

D&D
**ADVENTURERS
LEAGUE**

CCC-HATMS01-01

THE SONG OF MAOS, PART 1
THREATENING TIDES

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Song of Maos, Part I

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On the eve of Shieldmeet, the sunken Isle of Maos rises from the depths of the Moonsea, only to return to the water with the rising of the sun. But this year, the island does not sink beneath the waves, and destruction follows in its wake. A drunkard named Will Brightsong is somehow connected, and the adventurers must keep him alive long enough to find out why!

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

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INTRODUCTION

Welcome to *Threatening Tides*, 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 Isle of Maos to the city of Thentia 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	Cost
Spell	
<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 Thentia 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

The Moonsea as we know it was built on the bones of civilizations that fell long ago. Before the founding of Northkeep, before the city of Phlan was nothing more than a small encampment, the Isle of Maos has been a mystery of the amethyst depths of the Moonsea's waters. Rising only once every four years on the day of Shieldmeet, the island has drawn the curious and the adventurous that wish to unlock its ancient secrets. Those secrets have always been elusive, but the need to unlock them has never dwindled, and adventurers and tourists flock from the far corners of Faerun to witness the Isle rise from the waters every Shieldmeet at dusk, only to see it sink back beneath the waves with the rising of the sun.

This year is no different, and dozens of ships have brought commoners and adventurers alike to view the spectacle. Some simply cast anchor off the shore and watched, hosting parties on deck throughout the night. Others drew closer, and allowed those who wished to go onto the island to disembark and explore, with a word of warning to return before the sun began to show its light again on the Moonsea, or risk being pulled down with the ruins that sit on the island as the Isle returned to the darkness of the depths.

ADVENTURE OVERVIEW

Threatening Tides is divided into three parts:

Part 1. Shieldmeet's Explosive Finale. (2 hours 30 minutes) The adventurers have traveled to witness the appearance of the Isle of Maos. But at dawn, when the island should sink back beneath the waves of the Moonsea, something goes horribly awry, and the characters must struggle to stay alive and reach the safety of Thentia.

Part 2. The Safety of Thentia...? (30 minutes) Arriving at the docks of Thentia, not all is well, and the adventurers have the chance to learn rumors of recent occurrences.

Part 3. NOW What?! (1 hour) Ready to recuperate after their ordeal on the Moonsea, the adventurers head into Thentia, but fate isn't through with them

yet. They stumble upon an assassination attempt, and must move to protect the targets.

ADVENTURE HOOKS

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

Shieldmeet. Falling between Midsummer and Eleasis 1, Shieldmeet happens once every four years. On the night of Shieldmeet, the Isle of Maos rises from the depths of the Moonsea, and many adventurers, scholars, and tourists journey to witness the spectacle.

Faction Requests. The mystery of the Isle of Maos has long been pondered by the many organizations across the face of Faerun. Each faction may have requested their representatives attend the Shieldmeet event, and learn what they can while the island is above water.

Working the Event. Some adventurers also work for a living. Sailors in particular may have been hired on to man the multitude of ships that have been hired out to carry tourists and adventurers to witness the rise and sinking of the Isle of Maos.

VISION FRAGMENTS

Beginning in Part 1.1, Dawn Over Maos, characters will experience flashes of a shared vision, fragments of a potential future if they do not manage to follow the path laid out before them, and the destruction that will be wrought upon the Moonsea.

These vision fragments can be found in **Player Handout 3**. Prior to play, cut up this hand out in order to give only pieces of the vision to the players at a time.

It is suggested to have characters experience the visions in the order they appear on the hand out. However, you may choose to have them experience the visions in random order, allowing them to make what they will of what they see.

Watch for shaded boxes marked **VISION FRAGMENT**, and give players one of the vision pieces. In larger groups, you may wish to give only one shared vision at a time, while in smaller groups you can give each character a different vision fragment.

Characters who succeed on a DC 17 History (Intelligence) or Religion (Intelligence) check feel like the women in the vision may be Mystra, goddess of magic, and Umberlee, goddess of the sea. Those who are devout followers of either deity may make their skill check at advantage.

PART 1. SHIELDMEET'S EXPLOSIVE FINALE

People from all over Faerun have come to witness the appearance of the Isle of Maos, and dozens of ships of all sizes encircle the strange island.

1. Dawn over Maos

The characters stand on the deck of a luxury galleon, watching the coming dawn and waiting for the expected sinking of the Isle of Maos.

General Features

Terrain. The deck of the *Gorram Wash* is clean and free of muck or loose items except for chairs that have been supplied for tourists that have booked the ship to view the rising and sinking of the island. The waters of the Moonsea are calm, with only light waves to gently rock the ships in the area.

Light. The sun is about to break over the horizon, but shadow claims everything until then. The sky is lightening, giving dim ambient light all around.

Sound. The calm lapping of waves against the hull of the *Gorram Wash*, shouts and cheers from other ships nearby as revelers continue to celebrate. Gulls squawking as they fly over the ships, searching for dropped bits of food.

Smell. The brine of the sea's waters, grilled sausages and warm breads that have been provided for the tourists.

Characters may have spent part of the evening wandering the ruins on the Isle, or may have come to watch from afar. Whichever is the case, the adventure begins with them aboard the *Gorram Wash*, a luxury sea ship, which they have booked passage on to witness the mysterious Isle of Maos. Their presence aboard the ship is assumed, and characters do not have to spend gold to be there, unless mentioned otherwise. One thing they note, whether they decided to go over to the island or remain on the ship, is a symbol that was found etched into stone near the center of the Isle (**Player Handout 5**). They probably saw it as they walked about the island, or, if they remained on the *Gorram Wash*, they saw sketches of the icon brought back by researchers who are also traveling on their ship. No one seems to know what the symbol means or represents, and a skill check does not give any clue to a character.

When ready, read or paraphrase the following:

Shieldmeet arrived, as it does every four years, and with it, the mysterious Isle of Maos rose from the depths of the Moonsea at dusk, as it always does. Having booked passage on a tourist luxury ship, you saw the strange island appear, and many people from the dozens of boats, large and small, disembarked from their ships to explore. But as usual, no clues, treasures, nor trinkets were found upon the small patch of land, or in the crumbled ruins that rest upon it.

Now, the dawn approaches to mark the first of Eleasis, and you wait aboard the *Gorram Wash*, as breakfast is prepared and everyone watches for the sun to appear, sending Maos back beneath the waves for another four years.

The *Gorram Wash* is anchored 250 feet from the Isle of Maos. Give the players a chance to say where on the ship they are; on deck, below deck, or even in the crow's nest (a 5gp premium for up to three people willing to pay), or in private quarters (a 10gp per person fee).

When ready, read or paraphrase the following for those who are above deck:

Through the orange and purple sky of dawn, a brilliant flash appears in the eastern sky. Dawn has arrived, and all onlookers aboard the many ships surrounding the Isle of Maos hold their collective breath, waiting to witness the marvel of the sinking island.

Several moments go by, and the sun becomes a molten half-orb on the horizon. The island sits amongst the rays of light, shadows of ships playing against the rocky pillars that jut upward from it. A few tourists and sailors mutter amongst themselves, wondering when the Isle is supposed to begin its descent.

Characters with a passive Perception of 13 or higher notice that a few ships suddenly unfurl their sails, turning away from the island. The crew of the closest ship, the *Vesper*, seems to be looking around worriedly, making haste to get underway. The captain of the *Vesper* can be seen with a collapsible spyglass, staring at the Isle of Maos.

As uncertainty mounts, an odd feeling in the pit of your stomach sets you at unease. The pit seems to vibrate, and spreads outward, down your legs, up and out into your arms and hands, up your neck and into your skull. Something that is not quite a sound reaches your ears, and your eyes begin to shiver.

Allow players to give their characters a single action, such as moving, bracing themselves or tying

themselves to a nearby object, or even jumping overboard.

Players who are watching the island and succeed on a DC 13 Perception (Wisdom) check notice a strange haze that seems to be building up around the island, distorting their view of it, as though the very air was churning.

For players that are able to see, read or paraphrase the following:

A sound, like a horn of massive size playing a single note so low that it seems to make your innards turn to jelly, crashes outward from the Island of Maos. pushing the air so violently, you can see it buckle and twist. Ships, both large and small, between you and the island are shattered, and people and debris are thrown toward you. For a split second, you can see the faces of screaming sailors hurtling at you, their voices drowned out by the blast.

VISION FRAGMENT

Hand out a vision fragment at this time. The blast of force and magic tears through space and time, slamming into the characters, who experience their first vision. When the vision fades, mere seconds have passed, and they are flying through the air away from the island.

Characters must make a DC 15 Constitution saving throw, as the shockwave slams into the *Gorram Wash*, instantly destroying it and launching its crew and passengers into the air to skip across the surface of the Moonsea. Those who fail take 17 (5d6) bludgeoning damage and 14 (4d6) piercing damage, while those who succeed take half damage. People below deck are not spared, as the ship is blasted completely apart.

Characters come to a stop almost 100 feet from where the *Gorram Wash* was anchored. Several other passengers and sailors are with them, shocked and injured, but alive. Not everyone was so fortunate, and as the ringing in their ears fades, they can hear screams and cries for help.

Those who may have used their action to jump overboard are spared some of the violence of the shockwave, but not much. They must succeed on a DC 15 Constitution saving throw, taking 14 (4d6) bludgeoning damage on a failure or half as much on a success. They are pushed 50 feet through the water, and must succeed on one additional Athletics check to reach the *Vesper* (see below).

Read or paraphrase the following.

Treading water and trying to take stock of the situation, you notice Captain Biscayne of the *Gorram Wash* floating by, a huge splintered timber piercing through his chest, his eyes vacant and staring. Several other bodies bob in the waters, which seem to churn wildly, as though a storm were whipping them up.

Over the island, what looks like a cyclone of clear flame whirls violently, and seems to thrum notes of a tune so low, you feel it rather than hear it.

To the east, a dark shape can be seen looming up from the waters, backlit by the rising sun. Wiping stinging salt water from your eyes, you realize it is the *Vesper*, a triple-mast galleon which seems to be listing to one side, but escaped the destruction around you.

The character's best hope is to make for the *Vesper*. A swim to shore, almost 15 miles away, would be dangerous on a good day, but now the waters of the Moonsea seem to be whipping up by some unseen force. Characters must succeed on three DC 15 Athletics (Strength) checks to reach the galleon. One failure causes a character to gain a level of exhaustion as they struggle against the violent waves. Two failures cause a character to sink beneath the waves, where they begin drowning. Three failures add an additional level of exhaustion to the drowning character.

Once a character reaches the *Vesper*, sailors and passengers aboard the galleon throw down ropes and haul survivors aboard.

Those who wish to go to the island are in for a painful experience. Entering the cyclone, a creature must make a DC 15 Constitution saving throw every turn, taking 17 (5d6) force damage on a failure, or half as much on a success. It should become obvious that nothing living will remain so for long upon the island.

Time for a Rest?

Until the characters reach the end of Part 1, there is not time for a short or long rest. Events are happening quickly, and do not allow for even an hour of resting until the characters are past the encounters.

2. Aboard the *Vesper*

The characters have been hauled onto the *Vesper*, but the galleon is in terrible shape and in need of help to get underway.

General Features

Terrain. The deck of the *Vesper* is mostly clear, though with so many people rescued, in addition to the crew and passengers already on board, it's a tight fit.

Light. Though dawn is now about an hour past, clouds have covered the sky over the Moonsea. The thick, roiling clouds are so dark, the light is faded and gloomy.

Sound. People talking, frantic conversations about what is happening, people asking about missing friends and loved ones. The increasing waves slapping against the hull of the ship.

Smell. The wet wood of the ship's deck, wet people and their clothes.

Once aboard the *Vesper*, the characters do not escape the chaos. The crew of the galleon is struggling to bring other survivors aboard, mend wounds, and repair damage to their ship.

Shouts from sailors and cries of pain greet you on the *Vesper*. Other survivors have been hauled aboard, and litter the deck. Crew of the ship move quickly, but efficiently, as they help those in need, while attempting to fix their boat, which is listing heavily to starboard.

The strange noise of the Isle still hangs heavily in the air, and you note those who are not openly staring back at Maos still glance nervously from time to time, then move quicker to attempt to get the ship underway.

The players are encouraged to help. Many things need doing on the *Vesper*, and helping hands will not be turned away.

Each character may take a turn to help the crew and survivors onboard the *Vesper*. Have them choose two of the following tasks, and roll the appropriate skill check. The group needs a number of successes in order to help the crew and get underway again.

3 characters : 4 successes needed

4 characters : 5 successes needed

5 characters : 6 successes needed

6 characters : 7 successes needed

7 characters : 8 successes needed

Repair Actions

- **Medicine (DC 13)** : You help to bandage some of the survivors, who have been knocked about as much as you have. Many have large splinters of

wood impaling them, but with your care, they will survive. This is repeatable, and casting a healing spell counts as an automatic success. Those who are healed move to help the crew with other needs.

- **Perception (DC 13)** : You help to find other survivors still in the water, and pull them to safety. Those who are rescued move to help the crew with other needs.
- **Athletics (DC 13)** : You bail water that is flooding the cargo hold as others strive to stop the ship from taking on more water.
- **Dexterity (DC 13)** : Using tools on the ship, you help to build a patch to go over the hole on the ship's hull. Characters who are proficient with water vehicles, or who have the Guild Artisan background (shipwright or woodcarver) may add their Proficiency bonus.
- **Athletics AND Intelligence (DC 13)** : If you or another character, or one of the crew, has created a patch to shore the bulkhead, you can help to place the patch correctly, attaching it to the bulkhead to stop the incoming water, or at least slow it down until you can make land. If you succeed on both roles, this counts as two successes toward the final goal, but if one roll fails, the entire attempt fails. Characters who are proficient with water vehicles, or who have the Guild Artisan background (shipwright or woodcarver) may add their Proficiency bonus.

Keep track of successful repairs, as it will be important in the upcoming encounter.

If characters were not able to reach their needed number of successes, the FRENZY! encounter begins while the ship is still disabled. Even if the bulkhead was successfully patched, the marel have damaged the patch while no one was looking, and the ship still lists to starboard.

Characters investigating the helm find the captain, Cayde Mayfair, attempting to help his first mate, a half-elf named Jewel Song, to make repairs. Despite bandages wrapped around his burned and bleeding hands, Captain Mayfair holds a replacement wheel in place while Song attaches it. A twisted and burned wheel lies nearby.

If asked about the wheel, Mayfair grunts in pain as the replacement wheel slips in his hands, but answers the questioning character.

“I had a strong bit a magic laid upon that wheel, sorceries that wove deep into the heart of the *Vesper* to keep her running true, protecting her from the worst of damage.” The captain glances ruefully at the burned remains of the enchanted wheel. “Not sure I got my monies worth, but seems we faired better than most others!”

The magic of the wheel saved the *Vesper*, though it could not keep her from taking damage. The powerful force that smashed into the galleon caused the wheel to flare white hot and burn itself out, but deflected a good deal of the destructive energy wave away. Unfortunately for Captain Mayfair, he was holding the wheel when the wave struck, and his hands are now a blackened wreckage to show for it.

Some characters may wonder about seeing the *Vesper* begin to pull away just before the shockwave hit. Captain Mayfair will swear that he felt something was wrong, and trusted his gut to move the ship away. He has been bringing people to see the Isle of Maos for 20 years, and he knew something was different when the sun rose this time. A DC 5 Insight (Wisdom) check convinces a character that he is telling the truth, which he is. Other ships also made it out, but are now only dots on the horizon.

While the characters and crew work, clouds roll in, blotting out the daylight. Characters with passive Perceptions of 15 or higher notice that the clouds did not come from any of the horizons, but seemed to form over the Isle of Maos and spread across the sky from there. Several sailors utter prayers to Umberlee; one even tosses what appears to be a sack of gold over the rail, an offering to the Bitch Queen.

3. FRENZY! (Appendix. Map 1)

Creatures from the depths of the Moonsea have been whipped into a terrible madness, surfacing to drag all they find beneath the waves.

If the characters succeeded in repairing the *Vesper*, the following encounter lasts for five rounds, at which point, the ship has outpaced the bulk of the creatures surfacing from the Moonsea’s waters, and those on the deck of the ship abandon their attack in favor of going after those left in the water from the dragon turtle’s onslaught.

If they failed, however, the fight runs until its conclusion, the creatures fighting to the death, or until they pull those on the *Vesper* down into the darkness below.

When ready, read or paraphrase the following:

Shouts of alarm pull your attention toward the bow of the *Vesper*, where crewmen and passengers stare off to the east. Moving to get a better view, you get a sinking feeling in your stomach. Ahead, a massive dragon turtle has breached the surface of the Moonsea, and a smaller vessel is already shattered and sinking.

“Gadhierth,” a sailor whispers, his voice quaking.

The tense silence lingers for a moment as those aboard the *Vesper* watch the terrible scene ahead. “Get a move on!” You jump involuntarily, as Captain Mayfair shouts, fury in his voice as he glares at the aquatic dragon. Sailors leap back to work, struggling to get the galleon moving away from certain doom.

As you move to help, you notice the water about the ship seems to be churning in the oddest manner.

Characters with a passive Perception of 15 or higher, or that roll a DC 15 Perception (Wisdom) check, are not surprised as forms burst out of the waves, launching themselves onto the deck of the *Vesper*. One **marel priestess of Umberlee**, one **marel mage**, one **marel elite warrior**, and one **scrag** board the galleon. Several other scrag and marel are still in the water, which churns with **swarms of quippers**, which apparently act on behest of the marel. However, those in the water are intent on disabling the ship, and do not join the battle on deck.

The marel, cursed aquatic elves the live in the depths of the Moonsea, and aquatic trolls known as scrag, have been driven into a blood frenzy by the energy wave from the Isle of Maos. They seek to sink the galleon, and drag all those aboard into the amethyst waters.

Read or paraphrase the following:

Screams erupt from those on deck as pale shapes launch themselves from the dark waters onto the galleon. Strange figures, elven but for their webbed hands and feet, and strange, phosphorescent green eyes, move with frenzied motion to attack.

Though they cannot be reasoned with, during the combat, the marel hiss in Elvish at the characters, “What have you done, ignorant land walkers??” and “She was never to awaken, you have doomed us all!” At some point in the combat, one marel screeches, “The words must be uttered! The song must be sung!” Questioning the marel ends up being pointless, however, as the madness that has overtaken them keeps them from responding.

VISION FRAGMENT

Once per round during this combat, when a character takes damage, makes an attack, or casts a spell, you may choose to hand out a vision fragment to that character, who experiences the vision, but returns to real time less than a second later. You may choose for the character to roll a DC 13 Charisma saving throw. On a failure, their next action is at disadvantage due to the disorientation caused by the vision.

The crew of the *Vesper* are not helpless, however. Eight crewmen are able to help during the combat. See *Adjusting the Encounter* for guidance.

If the group’s adjustment calls for it, give each player a swashbuckler handout, which is named as determined by a d8 roll (re-roll duplicates). The NPC acts on the same initiative as the player’s character.

d8	NPC
1	Bellona Whitley
2	Tiran Knottle
3	Jonathon Cawder
4	Anissa Dawson
5	Valere Smythe
6	Joachim Kendal
7	Duncan Blackwood
8	Lucia Swail

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Remove the marel priestess of Umberlee and the marel mage. Add one marel elite warrior. Give each player a NPC handout, which they will control to help during the battle. Crew not controlled by players will use the Help action if engaged with an enemy.

Weak: Give each player a NPC handout, which they will control to help during the battle. Crew not controlled by the players will use the Help action if engaged with an enemy.

Strong: Add one marel elite warrior. One crewmember for each player character will move and use the Help action to give characters advantage when possible.

Very Strong: Add one marel elite warrior and one scrag. One crewmember for each player character will use the Help action to give the characters advantage if the crew NPC is already engaged with an enemy.

Tactics

The marel and scrag are in a frenzy, and do not care if targets are armed or not. The marel attack the closest creature that is not another marel or scrag (or their summoned allies).

Marel and scrag may attempt to throw people from the edge of the galleon into the waters below, which are thrashing with swarms of quippers. A marel or scrag may use its action to push (Strength check versus target’s Athletics or Acrobatics check) off of the ship. Should someone go over the edge, a rope must be thrown to them in order for them to climb back up. If the ship is moving, this must happen before the end of the character’s next turn, or the ship will have to come back for them. During this time, consider the character to be in the space of a swarm of quippers, as well as surrounded by them. Marel and scrag swim by and laugh, but do not attack or engage, leaving the characters to be feasts for their pets. It takes the ship five rounds to turn and come back for the person who went overboard, as Captain Mayfair or Jewel Song steer the ship. If the character is using their movement to swim toward the ship, the time to reach the ship is reduced to three rounds.

Marel and scrag in the water seek to bring down the *Vesper*. These are not included as combat NPCs, and should be treated as a hazard. A player’s character or NPC on the edge of the ship may use their action to hinder the sabotage of the ship (have the player tell you what they do to hinder, such as throwing objects, firing ranged weapons, etc, and then consider it an automatic success to hinder the marel’s progression). Each round that they are left unhindered undoes one success previously made by the player characters. When successes reach zero, the ship is disabled once again, and cannot proceed forward. If successes reach -5, the ship begins to sink, and nothing the characters or the crew can do to stop it. Should this happen, there are two lifeboats, and each can hold 15 people. There are also another 12 people below decks during the battle.

During the combat, Mayfair and Song work to keep the ship under control and do not engage in battle. Consider actions by non-player controlled NPCs to be Dodging, or the DM may use their action to attempt a further success in repairing the ship.

Players or their NPCs may use their action to attempt a further success in repairing the ship as well, rolled on the Repair Actions table.

If the *Vesper* sails for 5 full, uninterrupted rounds, the marel and scrag in the water give up, and seek easier prey, leaving only the combatants on the ship to contend with.

If the *Vesper* is saved, award the characters **300 XP** each.

For each of the eight swashbuckler crew that survives, award each character **40 XP**.

Treasure. One of the marel has a *potion of poison* and a *potion of greater healing*. Among the marel and scrag, gems and jewelry worth **400 gp** is found.

After the Battle : Death to the Dragon Turtle!

Defeating the invaders, the characters may wish to attack the dragon turtle. Captain Mayfair and Jewel Song are of a different mind, however, concerned with the safety of those aboard the *Vesper*. They will adamantly refuse, and head north as quickly as possible. It is obvious to anyone who looks, Gadhierth has destroyed the ship it attacked, and left no survivors. The dragon turtle will dive beneath the waves after the ship has sunk, though having it make appearances in the distance during the voyage to Thentia may increase tension!

Players wishing for more information about Gadhierth, scrag, or the marel may inquire the captain or crew of the *Vesper*, or may make a DC 15 History check. On a success, they learn the following:

- Gadhierth [GAD-hee-URTH] is a dragon turtle that has lived in the Moonsea for several hundred years. It is said the dragon is un-killable, and many an adventurer has sought fame and fortune in an attempt to prove that rumor false. None have returned. She is massive, much larger than typical dragon turtles, perhaps due to her age, perhaps due to some unknown magic.
- Marel were once surface dwelling elves that worshipped Umberlee. When they did not help Northkeep when armies of Thar moved to destroy it, the marel were cursed and driven beneath the waves. Now wholly evil creatures, they guard the ruins of Northkeep under the surface of the Moonsea. Why they are so far from their home is unknown.
- Scrag are aquatic trolls, and many tribes are known to live beneath the surface of the Moonsea. They do not typically align themselves with the

marel, though both worship the Bitch Queen, Umberlee.

Whether aboard the *Vesper* or on lifeboats, the remainder of the trip takes another day and a half. Captain Mayfair has decided to sail for Thentia. Not only is it now closer than any other city, but also the mages that protect the city should be able to help once the *Vesper* is close enough, should the dragon turtle make a reappearance, or more creatures from the sea attack. While more marel and scrag are seen from a distance, no more attacks occur during the trip, and the characters can take one successful long rest.

3. Limping To Thentia

The remainder of the journey is a soggy one, as the storm has grown to cover the entire Moonsea region. The waves are choppy, causing the ship to bounce about, and resting is difficult at best. Characters manage to take a long rest, but are haunted by dreams of what they have seen in their visions.

VISION FRAGMENT

Characters should experience any vision fragments that have not been handed out yet before reaching Thentia. These may come to them as they move about the ship, during their dreams, or whenever seems appropriate.

The rest of the trip passes uneventfully, though those on the ship are restless and disquieted. If questioned, all of the crew and passengers experienced the same visions, though none know what they mean.

PART 2. THE SAFETY OF THENTIA...?

After a harrowing trip, the *Vesper* pulls in to dock at the city of Thentia, on the northern shore of the Moonsea. But if the Captain and crew of the galleon expected to find safety by traveling to the city of mages, they might be disappointed.

1. Coming in to Dock

The passengers and crew of the *Vesper* arrive at the seaside docks of Thentia.

General Features

Terrain. The boardwalk area of the docks is crowded with people, making movement difficult.

Light. The sun has set, and darkness has settled over the region. Torches, lanterns, and sometimes magical light sources can be seen to light the city streets.

Sound. A large crowd of people speaking, creating a sound not unlike the crashing of the waves against the shoreline.

Smell. A cacophony of scents, from unwashed people to perfumes and colognes, as well as the smell of the dock and the fish gathered there.

As the *Vesper* nears the docks of Thentia, read or paraphrase the following:

The city of Thentia is a comforting sight as it appears on the horizon, but as you sail closer, things seem amiss. The Eyes of Thauguran, great glowing orbs that rest atop the watchtowers of the city's walls, flicker as though the eyes are blinking, trying to stay awake. Nearing the docks, you see a few other ships that have obvious damage, either from the shockwave, or possibly from marel and scrag attacks...or something larger. The walls of the city even seem to have cracks, chunks of rock tumbling down as you look on.

After the *Vesper* docks, Captain Mayfair thanks the characters for their help during the trip, and pulls a brooch from his pocket, offering it to them as compensation. If they accept the brooch, they may sell it for **300 gp**. If they do not accept the brooch, and claim the act was reward enough, grant each character **300 XP** instead.

2. The Temple of Umberlee

One cannot walk off the docks into the city without seeing the temple of Umberlee. As the characters disembark, they notice a large crowd at the temple.

Read or paraphrase the following as the characters disembark from the *Vesper*:

A throng of people can be seen at a large stone building near the center of the boardwalk that runs the length of the docks. Glancing around, you see that in order to enter the city, you must pass by the crowd.

Characters can simply walk through the gathering, or can take a look inside the temple, though it takes almost 30 minutes just to make it to the door. The people are a collection of sailors, merchants, and other commoners, some of which came in on ships that were hit by the shockwave, or attacked by sea creatures. Spending a few minutes listening or conversing with the crowd, the characters can learn the following.

- Many ships took damage from the shockwave that rolled over the Moonsea, rumored to have originated from the Isle of Maos.
- Marel and scrag surfaced to attack boats, and many sightings of Gadhierth the dragon turtle have been reported. Merfolk and merrow have also been reported to be attacking ships. Merrow are often a problem to seafarers, but merfolk are often friendly to sailors and their ilk.
- The congregation at the temple of Umberlee is made up of people coming to make offering to the Bitch Queen, goddess of the sea, in hopes of appeasing her and setting the sea creatures at ease.
- A few sailors have mentioned they noticed the water seems a bit higher up the docks than usual. While this topic makes its way through the crowd, no one has taken it too seriously.
- When the shockwave hit the walls of Thentia, the stone shook to its foundations, and great cracks appeared. Workers and mages of the city are making plans for repairs, but there is great

concern that the Eyes of Thauguran are flickering around the city. These orbs alert the city guards (the Warders) and the Watchlord of incursions of fiends, undead, and elementals. If they were to fail, the city's warning system would be gone, and those who wished to use such creatures in an attack would have the upper hand.

PART 3. NOW WHAT?!

Looking only for a good rest on dry land, the group heads into Thentia, possibly seeking rooms at the Beacon.

1. Perfect Weather for an Assassination (Appendix. Map 2)

Heading into Thentia from the docks, the adventurers find their day isn't quite over, and someone else still needs rescuing.

General Features

Terrain. The streets of Thentia are mostly empty, with many people either in their homes, taverns, or in crowds at temples.

Light. The cloudy night sky reveals no ambient light. Main streets of the city are dimly lit with lanterns and magical lights, while alleys lie shrouded in darkness.

The magical lights marked on the encounter map are the only light sources in the area unless the adventurers have their own. The lamps are fixed to the buildings and emit 15 feet of bright light and 15 feet of dim light.

Sound. The distant thrum of hundreds of people speaking at the temple of Umberlee can be heard for several blocks from the dock district. However, with the other streets largely empty, the city is quiet otherwise.

Smell. Scents of cooking meats waft around the streets, escaping from inns and taverns in the area.

After the adventurers leave the docks, read or paraphrase the following:

Moving through the crowded dock district, the rest of the city seems deserted by comparison. Many shops are shuttered, with signs stating they will reopen after the owners return from making offerings at the temple of Umberlee.

With night settling in, a comfortable bed and a warm meal sounds delightful. Hopefully the Beacon is open, and has a few rooms available.

Characters are free to not head to the Beacon, a well-known inn that caters to adventurers, but will

stumble upon this encounter in any case. Read or paraphrase the following:

As the murmur of the crowd fades away the further you move from the docks, you suddenly hear the shouts of battle. From nearby, there is a cry for help, followed up by the ringing of steel.

Around the next corner, the adventurers find **Typhis Limu** [TAHY-fis LEE-moo] an aging water genasi in a fight for his life. The man stands guard over **Will Brightsong** [WIL brahyt-SAWNG] a fallen human, who wears fine clothing that is frayed and dirty. Arrows are scattered on the ground around them, and one is sticking out of Will's leg. Typhis has 33 hit points remaining, and Will is unconscious but stable, the genasi having stabilized him.

A female **kraken priest** and a male marel **assassin** are facing off against the genasi, who seems to be unarmed. They seem to have underestimated the genasi, however, and the assassin is recovering from being knocked down, 10 feet away from Typhis and Will.

Hidden on a 15-foot-high rooftop is a half-elven **archer**, who has darkvision for 60 feet. In the early evening darkness, she can still make out her targets with ease. Spotting her is more difficult, however, needing a DC 20 passive Perception or Perception (Wisdom) check, if the character looking for her has darkvision. No ambient light falls on her location, so those without darkvision cannot see her. Once she successfully hits a character, they may make the check with advantage. Characters who note the arrows on the ground as they approach may also make their Perception check with advantage, noting that the assassin has a crossbow, but not a bow.

The archer used crates stacked against the building to clamber onto the rooftop, which is slanted and covered in brown clay tiles. Characters may use these crates to move at normal speed to the adjacent roof. While on the roof, they may move at normal speed, despite the slippery, wet tiles. If they dash, however, they must succeed on a DC 13 Athletics or Acrobatics check or fall prone after their first move action.

Characters wishing to climb the buildings may do so with a successful DC 15 Athletics check, using gutters and rain spouts for handholds.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Remove the assassin and add one archer on the opposite side of the map from the main archer.

Weak: Lower the assassin's hit points to 40 and the kraken priest's hit points to 60.

Strong: Add one archer on the opposite side of the map from the main archer.

Very Strong: Add one kraken priest who enters the fray on the second turn, coming from around the building across from the Beacon.

Tactics

With Will Brightsong already down (AC 10, hp 0 but stable), the attackers turn to fight the newcomers. Typhis has been an annoyance, but these interlopers must be dealt with first.

The archer holds her action until those who engage in melee have done so, then fires at any magic users or ranged combatants who have not been engaged by her allies.

The would-be assassins will not be taken alive, and are zealous enough to sacrifice themselves for their cause. If taken prisoner, each has a phrase they were taught that will cause them to dissolve into a pool of water. Each phrase is different, so characters that attempt to stop one of the assassins from speaking a phrase of another assassin does not help.

The Life of Will Brightsong

Will Brightsong is guarded over by the gods. However, so was his cousin. Be that as it may, should Will come close to death, a woman in white, with pale skin, black hair, and blue eyes, appears next to him, speaking words no one can hear. Her face is visibly strained, and a glow appears around Will, protecting him from death. The bluish glow bats away enemies that come within 10 feet of Will, knocking them 20 feet back and dealing 7 (2d6) points of bludgeoning damage, and deflects all ranged attacks. This protection does not extend to Typhis or any others, however. This protection lasts until the end of the encounter, and will be the last time the gods will be able to save Will Brightsong. It is now up to the adventurers to protect him.

Treasure. The half-elf archer has a *quiver of Ehlonna*, and a *potion of heroism*. The group of assassins have various gold pieces and trinkets worth **400 gp**. The kraken priest wears a symbol made from black coral. With a DC 15 Investigation (Intelligence) check, a character notices a fine network of carvings on the symbol, which seem to cover its surface in a network of lines almost like a maze. A DC 12 Religion (Intelligence) check reveals that the symbol is similar to that of Umberlee, yet is distinctly different.

With a result of 20 or higher, the character remembers that a god of the faraway land of Chult, Ubtao, has a symbol that is a circle with a maze engraved upon it. It is unknown what deity the symbol is dedicated to for any level of certainty. Characters who wish to sell the symbol find that any potential buyer gets a look of discomfort and decides against purchasing the object. Indeed, holding the item causes even the hardest of adventurers to feel disquieted, as though something with many eyes is watching.

If the adventurers save Typhis Limu, grant them **300 XP each**.

The Cult of Streixxird

Though she sleeps imprisoned in another plane (see CCCHATMS01-03, *Destiny Defied*), the primordial goddess Streixxird still has influence upon the mortal realm. References to her are so rare, characters of this level will not have heard of her. However, there are small groups in the world that have gleaned information of the aberrant deity, and have chosen to worship her; and worship in the Forgotten Realms means power.

While they are few and scattered, clerics of Streixxird strongly resemble kraken priests, with deformities that have similarities to water creatures such as octopi, shellfish, and sharks. Other worshippers, those that do not gain divine powers from her, retain their normal appearance, but all of her devout followers are driven to a certain level of madness.

Marel who worship Streixxird are ostracized from their clans, or killed outright, as the sea elves are solitarily devoted to Umberlee, and the Bitch Queen is not a forgiving goddess.

2. Will Brightsong

The adventurers meet the target of the assassination attempt, Will Brightsong.

Read or paraphrase the following:

Staring at the would-be dead man, your heart jolts. This human, from his face all the way to his disheveled clothing, is the man who appeared in your dream, the man who was incinerated by fire from the black sun.

How the following interaction plays out depends on a few factors from the fight. If Typhis is alive, he thanks the group for their help, and asks they assist him in moving Master Brightsong to a safer location.

The adventurers may have healed Will during the fight, so he may start this social encounter awake or unconscious. Make adjustments as needed.

Typhis or Will can supply the following information, though it will take work to get anything out of Will. Master Brightsong's information sharing can be eased by supplying alcohol, however. Typhis, who is desperate to keep Master Brightsong safe, is much easier to get information from.

- Will's cousin, Kelii Brightsong, was assassinated in Phlan less than two tendays ago. She was guarded by Typhis' sister, Precipise, who was also murdered. The killers have yet to be found.
- Typhis and Precipise are from a long line of Limus, water genasi who swore allegiance to the Brightsong family, and protect them with their lives.
- Will is the last known Brightsong, now that Kelii is dead.
- Will swore off his familial legacy, something he is very vague about. Truth be told, he actually knows very little of it, other than he was raised for "a great purpose" and to "serve those who walk the face of Toril." He wanted nothing to do with that, and left home many years ago. While he still had money from his family, it has all but run dry.
- Will is something of a useless drunkard, though the description will differ depending on who shares the information, Will or Typhis. Will feels he is a "free spirit" who is unchained by obligations, similar to legendary heroes in those chapbook fantasies he reads. Typhis is not rude, but he does explain that Will is "currently seeking meaning...often at the bottom of a mug of ale."
- A character with a passive Perception or Perception check of DC 13 or higher notices a symbol that seems to be tattooed on the inside of Will's left wrist. It matches the icon found carved in stone on the Isle of Maos. If questioned about, Will states that he has always had it, like a birthmark, as did his cousin, Kelii. He says he does not know how it is connected to the Isle of Maos, but a passive Insight or Insight (Widsom) check of 13 or higher reveals that Will is hiding something. If pressed on the matter, he confesses that he can remember being taken to the Isle when he was a child. He vaguely remembers hearing his parents singing. "To a rock, of all things," he mumbles. But after the song was over, he remembers the stone was glowing from a symbol much like the one on

his arm, emanating a comforting blue light that seemed to carry on his parents' tune.

After sharing information, the adventurers should understand that Will Brightsong has some connection to the Isle of Maos. They may realize that he should return there, and probably soon. However, moments later, the sky over Thentia begins to strobe, and alarm bells begin ringing.

In a burst of activity, people are fleeing back to their homes from the dock district and other areas of the city. "The city is being invaded!" they shout at the group, who may be at a loss as to what is happening. The Eyes of Thauguran are flashing, disrupted from their usual behavior, but have signaled to the guards of the city that fiends are within the city walls. Someone has brought devils to Thentia, and it is with a sinking feeling that the adventurers realize they probably know what they are after. Will Brightsong.

This ends CCCHATMS01-01, *Threatening Tides*. The adventure continues in CCCHATMS01-02, *Prophecy's Promise*!

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
Archer	700
Assassin	3,900
Giant Octopus	200
Kraken Priest	1,800
Marel Elite Warrior	1,800
Marel Mage	2,900
Marel Priestess of Umberlee	3,900
Quasit	200
Scrag	1,800
Shadow Demon	1,100
Swarm of Quippers	200
Yochlol	5,900

Non-Combat Awards

Task/Accomplishment	XP / Character
Save the <i>Vesper</i>	300
Keep <i>Vesper</i> NPCs Alive	40 each
Refuse Mayfair's Brooch	300
Keep Typhis Alive	300

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
Mayfair's Brooch	300
Marel / Scrag Treasure	400
Kraken Priest / Assassin Treasure	400

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.

Quiver of Ehlonna

Wondrous Item, uncommon

Made of night-black leather, this quiver does not even whisper as its wearer withdraws its deadly contents.

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

Potion of Greater Healing

Potion, rarity

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

Potion of Heroism

Potion, rarity

A description of this item can be found in the *Dungeon Master's Guide* (pg. 188).

Potion of Poison

Potion, rarity

A description of this item can be found in the *Dungeon Master's Guide* (pg. 188).

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.

Cayde Mayfair [KEYD mey-FAIR]. The captain of a galleon known as the *Vesper*, Cayde is a strong-jawed human with brown hair and intense grey eyes. When things are going well, he is boisterous, and prone to bursting into song, usually a sea shanty or two. But when things are not going well, he can be deadly serious, especially when it comes to the safety of his crew.

Jewel Song [JOO-uhl SAWNG]. A beautiful half-elf with pale green eyes and strawberry blonde hair, Jewel is the first mate of the *Vesper*. Her loyalty is to captain and crew, and she is the most capable sailor aboard the galleon when it comes to repairing what needs fixing. Jewel is friendly, but slow to get a joke, and is prone to staring off over the sea when she isn't busy fixing something.

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. FRENZY! MONSTER/NPC STATISTICS

Giant Octopus

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge Rating 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Stealth (Dexterity) checks made while underwater.

Water Breathing. The octopus can breath only underwater.

Actions

Tentacles. *Melee weapon attack:* +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

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

Challenge Rating 5 (1,800 XP)

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.

*based on the Drow Elite Warrior (MM, page 128)

Marel Mage*

Medium humanoid (elf), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 45 (10d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Aquan, Elvish

Challenge Rating 7 (2,900 XP)

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)

Spellcasting. The marel is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The marel has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *alter self*, *hold person*, *misty step*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

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

Actions

Staff. Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The marel magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

*based on the Drow Mage (MM, page 129)

Marel Priestess of Umberlee*

Medium humanoid (elf), chaotic evil

Armor Class 16 (scale mail)

Hit Points 71 (13d8 + 13)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Aquan, Elvish

Challenge Rating 8 (3,900 XP)

These aquatic elves have pale skin and blackish green hair, with green 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 15). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

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

Spellcasting. The marel is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *spiritual weapon*

3rd level (3 slots): *conjure animals* (2 giant octopuses), *dispel magic*

4th level (3 slots): *control water*, *divination*

5th level (2 slots): *insect plague*, *mass cure wounds*

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:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands, plus 17 (5d6) poison damage.

Summon Demon (1/Day). The marel attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the marel takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of the summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, or until it or its summoner dies, or until its summoner dismisses it as an action.

*based on the Drow Priestess of Lolth (MM, page 129)

Quasit

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge Rating 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft., fly 40 ft.), a centipede (40 ft., climb 40 ft.),

or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The quasit has advantage on saving throws against spells and other magical effects.

Actions

Claws (Bite in Beast Form). *Melee weapon attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns itself invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

Scrag (Sea Troll)*

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge Rating 5 (1,800 XP)

Scrags are amphibious cousins of trolls. Their rubbery, slate grey skin is dappled with a layer of grey scales. Their lank hair is often dark green or black, and their

hands and feet are webbed. While slower on land than their kin, they are quicker in the water.

Amphibious. The scrag can breathe air and water.

Keen Smell. The scrag has advantage on Perception (Wisdom) checks that rely on smell.

Regeneration. The scrag regains 10 hit points at the start of its turn. If the scrag takes acid or fire damage, this trait doesn't function at the start of the scrag's next turn. The scrag dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Bite. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

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

*based on the Troll (MM, page 291)

Shadow Demon

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge Rating 4 (1,100 XP)

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

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Perception (Wisdom) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Actions

Claws. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

Swarm of Quippers

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages -

Challenge Rating 1 (200 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

Actions

Bite. *Melee weapon attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Yochlol

*Medium fiend (demon, shapechanger),
chaotic evil*

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +6, Int +5, Wis +6, Cha +6

Skills Deception +10, Insight +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Elvish, Undercommon

Challenge Rating 10 (5,900 XP)

Shapechanger. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The yochlol has advantage on saving throws against spells and other magical effects.

Spider Climb. The yochlol can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts, web*

1/day: *dominate person*

Web Walker. The yochlol ignores movement restrictions caused by webbing.

Actions

Multiattack. The yochlol makes two melee attacks.

Slam (Bite in Spider Form). *Melee weapon attack:* +6 to hit, reach 5 ft. (10 ft. in demon form), one target. Hit: 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 ft., can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to non-magical damage.

While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

APPENDIX. PERFECT WEATHER FOR AN ASSASSINATION MONSTER/NPC STATISTICS

Archer

Medium humanoid (half-elf), neutral evil

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge Rating 3 (700 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

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

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Longbow. *Ranged weapon attack:* +6 to hit, range 150/300 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Assassin

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Common, Orcish, thieves's cant

Challenge Rating 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Light Crossbow. *Ranged weapon attack:* +7 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Kraken Priest

Medium humanoid (goliath), lawful evil

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

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

Skills Athletics +4, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Senses passive Perception 15

Languages Common, Giant

Challenge Rating 5 (1,800 XP)

The kraken priest is obviously a goliath, with her massive, powerful frame. Her eyes, however, are massive and round, the lids no longer apparent. Much like a squid, she does not appear to blink, having a transparent membrane that protects her eyes. When she speaks, it is as though her throat is full of liquid, making her words bubble. Finally, her green-black hair is thick, almost tendril-like, and moves as though in an underwater current.

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *command, create or destroy water*

3/day each: *control water, darkness, water breathing, water walk*

1/day each: *call lightning, Evard's black tentacles*

Actions

Thunderous Touch. *Melee spell attack:* +5 to hit, reach 5 ft., one creature. Hit: 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Primordial) must succeed on a DC

14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Stone's Endurance (Recharges after a Short or Long Rest). When she takes damage, the priest may use her reaction to roll a d12 + 3, and reduces the damage taken by that total.

Typhis Limu

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

Challenge Rating 3 (700 XP)

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:

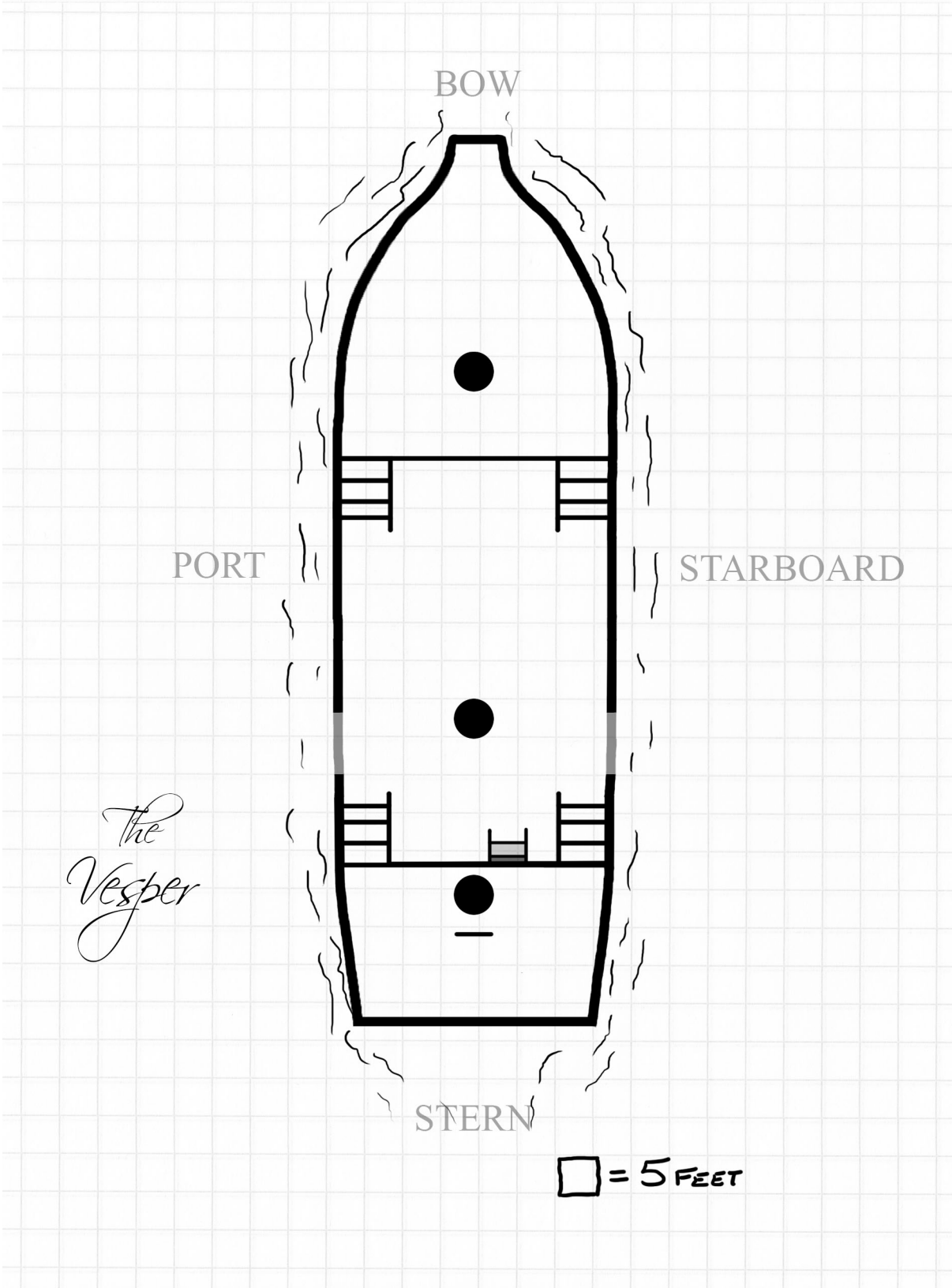
- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (Typhis' choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of Typhis' next turn.

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

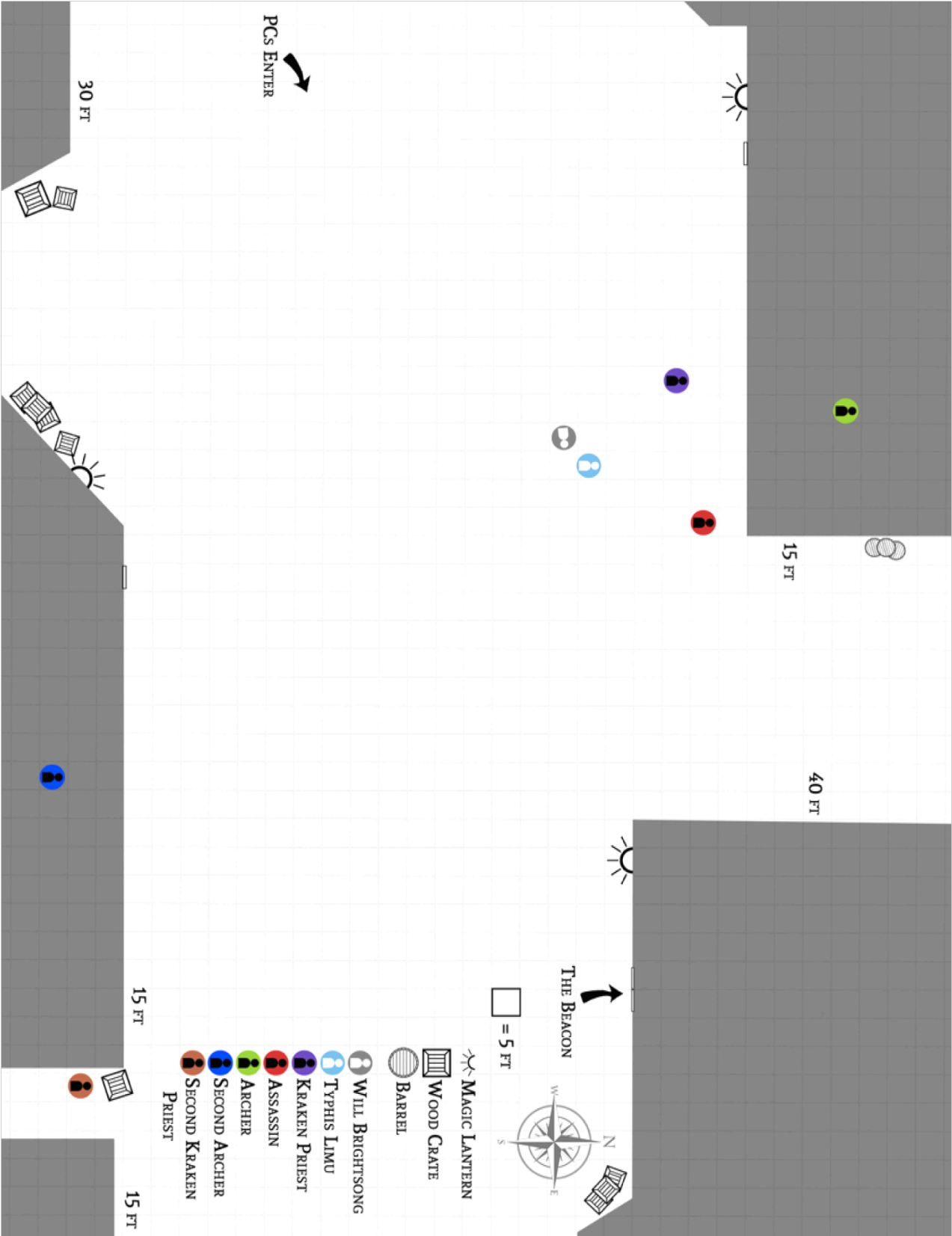
Reactions

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.

APPENDIX. MAP 1



APPENDIX. MAP 2



PLAYER HANDOUT 1. QUIVER OF EHLONNA

Quiver of Ehlonna

Wondrous item, uncommon

Made of night-black leather, this quiver does not even whisper as its wearer withdraws its deadly contents.

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaves, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

PLAYER HANDOUT 2. STORY AWARDS

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

Typhis Lives to Fight Another Day

You saved Typhis Limu, a water genasi and guardian to Will Brightsong. Preventing his death may prove to be useful in the days to come.

PLAYER HANDOUT 3. VISION FRAGMENTS

After the explosive events at the Isle of Maos, characters begin to experience a shared series of visions.

Alone, you stand on a dusty plain, dried and cracked earth shattering under your feet. You look about for the sun, suddenly afraid. In the sky blazes a black orb, casting a sickly light on everything. For light it must be, of some foul sort, because you can see about you; the ruins of some structure, in the distance, elevated on a hill, an island in the sea of desiccated ground.

"Here," the woman next to you says. Though you did not see her a moment ago, her presence does not startle you. Her crystal blue eyes gaze at a small column of black stone, upon which is carved a symbol.

The woman's black hair seems to flow as she turns to look at you, her pale skin so perfect, she might be made from stone. Behind her, another woman watches you both. You are not surprised by her presence either, knowing both her and the black-haired woman have always been, and will always be.

The woman before you sends fear shivering down your spine, and she laughs as tentacles you thought were her legs writhe and smash at the dry ground.

"Do not fail us, mortal," the tentacled woman says, her white hair whipping about as though in a current, her dark amethyst eyes glaring. "The song must be sung. The words must be uttered. The shining lullaby must be, or we will all be doomed."

The two women are now off in the distance, standing in the strange ruins. A human man, his handsome features ravaged by worry and drink, struggles to utter words next to you.

A faint glow draws your attention to the man's arm, where a symbol glows faintly on his skin. That symbol seems familiar, so familiar...something from the Isle of Maos.

The man's voice is bright, but cracks, begging for moisture. He turns to you, his eyes very much like those of the tentacled woman. "I can't. I cannot sing the song. I cannot utter the words."

The black sun flares, and a poisonous ebon light pours down on the plain, drowning you, burning the

man next to you into nothingness. The ground quakes and shatters, erupts in tentacles and arms and claws and other appendages you have no words to describe.

As the black flame engulfs you, a woman shrieks, her words meaningless, lost to madness. Another woman laughs, but it is the laughter of the doomed. "SHE WAKES! SHE WAKES!!"

Your skin cracks, and black flames spurt through your flesh. A sound tears at your ears, and you realize it is you screaming. Above the wasteland, something terrible moves in the sky...

...no...it IS the sky...and it has claws and fangs and tentacles...and it hungers...and the door is open...you failed...and the world will be consumed...

PLAYER HANDOUT 4. SWASHBUCKLERS

Swashbuckler

Medium humanoid, neutral good

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages Common

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of his turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, his AC includes its Charisma modifier.

Actions

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with his rapier.

Dagger. *Melee or Ranged weapon attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

PLAYER HANDOUT 5. MYSTERIOUS SYMBOL

The symbol found on the Isle of Maos, and on Will Brightsong's forearm.

