder if it is even leading upward. While the water breathing enchantment upon you should last for many more hours, a creeping worry tickles at your fears that you may wind up trapped down here, the spell broken, drowning and buried in rock.

Then, up ahead, you notice something different just at the edge of your vision. As you swim closer, you find the end of the passage, blocked by a smooth wall. Carved into the stone is a relief, a design that looks like a horizon, the sun rising from it. Stylized waves pattern the wall below the horizon line. On both sides of the horizon, you notice strange markings, five above and five below.

The wall is solid stone, and not a doorway. No seams can be found, or signs that the wall opens. The carvings are the key to opening the way to beyond this small chamber.

A group DC 15 History check reveals that the sigils that mark the relief are musical notes, symbols that are no longer used by modern musicians. Bards and characters with a music-based Entertainer background may add their Proficiency to this check, or double their Proficiency score if they are already skilled in History.

In order to open the passage, the five notes above the horizon must be sung at the same time. Singers must succeed on a DC 8 Performance (Charisma) check, within 30 feet of the carvings, to produce a sound close enough to the note they are attempting. This may prove to be problematic if there are not enough characters. Will Brightsong will reluctantly help, mostly because he is terrified of being trapped in the passage. The group may be one person short, however, if Typhis Limu is not with them. Creative use of spells, such as *minor illusion* or *prestidigitation* can create a single note to replace a singer. If all else fails, the group can return to the merfolk and marel at the start of the passage and request help.

There is a danger to not solving the puzzle correctly, however. If the notes are sung in any order, and not simultaneously, a magical defense releases electricity into the submerged passage. Characters within 200 feet of the sealed end of the tunnel must make a DC 15 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, and half on a successful one. Attempting to smash the wall down, or using magic such as *passwall*, causes the same effect. The shocking effect occurs every time the puzzle is answered incorrectly, and every attempt to smash a path through. *Dispel magic* can remove the magical ward on a successful DC 17 spellcaster ability check. This does not remove the effect that opens the passage, however. The notes must still be sung correctly.

Once the notes have been sung, the stone of the wall becomes fluid and reshapes itself into a 50-foot tunnel that leads to the surface. The water does not flow into the tunnel, and the characters have reached the waterline.

2. Symbol of the Brightsong

Reaching the surface, the adventurers find themselves near the center of the Isle of Maos. Now they must rely on Will Brightsong to show them the way.

General Features

Terrain. Short walls, ruins of ancient buildings, jut up from mossy rock. The ground is slick from moss that has stayed wet from the constant rain.

Light. The sun has set, leaving the region cloaked in darkness.

Sound. The sound of rain falling on rocks and the occasional crack of thunder.

Smell. Besides the wetness, as characters walk upon the moss, they smell a mixture of wet dirt, musty dampness, and rich plant life.

Arriving with Will Brightsong at the Isle of Maos has been the characters' goal up until this point. Now, they are probably a bit in the dark.

But Will is not. He remembers far too well what comes next, and where he must go. Only 100 feet from where the characters emerge from the subterranean passage is a stone with the Brightsong symbol carved upon it. For him, it shines like a beacon in the dark, though others cannot see its illumination.

Adventurers who are scouting about can notice the stone on a DC 13 Perception (Wisdom) check, though they cannot see it glowing. They notice the small plinth and see the Brightsong symbol (the same one on Will's arm) carved deeply into the top of it.

Will has reached the point of no return. He must choose to embrace his destiny and lead the characters onward, or tuck tail and run, praying Tymora will see him through. If they do not find the plinth on their own, Will leads them on a wandering path through the ruins for several minutes while he mulls over his fate.

Characters with a passive Insight of 15 or higher will realize that Will is balking, and he may need some convincing. Otherwise, a character or group Insight (Wisdom) check may be rolled at any time.

Encourage players to roleplay this encounter, explaining to Will why he should embrace his destiny. Will's hesitation comes from the following, which he can explain to characters that treat him well.

- Will never thought this duty would fall on him. It's not his fault that his family is all dead.
- If he accepts his fate and picks up the mantle of the Brightsong family, then his whole life will change. Not only will he be responsible for coming to Maos every Shieldmeet, but he will be hunted by those who wish to see the Isle rise for the rest of his life.

- In addition to threats on his life, in order for the Brightsong lineage to go on, he must have children. To be honest, he's never been all that into the ladies. But to add to it, he does not wish what he views as the "Brightsong curse" upon any children he may have.
- Will does not see himself as a hero, which he believes his parents were, and any Brightsong that takes up this task should be. He lists off his faults, including being lazy, a drunkard, and willing to run off to the promise of safety, even when it's obviously a bad choice (such as staying under the protection of the Kur-Tharsu).

Allow the characters to argue against his points, and if their reasoning seems valid, then Will Brightsong can be swayed, though he understands it will take his lifetime to get used to his choice.

Some options that may work, but haven't crossed Will's mind, are:

- Adopting a child, or marrying someone he falls in love with. Perhaps the Brightsong legacy can be passed on to non-blood relatives.
- Passing the Brightsong legacy on to someone who is as close as family to Will. If Typhis Limu is alive, he would definitely count. Alternately, Typhis' children will need a father if the genasi is dead. Adopting and caring for them like his own children might allow the Brightsong to be passed on to them.

If players do not wish to roleplay this encounter, they may attempt Charisma checks against Will's Insight (Wisdom) check.

Intimidation: Will has had enough of being intimidated, and he does not respond well to being threatened. Intimidation checks are made at disadvantage.

Persuasion: Will can be persuaded, but if Typhis Limu is present, Persuasion checks are made with advantage, as the genasi knows Will very well, and helps the characters make their best case.

Physically forcing Will cannot work. In order to proceed, Will must sing to open the doorway, and no matter what pains are put to him, he will refuse. If force is used against him, all Persuasion checks that follow are made at disadvantage.

Using magic, such as *charm person*, on Will may be useful, at least in the short term. If Will fails a saving throw against such magic, they can effectively convince him to do what needs to be done. However, without convincing him of the desperate need for

him to live up to his responsibility, these events may play out again in four years time on the next Shieldmeet.

Once convinced, Will leads the characters to the plinth if they have not found it already. Once there, and after Will has been convinced to embrace his destiny, read or paraphrase the following:

The Brightsong heir gathers you close to the plinth. Softly at first, but then with growing power, Will sings. The song is beautiful, and though you do not understand the words, it seems to inspire you against the darkness that surrounds you.

The symbol on the plinth begins to glow, and as it does, the night too begins to lighten, as though Will's voice has called back the sun itself.

But looking about, you realize that is not the case, as jagged buildings that seem to seep with shadows reveal themselves. For as far as you can see, a plain of gray dust stretches off from the ruins. Already knowing what you will see, you glance upward and are immediately sorry that you did. A black sun burns in the colorless sky.

This is the Shadowfell. Will's song has brought the group here, and only his song can return them to their own plane.

The Shadowfell is a twisted mirror of reality. The buildings that now stand around the group look as they did thousands of years ago, but are still hollow shells. Shadows at the edges of objects and creatures here seem to leak away, as though blown by an invisible wind. The water of the Moonsea is gone from this place, and Maos sits at the bottom of the bowl of the sea, the elevated shorelines too far away to see.

3. The Brightsong

A plane away from home, the characters head toward the final showdown.

General Features

Terrain. The gray dust of the plane is solid enough for even footing.

Light. Though the sky and sun are black, ambient dim light is everywhere.

Sound. It is almost deafeningly quiet.

Smell. Dust and a light scent of decay.

When you are ready, read or paraphrase the following:

Though you could probably find your way there, you follow Will out onto the plain of gray dust. As you walk, he tells you he must sing a song, something his parents called the Shining Lullaby. Once he finishes, that will be that for another four years.

Frowning, Will says, "I still remember the darkness that would appear and *thicken* during the song, and there were shapes in the shadow that terrified me."

When he comes to a stop, you know it is the place where you stood in your dream of this place. A column of obsidian, no taller than a halfling, stands before Will, the strange mark upon it the same as the one on Will's arm. Looking about, you see no pale-skinned woman, or a woman with tentacles for legs.

Looking back at the ruins, the strange buildings seem plucked directly from your nightmarish visions.

Will Brightsong sighs and glances at you. "All that time running, and I still ended up here." He grins wryly, and then begins to sing.

Immediately after Will begins his song, shadows begin to deepen in the area around the group. They grow up from the ground around them, and take on a disturbingly tentacle-like shape, several of them surrounding the adventurers. Will looks nervous but carries on. The shadows and tentacles form a 90-foot wide circle, with Will at the center. Creatures within cannot move through this space, as though it were solid. Furthermore, magic that would teleport them out does not work, the spell failing but not expending a spell slot. This barrier remains until the avatar of Streixxird is defeated.

While he sings, the mark on the obsidian column glows white, and the black of the stone slowly fades to be almost clear when the song is completed.

When Will was here last, his parents had sung the Shining Lullaby, and he was brought along to learn. But the song had been sung on the night of Shieldmeet, and not almost a month late. The dark power here has grown, and seeks to stop the Brightsong heir from completing his work.

As the shadows deepen, shapes within them become obvious. Whereas they stayed within the shadow the last time Will was here, they have no intention of doing so this time. Three **shambling shadows** crawl forth to attack the group.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Remove two shambling shadows

Weak: Remove one shambling shadow.

Strong: Add one shambling shadow.

Very Strong: Add one shambling shadow. All shambling shadows begin with 208 hit points.

As Will continues to sing, the darkness grows as well. The black sun burns brighter, which only seems to darken the sky. The ruins themselves seem to be changing, moving about and rebuilding themselves. From this distance, it seems like they are melding together to create a single, strange shape. Looking at it causes physical discomfort.

At the beginning of the second round of combat, a shadowy shape can be seen forming in the mass of shadowy tendrils. By the end of the round, it has taken on the solid form of a Large humanoid. Each character sees it differently, comprehending it as a beautiful humanoid that they would be attracted to, with a dark blue stone that orbits its head. It is immune to damage or effects until after the second round.

At the beginning of the third round, the new arrival moves forward toward Will. Read or paraphrase the following:

"Oh, poor Will," a powerful voice says. "You never wanted to come back here. I remember the last time I saw you, snot running down your face from all the screaming and crying. I'm sure your parents had quite the time getting you to bed that night." The creature continues forward, ignoring the battle going on around it. "I tried to stop you from coming back, Will. But here you are. So be it, I guess you've come home to stay." A sickly purple light begins to emanate from the creature, and Will's voice becomes strained.

"Now won't you be a good boy, Will, and just die?"

This is the **avatar of Streixxird**. Her attacks and abilities cannot affect Will Brightsong as long as he is singing the Shining Lullaby, but he must make a DC 13 Performance (Charisma) check to maintain the song each time she uses an attack or ability against him. If Will takes damage from a shambling shadow, he must make a Performance check as well, DC 10 or half the damage taken, whichever is higher.

If Will fails to maintain the song, he must try to pick up where he left off on the following round by making a DC 10 Performance check. Any effects of the song are lost for the round he was interrupted on,

and any subsequent rounds until he is able to successfully start again.

Tactics

Streixxird used her Soul Rend ability when she reached Will, and it must recharge in order for her to use it again. Anyone in the area of effect is affected by it. When she harms a character, that character may make a DC 13 Wisdom saving throw. On a success, they see through Streixxird's illusory appearance to the horror beneath.

As long as Will sings, the Shining Lullaby combats Streixxird's abilities. Characters within 30 feet of Will have advantage on their saving throws against her Soul Rend, and take only half damage from that ability. It also reduces the necrotic damage done by her claws by half. It does not affect the shambling shadows, however.

In addition, Will's song weakens Streixxird as follows:

Round	Effect
5	Loses damage resistances
6	Cannot regain hit points
7	Cannot recharge Soul Rend
8	AC is lowered by 2
9	Loses 20 hit points
10	AC is lowered by 2

If the combat continues beyond ten rounds, Streixxird loses 20 hit points per round from the song.

DM Note: If the avatar of Streixxird fails a saving throw against a *banishment* spell, or some similar effect, it does push the creature into another demiplane. However, the goddess herself still exists on this plane, and can direct the shambling shadows to focus on the person who banished her avatar. In addition, while not fully awake yet, she can still impose her will, granting her avatar the ability to re-roll the saving throw at the end of each of its turns to return from the banishment. Because the song affects the goddess, even while her avatar is banished, continue recording its effects against the avatar during the rounds that it may be banished.

When the avatar is reduced to 0 hit points, read or paraphrase the following:

The horrid avatar of Streixxird begins to crumble to shadowy ash.

“No, this cannot be. I am meant to awaken! It is my destiny!” Her voice becomes a shrieking wind and she lunges at Will.

“You mortal TRASH! You cannot stop my DESTINY!”

Throwing herself upon Will, a brilliant barrier flashes around him, shattering the would-be goddess into countless pieces. Will’s final note lingers on the air as the black dust disperses on a wind that you don’t feel. The massive tentacles of shadow fade into nothing.

The now clear column of what was obsidian now radiates a calming light, and the words of the Shining Lullaby seem to echo from it, singing the goddess to sleep for another four years.

As the adventurers retrace their steps toward the ruins of Maos, read or paraphrase the following:

As you turn toward the ruins, you notice that the buildings are no longer crumbling and in shambles. Now, a gleaming white structure rises up from the earth. The edifice seems to have no rhyme or reason, with odd angles and curves, a design with no apparent functionality.

But along your walk back, your vantage point on the structure shifts, and you realize, at this angle, the odd buildings seem to form a symbol. A symbol very much like the one on...

“By the gods, I am hungry!” Will says. “And I could use an ale or seven.”

Muttering to himself, the Brightsong heir walks on toward Maos and the way home.

Treasure.

Where Streixxird fell lays an *loun stone of protection*. In the fleshy sludge piles of the shambling shadows, the characters find various gems and jewelry worth **400 gold pieces**.

Where’s My Battle Map?

This encounter has no battle map due to its simplicity. Simply place Will in the center of a marked off 90-foot diameter circle, and you’re set!

3. The Aftermath

With Streixxird locked away for another four years, Will Brightsong leads the adventurers out of the Shadowfell.

General Features

Terrain. The gray dust of the plain is even and easy to traverse.

Light. The shadow of Streixxird no longer lingering, the sky has returned to its regular dark gray, and the black sun shines dimly.

Sound. Only the sound of the characters footsteps, noises that they make. The area around Streixxird’s prison has fallen unnaturally quiet.

Smell. Dust and a bit of decay.

PART 4. CONCLUSION

Arriving back on their home plane, the adventurers find a surprise waiting for them.

When you are ready, read or paraphrase the following:

A song and a dimension hop later, you are dazzled by brilliant sunshine and blue skies. Only a few clouds dot the horizon, and those are pleasantly fluffy and white.

“Well, the heroes of the day return!” a boisterous voice proclaims.

Turning, you are blinded once again by the sunlight reflected off of silver robes worn by a huge half-elf. Vayu Ashvin raises his arms and lets out a shout of victory.

“Well done, we couldn’t have done it better ourselves.” Fenella MacCargher stands nearby with Crespyn Ince, both of whom hold their palms out, trying to shield their eyes from the reflections bouncing off of Vayu’s robes.

Crespyn nods wisely, “Well, maybe we could have, but then who would have gotten us all a new boat?” Gesturing over his shoulder, you see the crisp sails of a galleon anchored not far off the shoreline.

The mage and the Harpers congratulate the adventurers and Will Brightsong. If the characters saw Vayu fall in battle with the black dragon, he tells them the Silver Mage of Thentia is harder to kill off than that. Fenella pays them the **50 gold pieces** each that they were promised for delivering Will Brightsong to the Isle of Maos.

Close enough to the middle of the Moonsea, the characters can name their destination, and the new ship, the *Daring*, will deliver them.

The avatar of Streixxird may have been defeated, but the goddess herself still lives, slumbering in her prison. It is now up to the Brightsong heir to find a way to continue his legacy. The adventurers can only hope their actions and words helped.

REWARDS

Make sure the players note their rewards on their adventure log sheets. Provide them with your name and DCI number (if applicable) so they can record who ran the session.

Experience

Total up all combat experience earned for defeated foes and divide the number of characters present in the combat. For non-combat experience, the rewards listed are per character. Give all characters in the party non-combat experience awards unless noted otherwise.

Combat Awards

Name of Foe	XP / Foe
Giant Shark	1,800
Hunter Shark	450
Shambling Shadow	1,800
Avatar of Streixxird	10,000

Non-Combat Awards

Task/Accomplishment	XP / Character
Drive off black dragon	580
Merfolk/Marel Survivor (each)	100

The minimum total award for each character participating in this adventure is **4,500 experience points**.

The maximum total award for each character participating in this adventure is **6,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine whom gets it randomly should the group be unable to decide.

Permanent magic items are divided up according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Tourmaline ring	200
Shambling shadow leftovers	400
Payment from Harpers	50 each

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Ioun Stone of Protection

Wondrous item, rare (requires attunement)

This stone is the color of the ocean at midnight, a blue so deep it appears black, and is carved in the shape of a lidless eye.

A description of this item can be found in **Player Handout 1**.

Potion of Healing

Potion, common

A description of this item can be found in the *Dungeon Master's Guide* (pg. 187).

Renown

All faction members gain one renown point for successfully completing the adventure.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

DM Rewards

You receive **750 XP**, **375 gp**, and **10 downtime days** for each session you run of this adventure.

DM APPENDIX. NPC

SUMMARY

Below is a list of named NPCs that appear in this adventure.

Captain Strofin Woldthane [STRAW-fin WOHLD-theyn]. Captain of a cargo ship, the *Miranda*, Strofin is a burly dwarf with a lengthy and busy red beard, though his head has nary a hair on top of it, which is why he rarely removes his tricorne hat, or at least the colorful scarf he often ties around his scalp. His beard hosts several conch shells, and he keeps it in a finely woven net. Captain Woldthane enjoys the sailors life, and is willing to take on passengers for a price, as long as the law does not come asking him about it later.

Typhis Limu [TAHY-fis LEE-moo]. Typhis is an aging water genasi, though his exact age is unknown. Though wrinkles are apparent, his heritage left him born with white hair already, and his movement is fluid, unaffected by age. His family have been the protectors of the Brightsong lineage for many generations, and it has fallen to Typhis to guard the last scion of the Brightsong family. While Typhis is a no-nonsense kind of person, he has a seemingly infinite amount of patience for his charge, Will Brightsong.

Will Brightsong [WIL brahyt-SAWNG]. Will is now the last known living Brightsong, a family that can trace its lineage to before the founding of the current cities on the Moonsea. His dark brown hair is unkempt, and his hazel green eyes tend to be unfocused, depending on how much alcohol he has partaken of (which tends to be a lot). A week's worth of stubble covers his jaw, and his fine clothes have long since fallen to ruin, stained with food and ale, despite Typhis Limu's attempts to keep them clean. Will avoids conversations about his family or past, but is quick with a terrible joke or story about some random event he saw recently at a bar, which may or may not have actually happened.

APPENDIX. TRICKSY DRAGON MONSTER/NPC STATISTICS

Black Dragon, Adult

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., Passive Perception 21

Languages Common, Draconic

Challenge Rating 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee weapon attack:* +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee weapon attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee weapon attack:* +11 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat

the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Perception (Wisdom) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Black Dragon, Young

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., Passive Perception 16

Languages Common, Draconic

Challenge Rating 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee weapon attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

APPENDIX. BENEATH THE WAVES

MONSTER/NPC STATISTICS

Giant Shark

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge Rating 5 (1,800 XP)

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

Water Breathing. The shark can only breathe underwater.

Actions

Bite. *Melee weapon attack:* +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Hunter Shark

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages -

Challenge Rating 2 (450 XP)

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

Water Breathing. The shark can only breathe underwater.

Actions

Bite. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

APPENDIX. THE BRIGHTSONG MONSTER/NPC STATISTICS

Avatar of Streixxird*

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Celestial, Primordial, telepathy 120 ft.

Challenge Rating 13 (10,000 XP)

When not cloaked in illusion, the avatar of Streixxird appears as a monstrous female humanoid, covered in red and black scales, and a human face with harsh reptilian features. Her arms end in crab-like claws, and her ribcage is exposed, dried and cracked skin pulled back from the opening.

Actions

Multiattack. Streixxird makes two claw attacks and can use either Imprison Soul or Soul Rend.

Claw. Melee weapon attack: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

Imprison Soul. Streixxird chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside Streixxird's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, Streixxird regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on her next turn. Additionally, at the start of her next turn, Streixxird regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a **zombie**. If it had 3 to 5 Hit Dice, it becomes

a **ghoul**. Otherwise, it becomes a **wight**. Streixxird can imprison only one creature at a time.

Soul Rend (Recharge 6). Streixxird creates a vortex of life-draining energy in a 20-foot radius centered on herself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.

*Based on the Devourer (Volo's Guide to Monsters, pg. 138)

Shambling Shadow*

Large undead, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge Rating 5 (1,800 XP)

Shambling shadows appear as roiling masses of shadow and black, decaying flesh. Tendrils of the black mass move in along the ground, or whip out to strike at prey.

Lightning Absorption. Whenever the shambling shadow is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling shadow makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling shadow engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the shadow's turns or take 13 (2d8 + 4) bludgeoning damage. If the shadow moves, the engulfed target moves with it. The shadow can have only one creature engulfed at a time.

*Based on the Shambling Mound (MM, pg. 138)

APPENDIX. TYPHIS LIMU & WILL BRIGHTSONG STATISTICS

Typhis Limu (Martial Arts Adept)

*Medium humanoid (water genasi),
lawful good*

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Damage Resistance acid

Senses passive Perception 13

Languages Common, Aquan

Typhis Limu is an aging water genasi. His lineage is obvious, with his sea-blue skin and white hair that seems to move as though in a current. His eyes are a little larger than a humans, and seem to be a blue-black with no whites.

Typhis has served the Brightsong family for his entire life, and is loyal to the last known scion, Will Brightsong. He has tired of Will's flippant nature, however, and his exasperation is apparent when Master Brightsong is being particularly difficult.

While Typhis does not wield weapons, he is known to make use of a frying pan he carries in his traveling gear. Using the frying pan as an Unarmed Strike, Typhis also uses it to deflect missiles, though if he does so he cannot catch the missile.

Amphibious. Typhis can breathe air and water.

Innate Spellcasting. Typhis' spellcasting ability is Constitution (spell save DC 11, +3 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *shape water*

1/day each: *create or destroy water* (2nd level)

Unarmored Defense. While wearing no armor and wielding no shield, Typhis' AC includes his Wisdom modifier.

Actions

Multiattack. Typhis makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, Typhis may choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (Typhis' choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of Typhis' next turn.

Dart. *Ranged weapon attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, Typhis deflects the missile. The damage he takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, Typhis catches the missile if it is small enough to hold in one hand and he has a hand free.

Will Brightsong (Bard)

Medium humanoid (human),
neutral good

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saves Dex +4, Wis +3

Skills Acrobatics +4, Insight +5, Performance +6

Senses passive Perception 11

Languages Common, Giant

Will Brightsong is the last of his family line, and inheritor of the Brightsong, a power bestowed upon his lineage by Umberlee and Mystra. It is a responsibility he not only does not want, but also is terrified of. So he has spent much of his late teen years and adulthood running, drinking, and carousing.

Will is not a mean person, but he can be belligerent and has a sense of humor that most others find to be offensive.

Typhis Limu has been Will's protector since the Brightsong scion was born, and Will views him like he would family. Though he does not always listen to the genasi, Will would go to the end of the world to protect him.

Spellcasting. Will's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. Will can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Will can confer this benefit to himself as well.

Taunt (2/day). Will can use a bonus action on his turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Will's next turn.

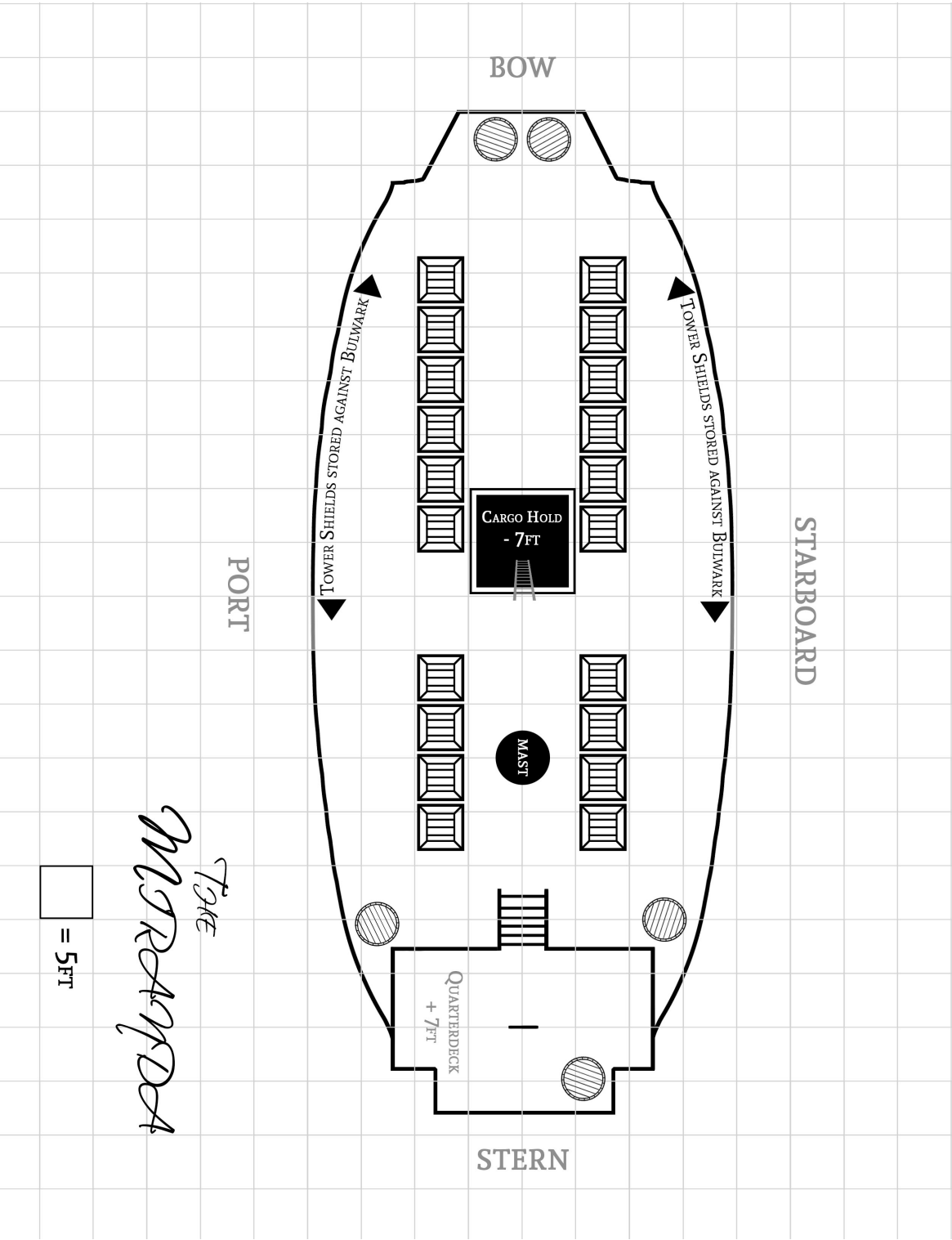
Actions

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

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

APPENDIX. MAP 1

Map for the **Tricksy Dragon** encounter.



PLAYER HANDOUT 1. IOUN STONE OF PROTECTION

Ioun Stone of Protection

Wondrous item, rare (requires attunement)

This stone is the color of the ocean at midnight, a blue so deep it appears black, and is carved in the shape of a lidless eye.

When you use an action to toss this stone into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Acrobatics (Dexterity) check. You can use an action to seize and stow the stone, ending its effect.

The stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Protection. You gain a +1 bonus to AC while the stone orbits your head.

PLAYER HANDOUT 2. STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

Brightsong Legacy

You now bear the title and mark of the Brightsong, a guardian of Faerun, and you have stopped the awakening of Streixxird.

Every Shieldmeet, you must journey to the Moonsea and the Isle of Maos to perform the song that bolsters the prison of Streixxird, locking her away and protecting the Moonsea.

In addition, you must continue your lineage, passing the legacy on to your offspring, or to those you consider family.

Remove the **Mark of the Brightsong** story award from this character.

PLAYER HANDOUT 3. MAREL ELITE WARRIOR

Marel Elite Warrior*

Medium humanoid (elf), chaotic evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Aquan, Elvish

These aquatic elves have pale skin and blackish green hair, with greens eyes that seem to glow with phosphorescence.

Amphibious. The marel can breathe air and water.

Fey Ancestry. The marel has advantage on saving throws against being charmed, and magic can't put the marel to sleep.

Innate Spellcasting. The marel's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

Actions

Multiattack. The marel makes two trident attacks.

Trident. *Melee or Ranged weapon attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands, plus 10 (3d6) poison damage.

Reactions

Parry. The marel adds 3 to its AC against one melee attack that would hit it. To do so, the marel must see the attacker and be wielding a melee weapon.

PLAYER HANDOUT 4. MERFOLK

Merfolk

Medium humanoid (merfolk), neutral

Armor Class 11

Hit Points 11 (2d8 + 8)

Speed 10 ft., swim 40 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Aquan, Common

Amphibious. The merfolk can breathe air and water.

Actions

Spear. *Melee or Ranged weapon attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.