



THE SONG OF MAOS,
PROPHECY'S PART 2
PROMISE



PROPHECY'S PROMISE

Isle of Maos, Part 2

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Will Brightsong has been kidnapped, and the Moonsea is spilling into the cities of the region. The adventurers must travel into the heart of Thar to rescue the Brightsong heir, and return him to the Isle of Maos before catastrophe strikes!

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

Jeremy Hochhalter

Adventure Designer



Development and Cartography: Wanderer's Haven Publications / Jeremy Hochhalter **Editing:** Jaime Will

Organized Play: Chris Lindsay **Cover Art:** Jack Holliday

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

Playtesters: Dave Heckman, Emilie Gunderson, Eric Schubert, Melissa Schubert, Scott Ketner

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INTRODUCTION

Welcome to *Prophecy's Promise*, 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 harsh land of Thar 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 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

Only days ago, on the morning of Eleasis 1, the Isle of Maos, which appears once very four years for one night only, should have slipped back beneath the waves at dawn. But this time, it didn't, and a shockwave erupted from the island as the sun's light struck it. Since then, clouds have blotted out the sun, the waves of the Moonsea have become more violent, and creatures from the depths have been driven into a frenzy, rising up to attack vessels on the water's surface.

Will Brightsong has some connection to these events, whether he wants to or not. A drunkard and a carouser, he has fled his destiny for much of his life, but now it seems that destiny has caught up with him. Several factions are interested in Will's tie to the Isle of Maos, and they may know more about it than he does. Some are out to kill him, others to protect him, and even others who seek to use him as a tool to further their own goals.

Will has been holed up in a room in the city of Thentia, drinking away the last of his family's money. But now the city is under attack by enemies both mundane and other-worldly. It is up to the adventurers to protect him long enough for him to fulfill his destiny, whatever that proves to be.

ADVENTURE OVERVIEW

Prophecy's Promise is divided into three parts:

Part 1. Fiendish Distractions. (1 hour 45 minutes) The adventurers are attacked by devils within the walls of Thentia, and Will Brightsong is abducted. Members of the Harpers arrive too late, and make plans to help the characters find Will and take him to the Isle of Maos.

Part 2. Escape From Thentia. (45 minutes) An army of ogres, orcs, and a dragon sits outside the gates of Thentia, and the characters must find a way around them and to the Great Gray Land of Thar.

Part 3. The Great Gray Land. (1 hour 30 minutes) Trudging through the moor of Thar, the adventurers come to the stronghold of Kur-Tharsu Umnloc.

ADVENTURE HOOKS

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

Threatening Tides. If the characters have already been through CCCHATMS01-01, *Threatening Tides*, 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. Only a couple of days have passed since the Isle of Maos sent a shockwave rippling over the Moonsea, but news travels fast in a land of magic. A character's faction may have sent them to Thentia to investigate rumors surrounding the cause of the odd events that have occurred.

PART 1. FIENDISH DISTRACTIONS

Hours have passed since the assassination attempt on Will Brightsong's life. Rain pours down in sheets on Thentia, and the Eyes of Thauguran still strobe their weakened light, signaling some form of unnatural foe has breached the walls of the city.

1. Slippery Water Genasi

Inside the Beacon, the adventurers watch as Will Brightsong downs yet another ale.

General Features

Terrain. The tavern of the Beacon is open and comfortable. Except for a stray chair here and there, it is easy to traverse.

Light. It is night, and dark outside except for the dim light from lanterns and magical lights along the city streets. Inside the Beacon, a roaring fire and lamps light the tavern well.

Sound. A handful of people talking, worried tones in their voices. The crackling of the fire in the massive hearth.

Smell. Beer and lingering scents of food from earlier meals. Anyone within 10 feet of Will Brightsong can smell the reek of alcohol washing off of him.

Read or paraphrase the following:

Hours have passed since the mystical alarms of the city alerted the Watchlord and his guards to the presence of some unnatural foe within the city of Thentia. Since then, you have stuck by Will Brightsong's side, unsure of what to do. You get the feeling he is important, and has some tie to what happened at the Isle of Maos...but you are unsure what that connection is. And Will has not been forthcoming with much information.

The door opens, wind blowing a sheet of rain into the tavern. Several patrons shout in dismay, and at the door, an aging water genasi with blue skin and white, waving hair quickly steps in and fights to push the door closed. Once he succeeds, he looks about and sees your group, smiles, and heads to meet you.

The water genasi appears to be **Typhis Limu**, guardian of Will Brightsong. However, the group may be confused if they allowed him to perish in the previous adventure, *Threatening Tides*.

If Typhis died protecting Will previously, he explains that clerics at the temple of Umberlee revived him, as he was not as bad off as he appeared. Suspicious characters may make a DC 22 Insight

(Wisdom) check, feeling that the genasi is hiding something if they succeed.

However, if the genasi did not die previously, he left Will in the care of the adventurers while he went to find information about the city alarm. He has been gone for about an hour.

In either case, this is not truly Typhis Limu, but an **oni** in the guise of the genasi. He has come to abduct Will Brightsong. He continues his ruse until he is close enough to be able to touch Will, at which time, the fiends waiting will spring their distraction.

If Typhis is alive, he enters moments after his look-a-like has reached Will. If this happens, read or paraphrase the following:

With a slam, the door bursts open again, and an aging water genasi with blue skin and white, waving hair quickly steps in and fights to push the door closed.

While doing so, he speaks to those gathered in the room, between grunts as he struggles against the door. "It appears the city is under siege! The city Wardens have reported a large group of orcs and ogres have set up north of the city. They are not certain what set off the Eyes of Thauguran, but it is fortunate that something did. With the storm, visibility is horrid, and they may not have noticed the approaching army. I wonder what brought..." Typhis manages to get the door closed, and turns to face you. His words die on his lips as he stares at himself from across the room. The Typhis that stands next to Will smiles, his mouth widening, and then widens more in a sickening and unnatural manner. With the shattering of glass, the tavern descends into chaos, as fiends crash into the room and set to attacking everything in sight!

If Typhis Limu died previously, read or paraphrase the following, instead:

Kneeling beside Will, Typhis Limu takes stock of his master's condition. He shakes his head in disappointment, but does not offer reproach. "How many has he had?" he asks.

Will's head bobs as he looks at the genasi, a glimmer of recognition returning to his face. "Typhis! My old friend! You're dead!" Will bursts into laughter, yet tears streak down his face. "Have you returned from Kelemvor's care to watch over me a bit longer?" The last of his words slur and he slumps forward onto the table, the alcohol finally doing him in.

"Yes, Brightsong. I am here for you. I am here to take you away, where you will be kept safe." Typhis turns his face toward you and smiles. But when his mouth continues to widen, and then to widen even more, you recoil in horror.

With the shattering of glass, the tavern descends into chaos, as fiends crash into the room and set to attacking everything in sight!

On Initiative count of 20, the oni winks at Will, who is staring dumbly at the oddly distorted face of the false Typhis Limu. The oni crushes a small glass globe that it draws from its pocket, and both it and Will disappear. Characters who go before this may take actions against the oni, though it will take this action as soon as it is able.

A **chain devil** and two **barbed devils** have crashed the party, and move to attack the adventurers.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Remove the chain devil.

Weak: Remove the chain devil, and add one **bearded devil**.

Strong: Add a **bearded devil**.

Very Strong: Remove one barbed devil, and add one **bone devil**.

Tactics

The devils have been summoned to serve as a distraction. They, however, were promised meat and souls, and they aim to collect. The fiends fight to the death, and then their bodies disappear. They attack whatever adventurer is closest to begin with. If one character seems more capable of harming them than others, either by overcoming their resistances or with magic, the fiends regroup and focus attacks on that character. They will take attacks of opportunity to make this happen, if their engaged opponent does not seem to be able to harm them as much as the new target.

Treasure. While the oni left behind nothing, and the bodies of the devils disappear, the bartender in the tavern is quite thankful for the adventurers putting an end to the fiends in his establishment. Reaching beneath the bar, he locates and tosses a *potion of greater healing* to the closest character, a concoction he keeps on hand in the event of an unfortunate bar fight.

2. Those Who Harp

As the battle with the fiends ends, a new ally arrives to sweep the characters along.

General Features

Terrain. The tavern is still mostly clear, though some tables and chairs are broken and moved from the battle.

Light. It is night, and dark outside except for the dim light from lanterns and magical lights along the city streets. Inside the Beacon, a roaring fire and lamps light the tavern well.

Sound. The crackling of the fire. Hushed but awed voices of the patrons discussing the fight between the adventurers and the devils. Rain pouring outside, no longer blocked by some of the windows that are now a shattered mess.

Smell. The lingering scent of sulfur and blood from the battle only moments ago.

Typhis Limu. If the real Typhis Limu is alive, include him as a NPC joining the adventurers and helping when possible from here on. Unless the characters bar him from joining them, he wishes to travel with them to find Will Brightsong, since he is the human's sworn guardian, and he now suffers from a great deal of guilt for failing to protect Will.

Read or paraphrase the following:

Mere moments after the battle ends, the door slams open yet again. A cloaked figure throws back his soggy hood. The dark-haired and bearded human scans the room quickly, and then curses. "Hrast it!* We are too late, he is gone already!" Another human, this one a brown-haired woman, similarly cloaked and with longbow drawn and aimed out into the downpour, edges into view. "Go in, we'll see what happened. Perhaps Tymora will flash her smile our way yet this soggy night." Closing the door behind them, the two shake the water from their storm cloaks. Ringing the excess water from her long hair, the woman speaks, "Well met. We seek a man known as Will Brightsong, and it is imperative we find him quickly."

(*Faerun for "non-specific deity damn it!")

As she speaks, Fenella MacCargher makes a particular hand gesture while getting the water out of her long hair. Members of the Harpers automatically recognize it, and realize that Fenella is a member of that faction. The gesture is not only a statement of membership, but a call for help, if one can spare it.

Non-Harpers might notice the strange signal on a DC 18 Perception (Wisdom) check, but would not comprehend the meaning.

Should a Harper character reveal themselves, Fenella sighs in relief, and quickly explains the situation.

If no Harpers are in the character party, she listens to what the group has to say, and then hesitantly asks for their help.

Fenella and her partner, Crespyn Ince, who is also a Harper, were on their way to find Will Brightsong after Will's cousin was murdered in Phlan. They tracked him to Thentia, arriving shortly before the shockwave erupted from the Isle of Maos, and have been searching for him since. Rumor reached them of a man matching his description, as well as another that sounded like Typhis Limu, being attacked in the street near the Beacon. The Harpers hurried through the streets as the city's alarms went off, just now arriving.

Through conversation, Fenella and Crespyn can offer the following information:

- Will Brightsong is the last known scion of the Brightsong family. The Harpers do not know what it is they do by visiting the Isle of Maos on the night of Shieldmeet, but they do understand that it is of the utmost importance.
- With the death of Will's cousin, Kelii, no Brightsong visited the Isle of Maos this Shieldmeet. When the sun rose, the island did not sink back into the depths. These things cannot be coincidence.
- The Harpers were not expecting the problems caused by the island not returning to the dark of the Moonsea, but were seeking Will to confirm he was safe, having learned that Kelii had been assassinated. Now that Kelii is dead, the faction believes Will is the key to stopping whatever might be happening because of the Isle of Maos. His protection is of the utmost importance.
- Rumors have been spreading like fire that the waters of the Moonsea are rising. Indeed, as they traveled through the city, the Harpers saw some of the streets are already flooding, and the rain is not helping.
- The army outside the city seems to be made up of orcs, goblins, hobgoblins, and a large contingent of ogres who seem to be in charge.

If the characters tell them about the devils that attacked, and the creature that looked like Typhis, the Harpers exchange worried glances and ask for details. Then read or paraphrase the following:

Crespyn sighs and rubs a hand over his tired face. Opening his eyes, he stares hard at you. "That was an oni, a shape changing ogre. They do not often come this far out of Thar, but its presence at this time is troubling."

He pulls a scroll of parchment from a satchel under his cloak, careful to keep it dry. Unrolling it on the table, he reveals a hastily scrawls sigil.

"Kur-Tharsu," he says cryptically. "Or Kur-Tharsu Umnloc, to be specific. This is the emblem being flown over the invaders' army outside the city walls."

Fenella spits. "*HRAST* it."

The Harpers go on to explain that the Kur-Tharsu are known as the "Overlords of Thar," and are an ancient race of oni. While many ogres claim to be Kur-Tharsu, very few truly are, and those tend to keep to themselves. They once ruled vast empires in Thar, but now only dwell in lost ruins, lording over tribes of typical ogres, orcs and goblinoids. Umnloc is one of these powerful ogres.

They are unsure why an oni overlord would be interested in Will Brightsong, but if Will has been kidnapped by the Kur-Tharsu, the Brightsong scion must be rescued and taken to the Isle of Maos before further damage can be wrought.

Crespyn knows of a Zhentarim ranger who lives in Thentia who has many maps of the region, including the land of Thar. While the Harper doesn't necessarily trust him, the Zhent has provided beneficial information before...for a price.

The Harpers ask the group to meet with the Zhentarim ranger, whose name is Askan Manegold, acquire a map that shows where the Kur-Tharsu Umnloc stronghold is, and then travel into Thar to rescue Will Brightsong. Once they have him, they should travel with haste to the Isle of Maos, where the Brightsong scion can do...whatever he needs to do.

Fenella and Crespyn will see them out of the city, but then must turn their attention to clearing the way for the adventurers to return Will Brightsong to the Isle of Maos. Rumor has it that marel, scrags, sea ogres known as merrow, and other terrible sea creatures have overrun the area, and are blocking passage to the Isle. The Harpers will do what they can to make sure the adventurers can get through with minimal problems.

The duo understands that the adventurers are under no obligation to undertake this task, even fellow Harpers. They offer the characters **50 gp each** in compensation for their time if they

successfully retrieve Will Brightsong and bring him to the Isle of Maos.

Fenella must leave to take care of matters for her and Crespyn, but the male Harper will lead the group to Askan Manegold and help them obtain the map.

3. The Helpful Zhent

Crespyn leads the group to meet with Askan Manegold to ask the Zhentarim ranger for a map that will lead them into Thar.

Read or paraphrase the following:

The streets run with shallow rivers as the rain beats down on you. Crespyn leads you through the Zhentish Market, vendor stalls closed at this hour of the night. Coming to a shack of a building, you marvel at the sheer number of antlers and horns mounted to the building, covering so much of the surface, you can barely make out the wooden walls. The Harper snorts and shakes his head, then makes for the door, above which a long horn is hung. Carved on the horn are the words *Chimeric Creations*.

Inside is more macabre than out, and you stand dripping water, glancing about in bewilderment. Candles are lit throughout the shop, despite the late hour, and they illuminate strange animals, stuffed and mounted and with body parts that don't fit their nature. They fill shelves, rest on the floor, and dangle from the ceiling.

Crespyn winds his way through the maze of taxidermied animal fusions toward the main counter, which is barely visible under a pile of rabbits that have antlers attached to them. It isn't until you are standing there that you notice the man sitting behind the counter, his ruddy, dark complexion and horns allowing him to be easily mistaken for more of the goods for sale in this strange establishment.

"Askan," the Harper says, his tone flat. The tiefling across from him stares for a long moment, his golden eyes unreadable, then his face splits in a wide grin, and he reaches to grasp forearms with Crespyn.

Askan is an odd one, a tiefling ranger who signed up for service with the Zhentarim. He has been far and wide across the Moonsea and the regions that surround it, mapping and scouting for future endeavors by the organization. Along the way, he has gained an interest in preserving the animals he has found as works of...art. But his interest in typical taxidermy waned quickly, and he began mixing the parts of mundane creatures to create something more fantastical, sometimes even adding

body parts of actually fantastic creatures to the mix, such as the moose-headed basilisk in the corner of the shop.

Acquiring the Map. Askan should ask the adventurers what it is that brings them to his shop so late this evening, and with an army at the gates nonetheless.

When they begin to ask for the map, the tiefling reaches under the counter and places a rolled up scroll of what appears to be waxed parchment in front of him and smiles.

"Once I heard the banner of Umnloc was flying outside the gates, I had the feeling someone would show up looking for this...so I made a copy," the Zhentarim ranger says. "It is yours...for a favor." Crespyn shakes his head and laughs.

Askan tells the adventurers that there is a woman in the company of Umnloc, one who has a price on her head. In exchange for the map, he wants them to capture her and return her to him. He is unwilling to tell them specifics, stating that he only follows orders, and produces a warrant for the arrest of Elena Bratan. She may be returned to Askan or to the Zhentish Market in Thentia. No reward is listed. If pressed, Askan informs the group that no reward was offered, it is a matter of Zhentarim affairs. However, he is willing to pay them **100 gold pieces** in addition to giving them the map. The money can be collected when Elena is returned to the Zhentarim in Thentia.

Purchasing a Chimeric Oddity. Askan's taxidermy creations are available for sale, with Tiny animal creations selling for 7 (2d6) gp, Medium creations for 22 (4d10) gp, and Large creations for 39 (6d12) gp. Players are allowed to make up their own chimeras, as long as the creatures it is made from are native to the surface of Faerun. These treasures count as trinkets, and have no inherent value other than their oddity. The basilisk/moose is not for sale, as it is the store mascot.

Faction Assignment : Zhentarim

If there is a Zhentarim faction member in the group, Askan will know it immediately. He has been given information on all active members of the Zhentarim in the area, and knows them on sight. If this is the case, read or paraphrase the following to the Zhentarim character:

“You there. You seem to have particular tastes. I believe I have something you would be interested in back in my workshop.” The tiefling turns and leaves down a short hallway.

The character probably won't be too surprised, already knowing that the tiefling is a Zhentarim agent. If they choose to not follow, that is their prerogative, and the group is free to leave. They do not, however, gain the Zhentarim faction mission listed below.

If the character(s) follow, Askan is waiting in a room filled with workbenches, tools, bags of sand, and odds and ends of animal parts. Read or paraphrase the following to the Zhentarim characters:

Glancing down the hallway to make sure you are alone, Askan nods and turns to face you. “We cannot be heard here, the room is enchanted to keep eavesdroppers from gathering information. Since you are going into Umnloc territory, I have a request for you, from higher up the food chain than either you or I.”

Askan informs the Zhentarim character that Elena Bratan is a deserter of the organization has fled to Thar, and intelligence reports say that she has thrown in with the Kur-Tharsu Umnloc. The tiefling does not know her reasons, but neither does he care. Elena was a high-ranking spy for the Zhentarim, and has far too much information to allow to go free. Askan finds it odd timing that she chose now to flee to the oni overlord, especially with the army at the gates of Thentia, and Will Brightsong having been kidnapped by the oni's minions. Oh yes, Askan already knows about this, he has eyes everywhere.

The character's mission is simple. If they see Elena Bratan, kill her. She is a danger to the Zhentarim now that she has fled her position, and her treason will not go unpunished. While he may have asked non-Zhentarim to return her to the city, her fate will be the same in the end.

Askan is very stern and straightforward during this interaction, his anger at Elena's treachery apparent. Once he has the character's word that they will carry out their orders, he laughs and his smile returns, as though they had just shared a wonderful joke, and he leads them back to the front of the shop where their friends wait.

PART 2. ESCAPE FROM THENTIA

With the city surrounded by an army from Thar, the characters must slip through undetected.

1. Not Going THAT Way!

Fenella MacCargher meets the group as they leave the Zhent's taxidermy shop, and informs them they aren't going to be able to slip through the main gates.

General Features

Terrain. The cobbled stone streets of Thentia are slick with rushing water.

Light. It is night, and the only available light are from lanterns and magic orbs that light the main streets dimly.

Sound. The rainfall is a constant crashing din, though shouts from the main gates can be heard from time to time.

Smell. The scent of the character's own soggy clothing and bodies.

Read or paraphrase the following:

Making her way through the sheets of rain, Fenella MacCargher looks troubled.

"Well, you lot are not getting out through the main gates. The stlarning* orcs have the Dusk Gate blockaded, and they are running rampant through The Hilt district. The Winter Gate has a dragon sitting outside it. A hrasting dragon!"

Crespyn stares at her dumbfoundly for several moments, then rubs his hand over his face. "Ok, well. A dragon, you say? That changes things."

Standing in the doorway behind you, Askan calls out over the drumming rain, "You'll have to sneak them out the Mourning Gate."

Crespyn nods. "Should work. Unless the ogres have some other surprise waiting on that side."

The Harper looks at you and attempts a convincing smile; he fails to convince you, but says, "Ok, this way then!"

(*Ummmm...another word for screwing, but considered more offensive.)

If asked, Fenella can tell the group that the dragon at the gate looked black from her vantage, but she didn't stay long to take in many more details about the huge creature.

The Harpers lead the characters east through the city. Along the way, they catch glimpses down toward the dock district, where they can see pooling water nearing the boardwalk buildings.

In brief flashes, lightning illuminates the Moonsea, where the characters see things moving in the water. Fenella mutters curse words, and Crespyn agrees with her. The defenses of Thentia are about to be put to the test. They must get the characters out now, before it is too late.

2. The Mourning Gate

Arriving at the east wall of the city, a sturdy portcullis blocks a narrow hall that seems to lead through to outside Thentia.

General Features

Terrain. The street here are slick with rain and mud washing in through the Mourning Gate.

Light. No lights illuminate this area, and the characters must rely on whatever light sources they carry.

Sound. The rain pounding the streets and roofs of the city.

Smell. Soggy, soggy adventurer.

The Mourning Gate is a postern gate, a hallway that leads through the wall of the city. The outside doorway is hidden from view by clever stonework, making it appear like the wall is solid. People that do not know of its existence would be hard pressed to find it. The inside of the hall has several portcullises that can be dropped to block the way through, and are operated from a room higher up in the wall. Walking through, those looking up will notice the holes in the ceiling where oil can be poured through on those trapped between gates, and then ignited. The portcullises are all currently closed, due to the army outside the walls. A small window overlooks the interior entrance to the Mourning Gate, where a guard can speak with those seeking to exit the city through the gate.

When ready, read or paraphrase the following, or run it as an interaction between the characters, Crespyn, and the gate guard, Micah. The guard always intended to allow the group through, as he saw Crespyn with them. However, he enjoys pranking the Harper when he has the chance. Threats against him will end his joviality, and he will allow the group through, but even Crespyn will frown on an aggressive character's attitude.

As you approach the Mourning Gate, you see the narrow hall is blocked by a sturdy portcullis. Crespyn nods, as though he were expecting that, and mutters, "Let's hope I know the guard, this will be easier."

Crespyn calls out to the guard stationed at a thin window, high above the portcullis. In the pouring rain, it is difficult to even see the window, let alone if someone watches from it.

A deep voice responds to the Harper, "Go away. No one's getting through this gate tonight."

Crespyn tries again, "Saer*, we have no wish to pester you, but we are on a mission of the utmost importance! We must see these people through..."

"No, I said!" the guard cuts the Harper off. Several silent seconds tick by. As Crespyn goes to speak again, the voice begins first. "What is it with you stinkin' Harpers, thinking you can just come and go as you please? Why don't you float out to sea like all the rest of the turds?"

Crespyn is speechless for a moment, then glares at the window as laughter erupts through the rain.

"Micah, you bastard," Crespyn calls out, but his voice unable to hide his laughter. "Open the hasting gate, or I'll find my way up there and show you why we Harpers think we can come and go as we please!"

More laughter follows, but the gates before you begin to lift, gliding silently up into the wall.

As the Harpers lead you through, Micah calls down from the window again, "Be careful, Crespyn. Shadows are on the move beyond the wall. There is no army, but they at least have scouts out there."

Crespyn nods, then calls out his thanks. "We'd best be on our toes then," he says, only a touch of sarcasm in his tone.

(* "Goodfellow", though most often used in the Waterdeep area.)

3. Kelemvor's Acre

Attempting to sneak past the army in the dark and downpour, the adventurers must skirt around to the east, avoiding scouts and other shapes in the dark.

DM Note: Some groups will take longer to roleplay some of the previous encounters, while others will speed through. If you are doing well on time, feel free to run the combat portion of this section. If you are running behind, simply describing Kelemvor's Acre, and noting the shadows that seem to flick between the trees, will suffice. As a reward for roleplaying the earlier encounters, award characters **800 XP each** if you do not run this combat.

General Features

Terrain. The ground is squishy and sodden with rain water, but is easily traveled over.

Light. The stormy night blankets the wilderland around Thentia in darkness. Creatures out and about have only their own senses and light sources to aid them.

Sound. Rain pouring down, and the occasional roar coming from the west, back toward Thentia. Every so often, adventurers may hear the sounds of someone running through the rain, but never catch more than a glimpse of a shadow in the distance.

Smell. Wet and miserable adventurers, as well as sodden ground.

The Harpers lead the adventurers across the open plains and through small copses of trees that lie to the east of Thentia. Fenella points out a larger grouping of trees to the northeast, and tells the group to enter and skirt that tree line, using it for cover, then head north until they come to the road, called the Ruined Way. Cross the road and veer northwest. Sooner or later, they'll be in Thar.

Fenella and Crespyn part ways with the adventurers here, heading back toward the city. They wish the group luck, and tell them they will see them at the Isle of Maos, hopefully within the next tenday or so.

Reaching the grove of trees, the group can see gravestones in small clusters and mausoleums nestled between the trees. Kelemvor's Acre is the burial site for Thentians who do not worship Selune, goddess of the moon. Selunites prefer "sky burials", or open air rites where animals and the elements scatter their bodies back to nature. But not all Thentians follow this practice, and prefer to be buried.

As the characters move through Kelemvor's Acre, read or paraphrase the following:

Creeping through the wooded graveyard, water runs in rivulets between the trees. Off to the west, a terrible roar is heard and you can see light flashing through the gloom. The dazzling flashes leave dots and lines burned into your vision, and as your eyes readjust, you notice something black and only somewhat solid flow behind a tree, then it is gone.

If the group is moving on without the combat encounter, they continue to see these shapes, but if they move to confront them, the shadows disappear.

If running the combat encounter, read the following after the group has looked for a few moments for the moving shadows:

The strange apparition continues to elude you, disappearing around trees and behind mausoleums as you try to catch a glimpse of it.

Without warning, Typhis Limu stands only a dozen yards away. "I figured I would see you again," he says, his voice jovial yet threatening. "Unfortunately, this is far as you go. Umnloc sends you this farewell present."

The water genasi's face splits far too wide again, in a macabre and disturbing smile, and then he vanishes. You start in surprise when you realize the shadow that you thought was his rushes toward you.

Two **wraiths** and two **specters** move in to attack the group. The oni wearing Typhis Limu's form is nowhere to be seen.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Remove one wraith and one specter.

Weak: Remove one wraith and add one specter.

Strong: Remove two specters and add one wraith.

Very Strong: Add one wraith.

PART 3. THE GREAT GRAY LAND

The adventurers have traveled north from Thentia and into the vast, rocky, broken moor that is Thar. They must find the stronghold of Kur-Tharsu Umnloc and rescue Will Brightsong.

1. Days of Gray

After their escape from Thentia, the characters move through the land of Thar.

General Features

Terrain. The moor of Thar changes from sucking mud and marshland to open plains to rocky areas where massive stones jut up from the ground.

Light. The sky is overcast with gray clouds, but the darker storm still remains to the south. Daytime light is weak but creatures without darkvision are able to see fine.

Sound. Chittering of ground animals, the cry of a hunting bird of prey, the mild wind that blows across the moor.

Smell. Boggy areas have a sulfuric smell, while drier areas smell of plant life.

Read or paraphrase the following:

Days have passed since your escape from Thentia. Dark clouds still roil in the sky to the south, now dozens of miles away. The sun has not made an appearance here in Thar, however; the sky covered in gray clouds which threaten rain, but have not yet delivered.

Hunting parties of orcs, hobgoblins, and goblins have been seen, narrowly avoided as you make your way northward. Sensing time moving inexorably on, you feel pressured to locate the stronghold. If you are reading Zhentarim ranger's map correctly, you should nearly be there.

As the group leaves a wide swatch of rocky land, they see before them a nasty, black water bog. Though it reeks of sulphur and rot, they spy a structure not far into the marsh, ruins of what looks like a huge castle made of dark stone. This must be the stronghold of Kur-Tharsu Umnloc.

Small groups of orcs patrol the bog. Characters noticed them with a passive or successful DC 13 Perception (Wisdom) check. Adventurers can easily determine their paths once seen, and can attempt to slip by them or attack, before the next patrol passes through.

If the characters are seen, however, each patrol has a **flying snake**, given to them by Elena Bratan. The patrol will send the snake to warn Bratan and Umnloc. If the snake is able to reach the oni overlord, he is able to prepare for the adventurer's arrival. If they are able to stop the snake, the adventurers may still be able to surprise Umnloc in the castle.

For this adventure, groups should not battle more than one patrol.

A patrol is made up of five **orc blades of Ilneval** and one **orc claw of Luthic**.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Remove three orc blades of Ilneval.

Weak: Remove one orc blade of Ilneval.

Strong: Each orc blade of Ilneval starts with 88 hit points, and the flying snake has 12 hit points.

Very Strong: Add one orc blade of Ilneval, and each starts with 88 hit points. Add one orc claw of Luthic, and each starts with 66 hit points. The scouts have two flying snakes to send warnings to Umnloc, each with 12 hit points.

Tactics

On their first turn, one of the orcs uses its bonus action to utter a command word to the flying snake, which will immediately soar toward the ruined keep. Characters with a passive Perception of 16 or better notice the snake. The orcs then fight to the death, focusing on lightly armored characters or spell casters if they can reach them, then moving on to harder-to-hit targets after the weaker ones have been dispatched.

Treasure. These orcs have been well paid, and their satchels are filled with gems worth **300 gp**.

2. Overlord Umnloc

The adventurers breach the stronghold with surprising ease.

General Features

Terrain. Though crumbling, the ancient castle of the Kur-Tharsu has been kept free of debris.

Light. Torches line the walls of the structure, giving off dim light.

Sound. A rumble of thunder from the clouds outside, the chittering of rats as they move through

the holes in the walls, dripping water from moisture built up on the walls.

Smell. The bog stench lingers in the castle, which has not sunken into the marsh yet, but sits at the water's edge.

Unfortunately for **Kur-Tharsu Umnloc**, his ploy to send his warriors against Thentia has left his stronghold almost empty. Besides the patrols outside, only he, **Elena Bratan**, and another **oni**, the one who has harassed the adventurers since they saw him at the Beacon, are left to defend the castle.

The characters make their way through the structure, noting how empty it is, and come to a grand dining hall where they find the Kur-Tharsu and **Will Brightsong**.

Note: The staircase shown in the map leads up to more rooms which are mostly barren, but includes Umnloc's quarters which has a comfortable bed, but little else.

Umnloc and K'tagh Redeye

Umnloc came into the possession of a magic longsword many years ago. The sword was wielded by an orc who rose up against the Kur-Tharsu, and when the ogre lord felled him, the sword grew in size, a powerful enchantment that allowed Umnloc to wield it. The blade, however, was inhabited by the vengeful spirit of a destructive orc chieftain, K'tagh Redeye, who perished long ago. Whomever wields the sword can hear the voice of Redeye, who speaks of wiping out the human scourge that has beset these lands.

While the voice of K'tagh Redeye has worn Umnloc down, it has oddly tempered the Kur-Tharsu's own violence toward humans, as he seeks to spite the spirit in the sword. In fact, it was because of this spite that Umnloc chose to capture Will Brightsong and keep him as a guest in his castle, instead of killing him outright. In Umnloc's mind, K'tagh screams endlessly to slaughter the weak pinkskin, an order that the ogre ignores with delight.

Forewarned

If warned by the flying snakes, or by spell effects that create loud noises during battle with the orcs outside, Umnloc is seated in the center of a long table, which has a variety of prepared foods: meats, vegetables, breads, cheeses, pastries, pitchers of wine, and flagons of ale. On either end of the table sits a Will Brightsong. Both appear to be quite drunk, and are feasting pleasantly, quite content with where they are. There is no sign of Elena Bratan.

One of the Will Brightsongs is, of course, the oni. The ogre mage's plan is to lure the adventurers either into talk or into a trap, betting they will not

wish to harm Will. The oni with Brightsong's face will not reveal himself until absolutely necessary. Unfortunately for the real one, the true Will has been charmed by the oni, and will belligerently attack characters who try to harm Umnloc or his allies.

Characters may attempt a DC 16 Insight (Wisdom) group check to determine which of the Will Brightsongs is the real one. If Typhis Limu is with them, they may roll this check at advantage. Realizing which is the true version does not release Will from the charm, however, and he continues to defend his new "friends."

Elena Bratan is waiting in a hidden room behind the fireplace, which requires a DC 17 Investigation (Intelligence) check to notice, and will enter if battle begins, trying to take her foes by surprise.

Caught Off Guard

If not warned ahead of time by the flying snakes or by the sounds of battle, Umnloc and his cohorts do not know of the adventurers' arrival. They all sit around the feasting table, sharing dinner and conversing. The second oni does not wear someone else's shape, and appears as a large, blue-skinned ogre. Elena Bratan sits near Umnloc, and listens as he explains finer points of a prophecy concerning the Brightsongs. If the characters are not being stealthy as they approach the dining hall, Umnloc and his allies are not surprised, but have not had time to prepare an ambush or trickery.

Talk It Out

Should the characters seek to discuss the situation with Umnloc, and negotiate Brightsong's release, the oni overlord is surprisingly chatty. Umnloc is actually a bit unhinged, as the sword he carries is cursed, and has been muttering things in his mind for many months. It was the sword that convinced Umnloc to send his forces away, when Will Brightsong could have been easily retrieved without nearly so much effort. But the sword is vengeful, and pushes the Kur-Tharsu into a war with the humans.

While talking, it becomes apparent that Umnloc hears someone else speaking, as he interrupts himself to whisper, "No, I will not bathe you in their blood, we are having a polite discussion." and "Yes yes, we shall slaughter all of the foes that stand before us, I understand. Will you please be quiet?" If asked about his strange mannerisms, Umnloc waves the question off and changes the topic, though he can be seen looking toward his longsword when he conversing with it.

The adventurers can learn the following by speaking with Umnloc. When he speaks of terrible things, such as murder and genocide, he does so as one talks about the weather.

- Will Brightsong, as the last descendant of the Brightsong family, was prophesized to come to Thar hundreds of years ago by a Kur-Tharsu sage, Bliogark.
- It was foretold that when the Isle of Maos did not return to the bottom of the sea, the human pestilence would be washed from the Moonsea, and Thar would become a paradise.
- The prophecy was not very clear on whether Will could be murdered, or had to remain alive, so Umnloc chose to have him abducted, and has been treating him as an honored guest since his arrival. A fact that Will can personally attest to, as they have supplied him with food, liquor, and comfort.
- Umnloc is unwilling to let Will go free, at least until the waters of the Moonsea reach the borders of Thar. Then, and only then, will the prophecy be fulfilled, and Thar can become a paradise kingdom on Faerun, as it was always meant to be. Then Will can leave this place, or stay as he wishes.
- The adventurers are welcome to stay and be guests of the Kur-Tharsu (“Yes, I said they could stay. No, we will not murder them in their sleep. Ok, maybe one or two, but not all of them.”) for as long as they wish, as long as they swear fealty to Umnloc and promise to not abscond with Master Brightsong.
- Elena Bratan has long been a friend to Umnloc, and he granted her request for asylum when she fled from the Zhentarim. In exchange, she managed to find some magic that would hide Master Brightsong from scrying. (Unknown to Elena or Umnloc, this also blocked his tie to Umberlee and Mystra, who can no longer help to protect him.)

Convincing Umnloc to allow them to take Elena Bratan from the castle is difficult, but not impossible. An argument toward his sense of honor may sway him, as Elena has been charged with crimes, and she should answer for them. A DC 15 Persuasion (Charisma) check will persuade him to allow her arrest, and he will not intervene on either side’s behalf if she becomes violent.

If threatened with violence or if characters attempt to intimidate him, Umnloc rolls a DC 14 Wisdom saving throw. On a failure, his civil veneer cracks, and he throws his goblet of wine across the

room. Drawing his cursed sword, which is the length of a glaive, he says, “Yes, maybe you are right. Maybe you should drink from them after all.”

Umnloc then attacks with glee, somewhat to the surprise of his allies. If the characters attempt to leave and take Will Brightsong with them, Umnloc automatically fails the Wisdom saving throw, and attacks.

In the end, unless the adventurers choose to swear off their quest, they must either fight Umnloc and his allies, or find another way to get Will out of the stronghold without the oni overlord knowing. It is possible to sneak Will out of the castle at night with a successful DC 16 group Stealth (Dexterity) check. Reward creativity when roleplaying to get Will Brightsong out of the Kur-Tharsu’s care.

If the characters manage to free Will without killing Umnloc or the other oni, they earn **1160 experience points each**.

Less Talk, More Fight!

If words aren’t on the agenda, Umnloc does not hesitate to destroy the adventurers, enraged by their lack of manners, and the sword whispering sweet bloody promises into his mind.

Adjusting the Encounter

These adjustments are not cumulative.

Very Weak: Reduce Elena Bratan’s Armor Class to 10, as she has not donned her armor, which sits in the corner. In addition, she has no use of her Dreadful Aspect, having already used it earlier in the day, and she hasn’t been resting well, so she has only 90 hit points. The secondary oni, who wasn’t even important enough to get a name, realizes he isn’t all that loyal to Kur-Tharsu Umnloc, and flees on the first round. Umnloc feels weakened by the turn of events and has only 110 hit points.

Weak: Kur-Tharsu Umnloc has 110 hit points, and his oni lackey has only 80. The lackey manages to get over it, and stays in the fight. Elena Bratan didn’t feel that armor was going to be needed for dinner, and it’s sitting in the corner, giving her an Armor Class of 10.

Strong: The Kur-Tharsu fed his allies well, and Elena Bratan has 185 hit points while the secondary oni has 140 hit points.

Very Strong: The secondary oni shouts his name, “BUXOKORG!!” and rushes into battle with 169 hit points. Elena Bratan, emboldened by the newly named oni, also feels more hardy, and has 216 hit points. Not to be outdone, Kur-Tharsu Umnloc regenerates 15 hit points per round as long as he has 1 hit point remaining.

What IS Will Doing?

Will is not only highly intoxicated, he has also been charmed by the oni. Through the encounter, he does not help to fight the Kur-Tharsu and his allies, but neither will he attack the adventurers. He tends to find things very funny, and continues eating and drinking, entertained by combat, arguments, and getting bored by negotiations. At some point, he may even simply pass out.

Treasure.

Defeated, Umnloc's **sword of vengeance** falls from his hand. In addition, the Kur-Tharsu has a tome, written in Giant, that seems to be a book of prophecies of the Giants and their kin, including the one that names Will Brightsong. The right sage or scholar would purchase the tome for **400 gp**.

Elena Bratan has a *potion of mind reading*, as well as gems and jewelry worth **200 gp**.

Returning Elena Bratan to Thentia.

Taken dead or alive, the characters may seek to return Elena Bratan to the Zhentarim of Thentia. This does not occur during this module, but can be resolved in CCCHATMS01-03, *Destiny Defied*. As such their payment is not included in awards for this module.

If Will Brightsong should perish, use the following for guidance.

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.

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
Barbed Devil	1,800
Bearded Devil	700
Bone Devil	5,000
Chain Devil	3,900
Elena Bratan	3,900
Flying Snake	25
Kur-Thursa Umnloc	2,900
Oni	2,900
Orc Blade of Ilneval	1,100
Orc Claw of Luthic	450
Specter	200
Wraith	1,800

Non-Combat Awards

Task/Accomplishment	XP / Character
Roleplay Reward (no combat encounter at Kelemvor's Acre)	800

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
Orc's Treasure	300
Giant's Prophecy Tome	400
Elena's Treasure	200

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.

Sword of Vengeance

Weapon, uncommon (requires attunement)

The blackened metal of this longsword has a sheen of red. The black leather-wrapped hilt ends in a pommel shaped like a human skull.

The longsword is inhabited by a orc warchief, K'tagh Redeye, a berserker who has a terrible loathing of humans. If K'tagh is banished or otherwise removed from the sword, the blade loses its red sheen.

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

Potion of Greater Healing

Potion, uncommon

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

Potion of Mind Reading

Potion, rare

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. Members of the Zhentarim who completed their faction assignment gain **one additional renown point**.

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.

Askan Manegold (ASK-uhn MEYN-gohld). A tiefling ranger who conscribed with the Zhentarim, Askan now operates a taxidermy store in Thentia called *Chimeric Creations*, where he sells odd stuffed creatures, and peddles in information.

Crespyn Ince (KREZ-pin INS). A rough and tumble human, Crespyn has a habit of rubbing his face when nervous or frustrated. So he does it a lot. He's been an active member of the Harpers for several years, and has made several contacts with locals throughout the Moonsea, including agents of other factions.

Elena Bratan (EL-ay-NAH brah-TAN). Once a devoted paladin of Bane, and a Zhentarim soldier of respected authority, Elena fell from her lofty position when she converted to worship of Cyric. Now, the blackguard has abandoned her conscription with the Zhentarim, and has fled into Thar, seeking allies with enough power to protect her.

Fenella MacCargher (FEN-el-AH mak-KAHR-gur). Fenella is still young, but embraces her place amongst the Harpers. She is never in one area too long, and so has few friends, and even fewer contacts. But she is deadly with a bow, and knows how to travel quickly without being seen. The Harpers hope she can learn the intricacies of being a good agent soon.

Kur-Tharsu Umnloc (KUR-thahr-SOO oom-LOK). An oni overlord of Thar, Umnloc was content with his castle and his followers. Then he laid his hands upon a cursed sword, one inhabited by K'tagh Redeye, an orc chieftain whose soul was trapped within the blade. Redeye has whispered constantly to Umnloc since that day, slowly driving him mad.

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 has 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. SLIPPERY WATER GENASI MONSTER/NPC STATISTICS

Barbed Devil

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge Rating 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Tail. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged spell attack:* +5 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't worn or carried, it also catches fire.

Bearded Devil

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge Rating 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee weapon attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee weapon attack:* +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a

construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Medicine (Wisdom) check. The wound also closes if the target receives magical healing.

Bone Devil

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge Rating 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. *Melee weapon attack:* +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Sting. *Melee weapon attack:* +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or 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.

Chain Devil

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

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

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge Rating 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes two attacks with its chains.

Chain. *Melee weapon attack:* +8 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest).

Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain

to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Reactions

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's dear loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

Oni

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge Rating 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility*

1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee weapon attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Glaive. *Melee weapon attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

APPENDIX. KELEMVOR'S ACRE
MONSTER/NPC STATISTICS

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge Rating 1 (200 XP)

Incorporeal Movement. The specter 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.

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

Actions

Life Drain. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing non-magical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge Rating 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d1) force damage if it ends its turn inside an object.

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

Actions

Life Drain. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

APPENDIX. DAYS OF GRAY MONSTER/NPC STATISTICS

Orc Blade of Ilneval

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Perception +3, Insight +3, Intimidation +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge Rating 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

Actions

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

Javelin. *Melee or ranged weapon attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Ilneval's Command (Recharge 4-6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Orc Claw of Luthic

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge Rating 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Spellcasting. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, guiding bolt*

2nd level (3 slots): *augury, warding bond*

3rd level (2 slots): *bestow curse, create food and water*

Actions

Multiattack. The orc makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

Claw. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Flying Snake

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages -

Challenge Rating 1/8 (25 XP)

Flyby. The snake doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

Actions

Bite. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

APPENDIX. OVERLORD UMNLOC

MONSTER/NPC STATISTICS

Elena Bratan (Blackguard)

Medium humanoid (human), chaotic evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages Common

Challenge Rating 8 (3,900 XP)

Spellcasting. Elena is a 10th-level spellcaster. Her spellcasting ability is Cha (spell save DC 13, +5 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

Actions

Multiattack. Elena makes three attacks with her glaive or her shortbow.

Glaive. *Melee weapon attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged weapon attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest).

Elena exudes magical menace. Each enemy within 30 feet of her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from Elena, the target can repeat the saving throw, ending the effect on itself on a success.

Kur-Tharsu Umnloc

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 160 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge Rating 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility*

1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Sword of Vengeance. Umnloc wields a cursed sword that holds some sway over his actions. He has disadvantage on attack rolls made with his claws or weapons other than the sword. When he takes damage in combat, Umnloc must succeed on a DC 15 Wisdom saving throw. On a failed save, he must attack the creature that damaged him until the creature drops to 0 hit points, Umnloc drops to 0 hit points, or until he can't reach the creature to make a melee attack against it.

Actions

Multiattack. The oni makes two attacks, either with its claws or its sword of vengeance.

Claw (Oni Form Only). *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sword of Vengeance. *Melee weapon attack:* +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage, or 10 (1d10 + 5) slashing damage in Small or Medium form.

Change Shape. *The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its sword, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its sword reverts to its normal size.*

Oni

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge Rating 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *darkness, invisibility*

1/day each: *charm person, cone of cold, gaseous form, sleep*

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee weapon attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Glaive. *Melee weapon attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

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.

Typhis has two children, a daughter and a son, whom he has not seen in many months, but tries to visit when his path takes him to where they live in Waterdeep.

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.

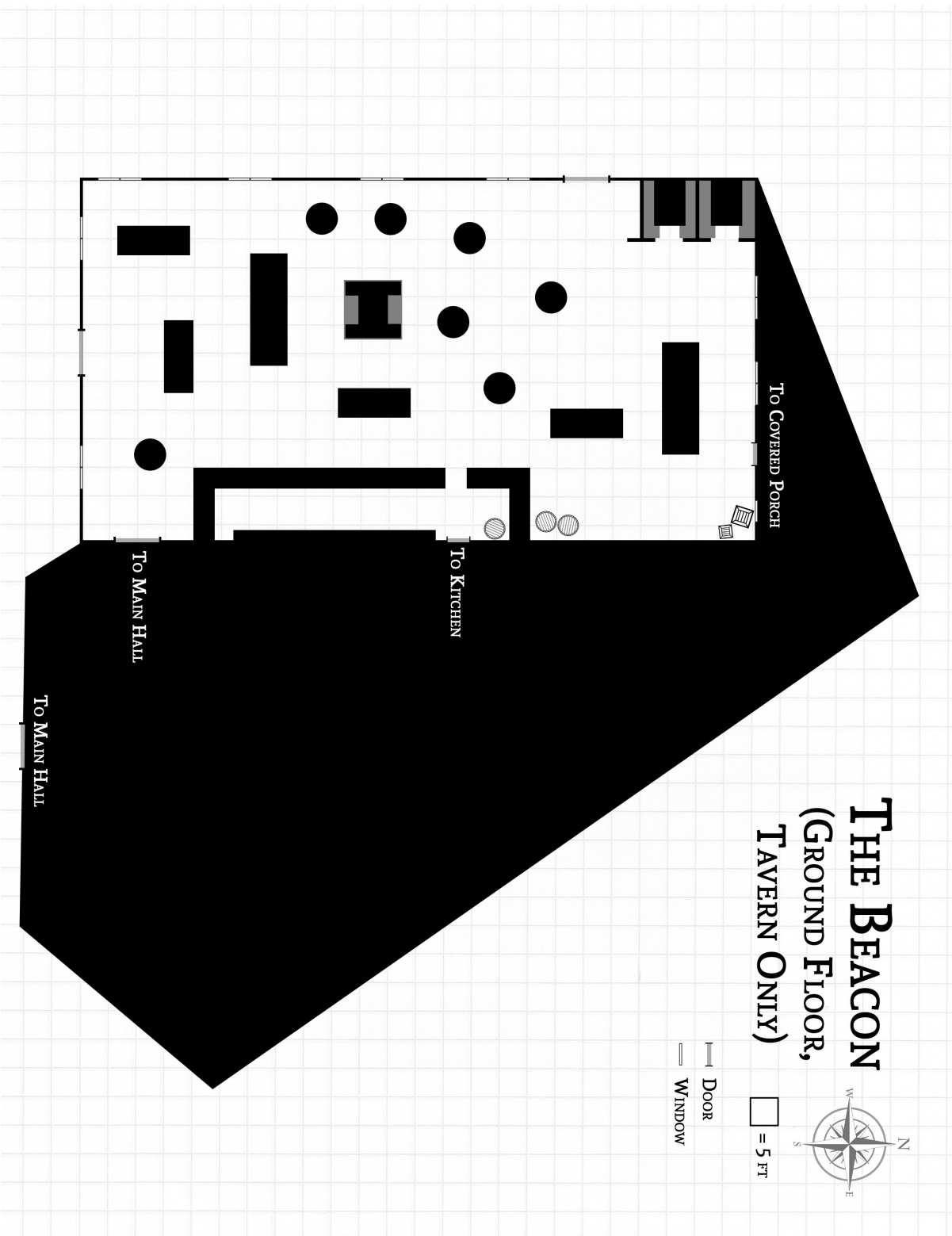
Actions

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.

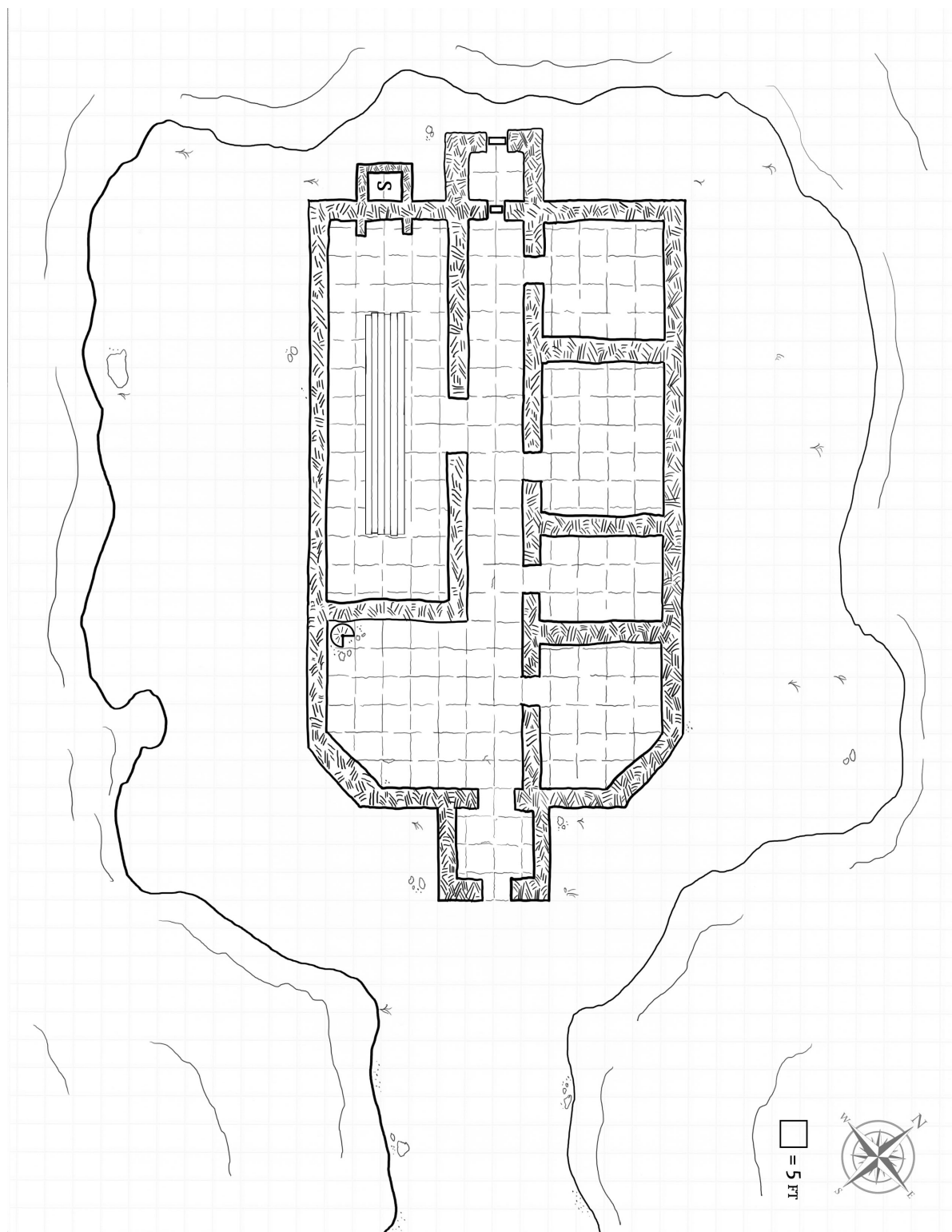
APPENDIX. MAP 1

Map for the Slippery Water Genasi encounter.



APPENDIX. MAP 2

Map for the Overlord Umnloc encounter.



PLAYER HANDOUT 1. SWORD OF VENGEANCE (LONGSWORD)

Sword of Vengeance (Longsword)

Weapon, uncommon (requires attunement)

The blackened metal of this longsword has a sheen of red. The black leather-wrapped hilt ends in a pommel shaped like a human skull.

The longsword is inhabited by an orc warchief, K'tagh Redeye, a berserker who has a terrible loathing of humans. If K'tagh is banished or otherwise removed from the sword, the blade loses its red sheen.

While holding the sword, the voice of K'tagh Redeye echoes in the wielder's mind, cursing and nudging the owner to greater violence, especially toward humans. If the person wielding the sword is a human, K'tagh constantly casts insults and threats. The spirit cannot withhold the benefits of the sword from a wielder, however.

You gain +1 bonus to attack and damage rolls made with this magic weapon.

Curse. This sword is cursed and possessed by a vengeful spirit. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it on your person at all times. While attuned to this weapon, you have disadvantage on attack rolls made with weapons other than this one.

In addition, while the sword is on your person, you must succeed on a DC 15 Wisdom saving throw whenever you take damage in combat. On a failed save, you must attack the creature that damaged you until you drop to 0 hit points or it does, or until you can't reach the creature to make a melee attack against it.

You can break the curse in the usual ways. Alternatively, casting *banishment* on the sword forces the vengeful spirit to leave it. The sword then becomes a +1 weapon with no other properties.

PLAYER HANDOUT 2. STORY AWARDS

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

Mark of the Brightsong

The last scion of the Brightsong family has died, their purpose now lost to the world, which will suffer greatly for it.

Or has it? You now bear the mark of the Brightsong family, a sigil that appeared on your inner left forearm. From the direction of the Moonsea, you faintly hear a tune, a song that you know from deep in your heart; one that will reveal its words when the time is right.

You must travel now to the Moonsea, and sail to the Isle of Maos. There you will find your answers. There you will face the legacy the Brightsongs have left you.