

DAUGHTER OF THE WIND



CREDITS

THE PEOPLE INVOLVED

This module is the second one in the art-venture series that I started in December of 2020 and it is inspired by the art of Déborah Maradan. Déborah was kind enough to allow me to share and use her art for the purpose of preparing this adventure.

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SOFTWARE USED

- **The Homebrewery:** Once again, this website is really the tool I use the most for putting my adventures into a nicely formatted PDF file. Definitely worth checking out.
- **Twine:** An amazing tool that I have used extensively in the past for the purpose of creating narrative trees. If you are interested in creating your own stories, I suggest you check it out.
- **Roll20:** My all-time favorite Virtual Tabletop Simulator.

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SPECIAL THANKS

I would like to extend my gratitude to a few people that really helped this module come to life.

- **My caring partner, Anna**, who has continuously supported me, every step of the way.
- **Déborah Maradan, the artist**, who has a very unique art-style that made me really want to work with her for this adventure.
- **All my patreon supporters** who ever since I posted my first adventure, have been with me and continue to give me feedback and all their love and support.

SUPPORT

If you wish to support me with writing more RPG things in the future, you are more than welcome to do so through my [Patreon page](#).

Patreon Supporters: *Mart, Karolina O., Keks_Adr, KataiAkuma, Calithiliel.*



TABLE OF CONTENTS

1 Credits

- 1.1 The People Involved
- 1.2 Software Used
- 1.3 Copyrights Disclaimer
- 1.4 Special Thanks

2 The Noble Winds

3 Getting Started

- 3.1 The Author's Welcome
- 3.2 Intro to the Module
 - 3.2.1 What it is about
- 3.3 Running the Module
 - 3.3.1 The World
 - 3.3.2 The Hunt
 - 3.3.3 The Agents
- 3.4 Adventure Synopsis
 - 3.4.1 Most Notable Adventure Locations
- 3.5 Aella, The Wanderer
- 3.6 Ruur, The Strange Yeti

4 Escorting Aella

- 4.1 Phase 1: Introductions
- 4.2 Phase 2: The Lonely Witch
 - 4.2.1 Saoirse, The Enthusiastic Witch
 - 4.2.2 Roleplaying Saoirse
 - 4.2.3 Saoirse Beckons the Party
- 4.3 Phase 3: The Mermaids
 - 4.3.1 Roleplaying The Mermaids
 - 4.3.2 Ziri, The Talkative One
 - 4.3.3 Liri, The Wise One
 - 4.3.4 Miri, The Shy One
- 4.4 After The Adventure
- 4.5 Tales of Starlight Magic

5 Afterword

6 Appendix A (Stat Blocks)

7 Appendix B (Extra Art)

- 7.1 Starlight Familiars

8 Copyrights

THE NOBLE WINDS

For most people in the realm of Faerûn, power would be a welcome blessing as it would mean that they would be able to protect themselves as well as those close to them. For Aella, the daughter of the elemental air goddess Akadi, it was a very different story.

Aella grew up unlike any other princess of Faerûn, always on the run and afraid of others. The queen, her mother, raised her to always be aware of the forces that want to claim the throne to the elemental plane of air. After the second Sundering, the goddess Akadi suddenly had an unexpectedly large following and the princess Aella could no longer live in the silence and peace that she had always wished for. The forces that she was told to hide from were looking for her more than ever before.

The claim to the throne of the elemental plane of air had for eons been something that Akadi had been able to keep in check since she had always managed to stay undefeated and therefore keep her powers over the plane. The Djinni were primarily the ones that wanted complete control and Akadi always made sure she kept them in check. For the most part, she succeeded.

Aella was one day soaring through the open skies of the elemental plane of air when she saw a portal in the middle of the immense nothingness. She was drawn to it but decided to avoid it nonetheless since she thought it could be a trap of some sorts. She was far too curious though, so she decided to investigate it, just a bit closer. The other side of the portal was somewhat visible, through the magic that kept it open. Aella saw a vast field of snow being hit by a strong blizzard.

In the moment she got closer to gaze through the portal, she felt a push on her back that forced her through it. Tumbling nimbly through the snow, she found her footing and stood up to face her enemy.

She was surprised for a second as she saw something that she had only heard of in legends; an oni. She knew that onis were mysterious assassins that rarely ever make themselves seen for more than a few seconds and that is only to strike their enemies. She unsheathed her two scimitars and prepared to battle the treacherous foe.

What followed was a battle that many legends describe differently. Some bards sing of how Aella defeated the oni with one swift twin strike of her scimitars through its belly while others tell a story of the princess and her unimaginable endurance in combat as she battled for hours on end until she finally cut the assassin's head off. Nobody really knows which one is true, but no matter what the true narrative is, everyone knows Aella won.

Aella returned to her mother through the portal, carrying the oni's body with her. She stood before her mother and queen and said, "have I not proven myself yet mother? Do I not deserve to finally live the way most of your followers live? The way you have instructed; to move from place to place and from activity to activity?" Aella's words were true and to the point, since Akadi would not dare argue against what she, herself, had been preaching to all her followers for many years already. Akadi looked at the oni's body and told Aella in a powerful voice, "you have indeed proven yourself worthy, but promise me you will at least conceal your identity while you travel." As she finished her sentence, she waved her ethereal hands making the oni's body float in the air and then slowly disappear into thin air, leaving only a visage of its face behind in the form of a red mask.

Aella picked up the mask and held it in the palms of both her hands. She stared into the visage of the once ferocious assassin and told her mother "I know you wish me well, mother, so I shall heed your advice. May the winds guide me back to you one day." Aella put on the mask and left her mother's presence.

The princess already knew where she wanted to go and immediately flew towards the portal that led to the snow-covered land.

Years passed and Aella met a lot of creatures and faced many dangers, but she was always righteous towards all. She helped a lot of people and was able to learn a lot through her travels. A true follower of Akadi as many would call her. Most of them called her that, even without knowing that she was actually the daughter of the goddess herself. Aella rejoiced with the fact that she had finally found a true calling, a real purpose for her existence. She was so happy, that one day, she took off her mask in front of some other human followers of Akadi, without knowing that they were actually people that served the Djinni and sought to overthrow the Queen of Air.

Only days passed before she was ambushed by the same Djinni followers. Despite beating them in combat quite easily, she was left with some very unsettling news; her mother had disappeared. She knew she had to find a safe way back to the elemental plane of air, possibly through a shrine of Akadi so that the Djinni would not be aware of her presence. Were she to try anything else, they would know and they would hunt her down. So Aella did what she thought was best; she returned back to the fields of eternal winter in Icewind Dale, in hopes of finding a lost shrine to Akadi which held the portal that she once used in the past.

The trip was perilous, but she hoped to find some help along the way, like some travelers do in the land of Icewind Dale. Little did she know, she was about to meet some very peculiar adventurers...



GETTING STARTED

THE AUTHOR'S WELCOME

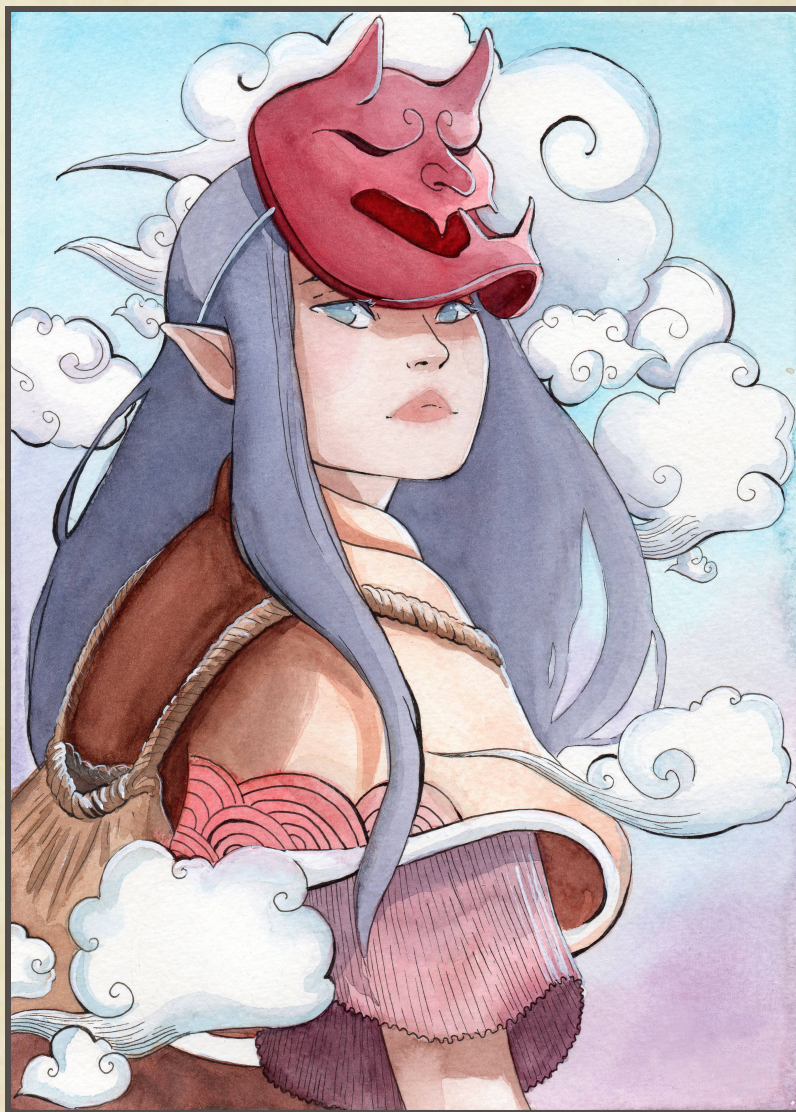
First and foremost, thank you for downloading this module and reading through its content. This is the [second installment in my art-venture series](#) and I am very happy to be continuing the work that I started with [The Tower of the Starlight Knight](#) which you should definitely check out if you have not yet.

Just like with all of my art-venture series modules, the story and everything inside this module was inspired by multiple things with the most important ones being Déborah Maradan's artwork. I have been following Déborah's work for a couple years now and I am very excited to be able to be creating a story based on her art.

A reminder once again that when it comes to D&D and any other RPG I play, I personally prefer to customize a lot of things that I find as a DM in order to be able to have the players feel even more engaged with the narrative and most importantly the roleplay part of it all. That would include creating new homebrew rules on the spot that range from custom spells to more unique things like special buffs.

I also tend to not put small boxes with text that the DM can directly read in my modules, since I believe that those break one of the most important mysteries of RPGs and GMing. I am talking about the part where the players can tell when a GM is improvising and when they are reading something directly from the book. You might find some extra info on some of the pages in the form of notes, but they are mostly for the DM to understand the adventure better.

For a full list of all the resources I used in order to create this module as well as links to everyone and everything involved, please check the credits page. Everything that I have created for the purpose of this adventure will be listed in various parts of the adventure.



INTRO TO THE MODULE

WHAT IT IS ABOUT

Daughter of the Wind is all about Aella's journey to find the lost shrine to Akadi, her mother. The players will get to travel alongside Aella and protect her as she is weak and defenseless due to the fact that she has to hide her powers in order to not be found by her enemies who are trying to track her down and capture her.

The adventure in this module is very heavy on roleplay elements with a bit of combat mixed in. There is a lot of things for the DM to play around with and a range of unique characters that players of all sorts will enjoy. As with every art-venture I create, showing the images in this module will help the players understand how some of the characters look.

This is a **rather easy adventure** but will heavily rely on how you decide to play it as the DM. Lots of roleplaying but also many ways and places to get the players involved in combat. This adventure **should take 1 session of 3 to 4 hours to complete**. The adventure is geared towards players of levels 4 to 6.

RUNNING THE MODULE

In the next couple of pages, a lot of information will be given on how to run this adventure. The story is quite linear but it is up to the DM to decide in how much trouble the adventurers will be in while they are escorting the princess Aella in her journey.

Despite the information given here, I entice you to give the adventure your own twist and make it into something that fits better in your own campaign wherever needed.



THE WORLD

Aella, the princess and daughter of the air goddess, is constantly being chased by agents of the Great Caliph who resides in the Court of Ice and Steel. The Djinni had control over everything that happened in the elemental plane of air but ever since Akadi returned to the elemental plane, they were very upset with having to share that control. Even though a Djinn will in many cases be friendly even towards mortals, the Djinni as a society always tried their best to keep their powerful position out of anyone else's reach and would try all sorts of things in order to keep it that way. Considering they do not want to show their hand directly, they employ other beings to do their dirty work.

Aella is key to establishing dominance in the elemental plane of air and the Djinni seek to capture her in order to use her as leverage against her mother. Aella realizes that she cannot contact her mother anymore and starts worrying before she even falls into an ambush. Little does Aella know that the Djinni have not done anything to her mother and all they managed to do was block communication from Aella towards anyone in her family. The Djinni would be fools to try anything against Akadi since that would upset the politics that they worked so hard to bring into place and it would also be far too risky to straight up attack an elemental goddess.

Aella is now seeking a lost shrine of Akadi that only she and few other people know of in Icewind Dale (or some place else of your choice).

Chronologically, this adventure is set at any time of your choosing, as long as it makes sense that Akadi is around.

THE HUNT

One of the main mechanics the DM will be able to use during this adventure is the constant ambushes that all sorts of agents will lay for Aella and her traveling companions.

Throughout the whole adventure, whenever the adventurers are traveling, fighting or even roleplaying, you can spring an ambush on them. This can happen based on any of the following reasons:

- The adventurers are not covering their tracks.
- Aella or any of the adventurers use flying movement.
- The party of adventurers makes loud noises in the open.
- The players are seen with Aella in public spaces.

The players should be able to slowly realize that all of these things are helping potential assassins track them down easier. Your goal should be to slowly allow them to understand how each of those things are making them easier to hunt through subtle hints such as:

- Mentioning that after a blizzard, they no longer see their footprints behind them.
- Having Aella mention that last time she flew around, she was attacked just a few seconds after landing.
- Being followed shortly after they made a loud noise. Passive perception will be very important for this.
- People looking at the adventurers weirdly and some of the people even seen whispering things to one another.

THE AGENTS

The Djinni are smart enough to know that they should not directly engage with Aella so as to avoid any kind of personal implication. Instead, they have hired all sorts of creatures that have an expertise in tracking down targets. It is important to note that all of the agents will have the same objective:

- *Bring back Aella alive (unconscious if needed) and dispose of any witnesses.*

The agents that the Djinni have employed for this task can be picked at random for each encounter but there is one that is suggested to be there for most of the ambushes. The random agents table:

RANDOMIZED AGENT TABLE

Roll (1d20)	The Agent that Attacks
1-4	Air Elemental (MM pg.123)
5-8	Invisible Stalker (MM pg.192)
9-12	Assassin (SRD pg396)
13-16	x2 Air Elementals
17-20	Extra Oni Encounter (MM pg.239)

The Assassin and the Oni are the ones that would try to use subtlety and would eventually disengage if they take damage that is at least 1/4th of their total health points. For your ease of use, the stat blocks for each creature have been provided in [Appendix A](#) of this module.

The main agent that the Djinni have employed for the purpose of tracking down and capturing Aella, is an intelligent Oni. Oni in D&D are a little bit different from traditional Japanese folklore, but I encourage you to use any kind of art you can find on Onis that you like for the purpose of presenting this assassin-hunter creature that is after Aella. Should Aella see the Oni, after the battle, she will explain as much as she can about Onis to the players. This could be a good chance for you, as the DM, to provide information on how to deal with the Oni effectively.

The Oni is there to annoy and weaken the players as much as possible before making a final strike if it deems it possible to take them out. Should the Oni realize that the players cannot be beaten it will always try to escape from combat.

The Oni will ambush, attack from stealth and retreat, set traps and all sorts of other things it can do while at the same time trying to always conceal its presence.

If you are curious as to how you should be playing the Oni in order to make the experience really based on stealth and subterfuge, then there is a brilliant article by James Haeck on D&D Beyond called [How to Play an Oni like a Living Nightmare](#) that explains everything you need to know about the concept.

THE HOOK

As you can already tell from the backstory of this module, it is a story set in the realm of Faerûn and more specifically in the region of Icewind Dale. Despite the places mentioned in the backstory of Aella, this story can easily be adapted to any D&D campaign since the main character is a traveler and it is therefore easy to place her pretty much anywhere in the realm of Faerûn.

If you read through this adventure module, you will see that it is actually easy to place it in your campaign no matter where your party may be at the moment geographically. The only thing that might stand out a little bit is Ruur, the strange creature that has become friends with Aella. Ruur is meant to be a yeti-like creature but you can simply call it something different.

I have come up with a few things that could help you adapt this module to your campaign, you could do any of the following to hook the players to the plot:

- The false followers of Akadi are in the region where your adventuring party is already. While traveling through the land, the players will hear rumors of followers of Akadi traveling through. They could seek them out or find them by chance and after a bit of roleplaying with them, find out that they seek to find and kill the daughter of Akadi. How the players uncover this deception is up to you.
- The players could notice a figure soaring through the sky and then crushing down. This could be Aella being attacked by an *Invisible Stalker* or just a plain *Air Elemental* (or another type of assassin creature of your choice) that is hunting her. The djinni have employed assassins that are trying to track down Aella and without being aware of it, she is vulnerable while flying.
- The players hear people talk about a masked person flying through the skies. You could have an NPC that is knowledgeable in religion explain how that masked person resembles the daughter of the air goddess Akadi. The players could see Aella flying at some random point in their adventure and call her down by saying her name. Aella will respond and will begin talking with the players until they all get ambushed by assassins of your choice.



ADVENTURE SYNOPSIS

This adventure is mostly focused on the trip that Aella makes towards wherever Ruur leads her. The following list shows how the adventure progresses:

1. Start with the adventure hook.
2. Meet Aella and Ruur. One or the other alone first or both together.
3. Travel with Aella towards where Ruur is headed.
4. Find Saoirse the Witch.
5. Reach the shore and interact with the little mermaids.
6. Return to Saoirse.
7. Follow Ruur towards the mountains.
8. Aella bids the travelers farewell as she continues the journey alone or the DM can introduce another hook to allow the players to continue aiding her in her journey.

MOST NOTABLE ADVENTURE LOCATIONS

For the purpose of this adventure, it is up to the DM as to where most things will be placed. For my own rendition of the adventure, it took place in Icewind Dale and the players first headed north towards the sea and then south towards the mountains, allowing me to present them with all sorts of surprises along the way.

The most important places you need to prepare are:

- Where they meet Aella and Ruur. This should be related to the adventure hook you used. Just make sure that the adventurers meet the two main characters somewhere outside where there aren't any other creatures.
- A shore of your choice. I would say that a sea-shore is most preferable, considering that the mermaid creatures will make most sense when they come from the sea. Saoirse's hut should be an hour or so walk from the shore.
- Saoirse's hut where the players will be able to talk to the witch and also rest.
- The mountains where the lost shrine to Akadi will be at. The mermaids will give that hint to Aella, Ruur and the players, so make sure you know towards which mountains they should be going to.
- The places that the players travel in-between are up to you to spice up. Just like you can introduce all sorts of encounters, you can also introduce various places with their own stories.

The inside of the witch's hut looked like a messed up dream of an alchemist and a botanologist combined. Despite its small size, the amount of things stored on shelves and bookcases all around, made it look as if it was really big. There was clutter everywhere and even the bed, where the witch supposedly rested, was filled with clothes and books. Untidy was a very pleasant word one would use to describe this place. Saoirse however, moved like an elegant feather, between the glowing jars and the peculiar books on the ground, with ease. You could easily tell that this, was her home.

AELLA, THE WANDERER

Aella is the daughter of Akadi. Since Akadi is the goddess of the wind, that makes Aella the daughter of a goddess, therefore putting a lot of responsibility on her shoulders. That responsibility only came with the name though, since her mother never pressured her to do anything of importance. As Aella grew up, she spent most of her days hiding herself as much as she could. Her mother told her that there are forces that would seek to do her harm or even use her for their own malicious plans.

Her childhood was uneventful and it was her recent years that proved to be more problematic. Her mother preaches to her followers to always be on the move and Aella decided to follow her words as well. As someone that looks like a wood elf, she was able to explore places that other creatures from the elemental plane of air could not. She was able to blend in with crowds and move around unnoticed. She would for example don all sorts of clothing in order to hide in plain sight when in cities.

Aella is constantly on the move and has very little trust for anyone she meets. She has made contact with some water elemental spirits that promised to help her find the lost shrine of Akadi. She contacted them because she believed that the shrine might be underwater after so many years. She also made friends with a strange yeti who she calls Ruur. She found Ruur roaming around one of the places she was investigating. Aella became friends with Ruur because, despite the fact that Ruur may seem unintelligent to most people, he actually seems to understand Aella's quest and does his best to help her with it.

Aella's set of clothing is quite unique. Her robe is oriental looking, something that is not common at all in the realm of Faerûn. When the players meet her for the first time, they find her clothing weird and otherworldly. She also wears an oni mask, something that is rarely ever seen by commonfolk since Onis are very rare in the world of Faerûn. Even rarer is the case of someone actually managing to kill one. Her gray hair is visible at all times and without the mask one could see her grayish colored eyes too that perfectly match her hair. If one looks deep into Aella's eyes, they can see the winds themselves, wild and moving at all times. These winds reflect Aella's emotions at the time so Aella makes sure she never stares directly into someone's eyes for too long.

Aella is a powerful caster with knowledge of mostly spells that use the element of air. She uses mostly illusion skills to get out of difficult situations and to fool her opponents before striking them. She wields two one-handed scimitars that she has mastered using to the point where she looks like she is dancing when using them in combat.

"I seek an altar to a goddess. A cloud on dark blue skies is her sigil," said Aella abruptly to the ranger in front of her. "Well, lady, for someone that wishes to hide their face, you sure do know how to start a conversation..." replied the elf ranger while continuing to sharpen the metal parts of his arrows. "I wish not to distract you long. I only seek information," she spoke again. "I seek the altar I mentioned." The ranger lifted his head from his handiwork and looked at Aella up and down really slowly. "I know, of, an altar, but not quite sure if it is the one you seek. For an outsider like yourself, this will cost a good amount of gold though," exclaimed the ranger while lowering his head again to focus on his work. "Loosen your tongue and hasten your words, ranger..." said Aella, while sliding her two scimitars close to the ranger's chest.

ROLEPLAYING AELLA

Aella is a very kind young woman who barely ever says anything unless there is a need to speak. She speaks all of the languages elementals speak, Jannti, Celestial and common. She has a very rich vocabulary, but decides to speak in a very laconic way. She also tends to control her temper, something that her mother taught her. She is sometimes unpredictable, like the wind that blows in different directions out of nowhere and yet her goals are noble. She believes in justice and would not harm someone without a good reason to do so, such as self-defense.

While playing the role of Aella, make sure you only speak when necessary, such as when someone asks a question to Aella, even then, you should answer with as few words as possible. She tends to keep to herself and will not reveal too much about her quest before she knows she can at least trust the adventurers. The level of trust that the adventurers need to gain with Aella is up to you and can vary based on how much the players have helped her.

Aella will engage in combat only if someone very important to her is fatally wounded. That means that if Ruur gets struck in combat, she will defend him. If one of the adventurers gets struck, she will not react to it, unless she has developed a good amount of trust for that particular adventurer. She does not show her powers, because she knows that as soon as she does, the agents that hunt her will find her fast. This is also the reason why she walks instead of flying around, even though it is very easy for her to fly.

THE BLADES OF THE WIND

Aella's twin scimitars were a gift from her mother that she gave her when she deemed her daughter ready to venture outside of the air elemental plane. Both of the weapons have clouds carved along the blades which are forged with the lightest steel one could find in the Forgotten Realms. The hilts were made of dlarun, also known as icesteel. Dlarun was made by halflings and is very rare to find in Faerûn. If dlarun comes in contact with a creature's skin, it would confer to the wearer a limited ability allowing them to see through illusions and ignore certain psionic effects.

The formation of dlarun involved digging up clay from certain river beds located throughout Faerûn, heating them up in a crucible and mixing the resulting white flakes with certain oils. The soft, malleable metal was then heated again in a fire whose fuel included specific, secret elements.

Aella calls her scimitars Sirocco and Mistral. Sirocco after the warm, dry and dusty winds and Mistral after the cold, relentless winds. Aella will not separate from her scimitars, no matter what. She would rather die with them in her hands than part ways with either one of them.

I personally envisioned Aella with either two scimitars or two katanas. Seeing how there are no katanas in D&D 5e, I went with scimitars instead. However, both end up playing the same role visually, so feel free to change it up if you want to for your own adventure.

AELLA'S STATS

On this page, you will also find a stat block for Aella. This should in most cases not be needed, but if the adventurers get in trouble and are in dire need of help, you could use Aella to help them. Remember though that Aella would not help them unless she really wants to save them.

AELLA, THE WANDERER

Medium humanoid, lawful/chaotic neutral

Armor Class 16

Hit Points 88 (13d8+10)

Speed 30ft., fly 45ft.

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

Senses passive Perception 8

Languages Common, Primordial, Auran, Jannti, Ignan, Primordial, Celestial

Challenge 14 (15,000 XP)

Mistress of the Wind. Aella can fly and move really fast with very little effort. She can cast spells and attack while moving. She can also engage and disengage without expending any actions whatsoever.

Way of the Disguised Wanderer. Aella has practiced illusion spells a lot in her travels and can therefore cast any illusion school spell as a bonus action.

Spellcasting. Aella is a 8th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC12), +4 to hit with spell attacks). Aella has the following spells prepared.

- Cantrips (at will): Gust (EE), Thunder Clap (EE), Shocking Grasp, Lightning Lure (EE), Minor Illusion
- 1st level (4 slots): Featherfall, Thunderwave, Warding Wind (EE), Disguise Self, Silent Image
- 2nd level (3 slots): Dust Devil (EE), Gust of Wind, Blur, Silence
- 3rd level (3 slots): Gaseous Form, Stinking Cloud, Wind Wall, Major Image
- 4th level (2 slots): Storm Sphere (EE), Greater Invisibility
- 5th level (1 slot): Control Winds (EE)

Actions

Multiattack. Aella makes two attacks, slicing with each of her scimitars.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 25 (5d6+4) slashing damage.

Sweep. Melee Weapon Attack: +6 to hit, range 5 ft., all adjacent targets. *Hit:* 20 (5d6) slashing damage.

RUUR, THE STRANGE YETI

Ruur is a simple yeti. His fur is thick just like with most other yetis but what makes him stand out is his head. His skull extends to the left and right. Although he does not know this, he is the last of his kind and that is because the rest of the yetis like him became extinct decades ago. Ruur has been hiding as much as he can in order to survive all the strange wildlife that lives close to him. He feeds off both the fauna and flora of the area and has no specific preference to either.

Ruur had been roaming the mountains close to where Aella was and had grown quite bored of hiding so when he saw her for the first time, he came out of hiding in order to look at her more closely. Aella saw him and approached him in a friendly way. Soon enough, Aella started talking to him and even though Ruur understood very little, he saw Aella offering him some food, something that nobody had ever done before. He appreciated her kindness, accepted the food and sensed her distress. From that day onwards, Ruur has been following her and also helping her as much as he can.

Ruur carries Aella's extra belongings on his back. Aella usually doesn't carry much on her, but due to Ruur, she has been able to carry a few more things lately. Most of it is just camping gear that Aella needs in her travels in the wild. Since Aella is not flying, she walks either alongside Ruur or behind him letting the yeti take the lead.

"Ruuurrrrrr!!!" yelled the yeti creature excitedly. "Oh Ruur, you're the only one that gets me... also the only one that I know enjoys eating so much" said Aella as she tossed another roasted trout to Ruur.

ROLEPLAYING RUUR

Ruur growls in a way that most yetis do. He makes a sound that the other brown fluffy bear-like character we all know and love from that famous sci-fi movie series makes (I cannot mention the name for obvious copyright reasons). Try making the sound his name makes when you say it and you will be doing it just right. This is the reason why Aella calls him Ruur as well.

If Ruur sees anything that Aella or the adventurers are about to carry, he points towards it and goes over to pick it up and put it on his back. He does that because he tries to help anyone in the group with carrying things. He knows it is the least he can do, so he tries his best.

Ruur has 100 HP and can attack with his claws but does only 1d8 slashing damage. He will generally try to stay out of combat at all times and hide away if needed in order to protect himself and the things he is carrying. He can sense that Aella is strong enough to protect both of them, so he is not very worried as long as Aella is around.



ESCORTING AELLA

THINGS TO NOTE

The path that the players take is entirely up to the DM to decide. There are certain events that happen throughout this entire escort adventure, but that does not mean that other surprises will not occur should you wish to introduce something different. Each section of this adventure is split into different phases for the sake of keeping track of the linearity of the story.

The following pages will guide you through the different phases of the escort adventure the players will go on. You will find little boxes between each phase that will remind you that each of those moments are a good time to introduce an attack by the agents that hunt Aella.

PHASE 1: INTRODUCTIONS

After you have decided what sort of hook you want to use to get your players engaged with Aella and the adventure in general, the first phase starts. The players need to have a good enough reason to help Aella and Ruur. For that reason, make sure you present the party of adventurers with whatever fits their characters. This could be a reward at the end of the quest or something like a blessing that Aella will promise to give once she finds the shrine.

You should not spend too much time having Aella discuss with the adventurers and try to present her in somewhat of a hurry to find what she is looking for. As soon as the adventurers agree to assist Aella, they all start moving together on foot towards the shore where Aella is expecting to meet the water elemental spirits.

While traveling, feel free to introduce environmental hazards (such as blizzards if this takes place in Icewind Dale).

AGENT AMBUSH

This is a good moment to introduce a light ambush such as a couple air elementals.

PHASE 2: THE LONELY WITCH

The players along with Aella and Ruur are almost an hour away from the shore when they come across a small wooden hut. This is Saoirse the Witch's hut and she plays an important role in this adventure.

When Aella notices the hut, she will tell the players that they should all together try and find a path around the hut so as to not attract any unwanted attention. As soon as Aella says that, Ruur will start moving forward towards the hut, disregarding Aella's suggestion for the first time ever, much to Aella's surprise as well. Aella will yell to Ruur in a somewhat whispering way while she tries to nicely get him to stop moving towards the hut, but to no avail. Aella will never be aggressive or rude to Ruur though, so she will eventually just end up following behind him when she sees that he does not want to change his mind about his direction.

When the party gets about 30 feet away from the hut, Saoirse will come out and greet everyone.

SAOIRSE, THE ENTHUSIASTIC WITCH

Saoirse (pronounced like Ser-sha and rhymes with Inertia), is an enthusiastic high elf witch who has left her wizard school in order to explore the flora and fauna of various places. At the moment, she is living in this small wooden hut doing all sorts of experiments with various herbs she finds in her travels. She only leaves the hut to go on research expeditions, to study the wildlife and collect materials for her next arcane potion.

Saoirse is a kind soul that never means to do any creature harm. She will try and avoid a fight instead of engaging in one. Because of her kind nature, she was mistreated a lot back at her school and that is one of the reasons why she left it. The main reason though, was to venture out on her own and make her own destiny through exploring alchemy and spellcasting on her own terms. She has managed to not disturb anyone thus far and has also avoided quite a few people that sought to harm her. She has learnt to fight back when necessary but still avoids it as much as she can.



She decided to visit Icewind Dale (or the place where you have placed the adventure) in hopes of finding things that others have not before her. She believes there are still things to be found in the area and for that reason she set up the hut where she has now spent a few good months living in. She wanted to live somewhere away from busy settlements because she is afraid she will be mocked again for her passion for research.

ROLEPLAYING SAOIRSE

Saoirse is an outcast wizard with a sage background. She has medium-length red hair and open-blue eyes. She is very pleasant as a character and also very polite in the way she talks to others. She is quite short for a high elf. Her ear lobes are bit different from those seen on most high elves.

Her story is a tragic one the way she thinks of it and for that reason she will avoid talking about it as much as she can. She was always mocked for her love for nature and her dream of exploring the world. She decided to leave it all behind to chase after that dream and explore all of the magicks that nature hides in all sorts of less-traveled places.

Saoirse has extra equipment (especially snow equipment if needed) and will gladly let people use it if they need it. Most of the clothing she can provide though is for shorter humanoids.

Saoirse talks with a lisp so feel free to implement that when roleplaying her. **Remember though**, that this could be something your players do not like or have issues with, so make sure you know that your players are ok with you introducing a character with this particular speech impediment. I also try to do an Irish accent for her.

SAOIRSE BECKONS THE PARTY

As soon as Saoirse greets the adventurers, she will be immediately fascinated with Ruur as a creature. He will start exclaiming how "cool" he is and start petting him. A few seconds after being excited about seeing Ruur, she will apologize for forgetting to invite everyone inside for tea and will do so.

Saoirse will explain her purpose for being there and will discuss with the adventurers about various kinds of things she found in the area. For this part, make sure you are familiar with the flora and fauna of the area in order to provide a few details on some creatures. If you are in Icewind Dale, you could have Saoirse talk about:

Yeti, Bears, Axe Beaks, Crag Cats, Elks, Goats, Griffons, Reindeers, Saber-Toothed Tigers, Seals, Snowy Owlbears, Walruses, Weasels, Wolves.

The players may ask Saoirse for more information regarding a certain kind of beast that lives in the area. This information can be used to give the players an edge when fighting or trying to befriend one of those creatures. How important that information is later on, is up to you, the DM. For example, when there are situations where the players can get vital information on how to fight a certain creature, I tell things like where the creature's most vulnerable spots are and allow them to have advantage on their attacks when that spot is exposed during a fight.

Feel free to make a bit of chit chat about Saoirse's hut and how untidy it is (use the flavor chat provided on the [locations page](#) if needed). While talking, Saoirse will mention that she was recently at the nearby shore but had to leave it in a hurry because of a blizzard (or another natural hazard of your choice, depending on the area). Because of the rush she was in to survive the blizzard and make it back home, she had to leave behind a satchel with some of her research equipment and notes. She kindly asks the adventurers to bring it back to her if possible. She will not mention something about a reward but will indeed give something back when the adventurers return with it.

Saoirse will say she is too tired from her recent trip and for that reason she will not join the party on their trip to the shore.

PHASE 3: THE MERMAIDS

Aella, Ruur and the adventurers start heading towards the shore all together.

AGENT AMBUSH

This is a good moment to introduce an ambush, either by the Oni or an Invisible Stalker. You could also use the [Agents Table](#) to randomly pick what enemies the players will face.

Once the party arrives at the shore, Ruur will head towards the edge of the water and kneel down, touching the waters. Soon enough, three mermaid-looking creatures will come swimming towards Ruur. They are the water elemental spirits that Aella was expecting and they will greet Ruur and then Aella. The players can have a conversation with the spirits here together with Aella who will be asking for the information regarding the shrine.

ROLEPLAYING THE MERMAIDS

The mermaids are elementals and they look like tiny merfolk with intelligence that allows them to speak common and primordial amongst other languages (more of your choosing). They are limited to being in water and they are not bothered by the cold in or out of the water because of the magic that sustains their existence.

The three are called Ziri, Liri and Miri and will provide the party with information about all sorts of things. All three of them will introduce themselves by name, one after another. The mermaids know a lot about the area mostly because of what they hear from other spirits and creatures.

The mermaids also know a lot of things, including the rime spell that Auril has put over Icewind Dale. They fear Auril though and will refuse to speak of it. If they are pressured to talk about things they do not like, they will eventually retreat back to the sea. If the players mention Saoirse in any way, the mermaids will say they have seen her and will also mention that they wish to know her better.

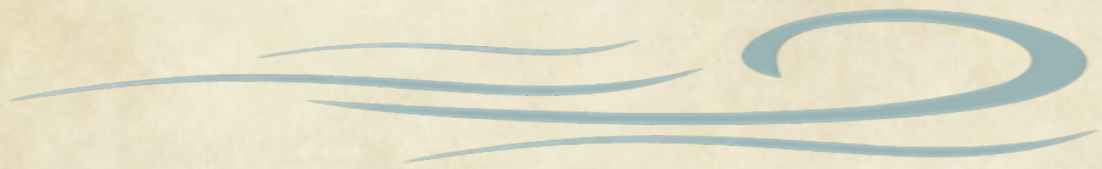
ZIRI, THE TALKATIVE ONE

Ziri is the most lively and talkative of the three mermaids and the one that will jump in to say things throughout any conversation between any two creatures around her. Ziri has emerald green hair and eyes and half of her body (the fish-like part) is also the same color. She is always smiling and ready to answer any question, even if she does not have the answer to it.



LIRI, THE WISE ONE

Liri is the most wise of all three spirits and the one that knows most information the spirits gather. She will relay information in the most precise way to the party. She talks very calmly and sometimes is even annoyed by her spirit sister who constantly interrupts her and talks nonsense. She appears with black/purplish colored hair and light blue eyes. It also seems as if the top of her body is covered by a brown robe-like garment that turns into her fish-like lower body half.



MIRI, THE SHY ONE

Miri is the most shy of the three spirits and will barely say anything unless directly asked a question. Even when asked something, her sister Ziri will jump in to answer for her. She appears with red colored hair and black eyes. Her body looks like it has a similar complexity to that of a red-white Koi fish.



AGENT AMBUSH

This is a good moment to introduce an ambush, either by the Oni or an Invisible Stalker. You could also use the [Agents Table](#) to randomly pick what enemies the players will face.

As soon as the mermaids reveal enough information about the lost shrine (up to you how much that is going to be), Ruur will stand up and start moving back towards the mountains.

Along the shore, the players can also find Saoirse's lost satchel which is easily visible from a distance. It is a medium-sized brown bag with a lot of stationery, among them being parchments and booklets filled with notes.

PHASE 4: FAREWELLS

BACK TO THE HUT

The party will start moving towards the mountains where they were told the lost shrine is at. On the way back, the path leads through Saoirse's hut and the players have the option of stopping to return Saoirse her satchel.

If the party decides to stop by Saoirse's place, then Saoirse will greet them and will be overjoyed when she sees that the adventurers returned her satchel.

"Oh my! You brought it back! I wish I could shower you in gold and silver but I unfortunately don't have much of either..." said Saoirse with a frown on her face. "I could give you something else though! Something special!" Saoirse turned around in a giddy mood and went towards a large chest that was at one of the hut's corners. She pushed away the myriads of blankets and shawls that covered it and then opened it. She pulled out a little snowglobe and held it up in the air, extending her arms all the way upwards. "This! This should do! I do not know what it does, but maybe you will... someday!"

Saoirse will give the players a snowglobe-like item that she says she found on her trip towards this area. She will say that she had heard of a mystical tower that pulsed with strange magic and that a lot of wizards before her could not understand what that magic was. She will say that she explored the tower only a bit and was able to find this item. She has no idea what it is or how to use it but she is sure it is magical.

ORB OF STARLIGHT

The globe looks like an average snowglobe but when shaken, it shines bright yellowish snowflakes around the creature that shook it if they are standing in sunlight or dark purplish snowflakes if they are standing in a darker area. The item is the Orb of Starlight and it was an item that she kept in her tower (see [Tower of the Starlight Knight adventure](#) for reference).

Whoever is of neutral good or better alignment and shakes the orb can summon a starlight familiar in the form of an animal close to what that person sees as their favorite animal.

If this globe is used by a character with neutral evil or worse alignment, the animal summoned will be hostile towards any creature around it. The animal will in most cases be what the person holding the orb fears the most.

If the globe is put on an altar of starlight, a magical starlight spirit will visit the bearer of the orb and give them the gift of starlight if they are of neutral good or better alignment. If they are of neutral evil or worse alignment, the starlight spirit will attack the bearer. Should the spirit be beaten, the globe will be empowered and will be able to summon stronger hostile creatures in the future.

A creature that possesses the *Gift of Starlight* is able to use the orb and its magical power to even greater extent allowing them to summon rarer types of familiars.

Cast Find Familiar, 1/day, Infinite Use.

Examples of how the Starlight Familiars look like can be found on [Appendix B](#).

SAOIRSE'S FATE

If the players tell Saoirse about the mermaids, she will be ecstatic about the news of finding elemental spirits at the shore and will want to know more. Saoirse will go find them the same day after the party leaves her hut. The spirits will see that she is a kind soul and will offer her to join their family as an elemental spirit. She decides that her life as a human researcher was getting arduous and tiring and that this new life could be so much more exciting.

It is up to you to decide when you would like the mermaids to reappear again. It could be when the adventurers get close to the sea again in Icewind Dale, or wait until much later in their campaign to reintroduce Saoirse and the mermaid family. When the adventurers do encounter the mermaid spirit family again, Saoirse will thank the adventurers for introducing her to the magical mermaid family and will reward them with a magic conch.

THE MERMAID CONCH

The conch is a teal color seashell that is very light despite its bigger than average seashell size. Any creature, that the mermaid family considers a friend, can blow into the Conch once a month to let out a loud sound that will summon the mermaid family to any nearby large pool of water.

This can prove very useful when the adventurers are trying to gather information about something or someone in the area.

All four mermaids will giggle and after a short conversation with the adventurers, they will bid them farewell and leave them to their adventures.

THE TRIP BACK

The adventurers will have earned more of Aella's trust by now considering they will have defended her along the journey multiple times. Aella will start telling the players more about her past, who she is and what her quest is about as they travel through the land to reach the mountains. Aella will explain where and how she found Ruur if asked about it.

AGENT AMBUSH

This is a good moment to introduce another ambush, most preferably by the Oni since it is the last one for the adventure. You could also use the [Agents Table](#) to randomly pick what enemies the players will face.

Once the party reaches the foot of the mountain, Aella will turn around and thank the adventurers for accompanying and helping her with her quest in the last couple of days. She will explain that this last part of the journey, she must make alone. It is important that she does so since the danger that awaits in the mountains is something that only she can deal with and at least there, while alone, she will be able to stay hidden against the agents that are trying to hunt her down.

She will have a short monologue for Ruur who she will leave behind as well. She will actually get close to him and hug him too, something that Ruur has not let anyone else do ever before.

She will bid the adventurers farewell and leave them behind her as she begins to ascend the mountain in front of her, alone.



Saoirse as one of the mermaid spirits.

AFTER THE ADVENTURE

Once Aella bids the players farewell, that is more or less where the adventure would end. I do not have a set amount of experience that you can distribute since I usually do it with milestones. However, you can have Aella ask the players if they would like to continue further on with her into more dangerous territory. The continuation for this adventure will be available on another adventure module (the one to be published right after Daughter of the Wind).

The next chapter of Aella's adventure is of much harder difficulty and includes a lot of combat, so if your players are not big fans of combat and prefer roleplay, then you may choose to end the adventure right when Aella heads off on her own.

In order to keep the story interesting, you could have the players hear of rumors of what happened to Aella (if she reached the shrine or not) and have some things affect the surroundings of the adventurers. Such things could be favorable winds (should Aella have managed to reach the shrine) or the sudden appearance of strange hostile creatures (should Aella not have managed to reach the shrine). There are plenty of things you can do to keep it interesting for sure.

You can also have Aella find the adventurers sometime again in the future and ask them for help with the final part of her journey. Maybe the lost shrine was not up in the mountains or maybe she found a passage to it and she is too afraid to cross it on her own.

No matter what you decide to do, make sure you have made a decision on if you want to keep Aella's story open-ended or not for your players before they reach the final part of the adventure.

ORIENTAL THEME

Anyone that looks at Déborah's art can clearly see that some of the pieces have strong influences from Japanese culture and being a fan of it myself I absolutely loved working with her art. Although it is difficult to bring such specific themes to the world of D&D, presenting it as something mystical and magical is in my opinion one of the best ways to go with it.

In some of the future adventures, I will be exploring oriental themes even more and Aella's look will change a bit to fit that even more than she fits it now. The katanas instead of scimitars will be the first step, but there's a few other things that will surprise you and I hope you will all love reading it as much as I did creating it.

Despite all of this, I do want to say that I try my best to still balance the themes in order to have them make sense in a Dungeons & Dragons setting. I try to educate myself as much as I can regarding cultures that are not my own in hopes of making references and using various things from them in my stories. If you have any feedback about this, please do let me know as I am always looking for ways to make my adventures more adaptable.

TALES OF STARLIGHT MAGIC

If you are familiar with my previous adventure [The Tower of the Starlight Knight](#) then you know that I introduced a certain type of magic that also made an appearance in this module. I received great feedback for it which I am very happy about so all the plans I had for making supplements with Starlight Magic will be coming sooner than I initially expected them.

I love how a simple yet intricate in its own way type of magic can connect a bunch of things in a magical world such as the one of the Forgotten Realms. The concept started as something that was part of a specific story, but you will find that this expands beyond the tower that the first adventure focused on.

Future modules will include things like:

- A Starlight Knight subclass
- Some Starlight spells
- More Starlight-infused items
- More narrative and explanations around the Starlight type of magic in future adventures



AFTERWORD

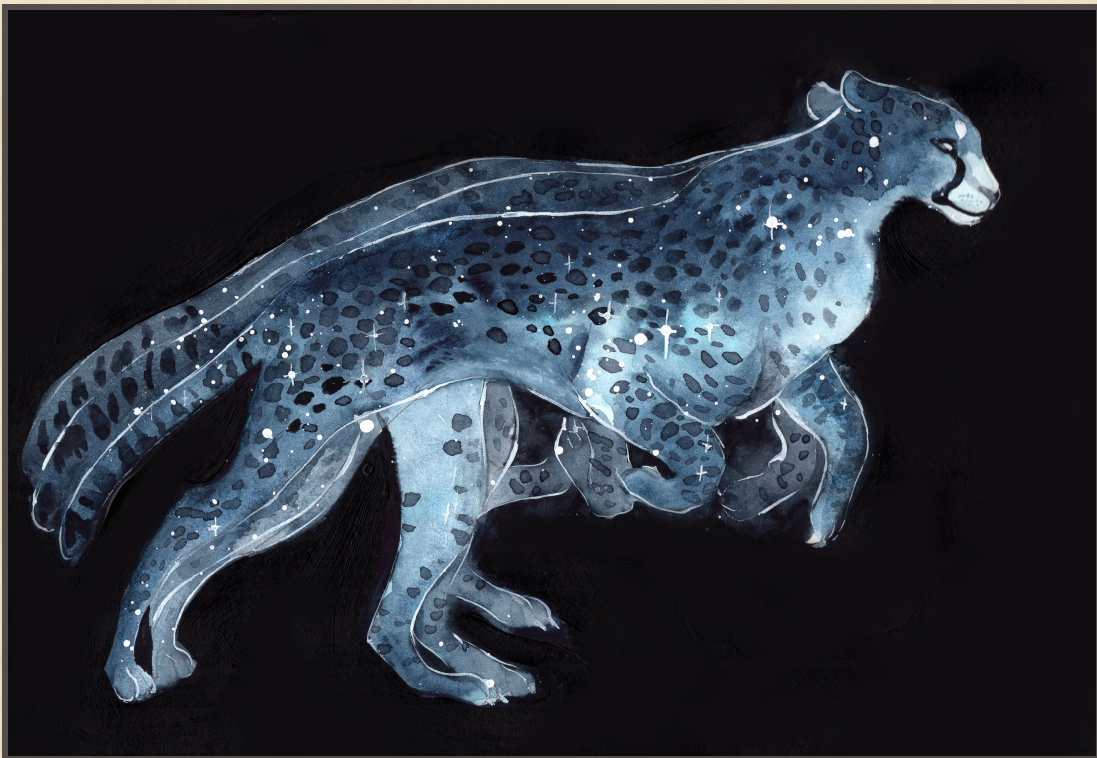
Thank you for taking the time to download, read and maybe even play this module. Every story I write, every character I create, every comment you leave on my posts, every piece of feedback I receive, everything is motivating me to write more. I am loving every moment I put into this and I have all of you to thank for this. Thank you for your support.

A huge thanks once again to the featured artist of this module, Déborah Maradan. I honestly want to make so many more stories with her art and I hope I get to collaborate with her again in the near future. It was my honor to craft stories out of your artwork Déborah.

The more stories I write, the more I fall in love with the idea of Starlight magic so I am beyond excited to write more about this.

One last time, if you would like to support me, I have set up a [Patreon \(/kelfecil\)](#) and in the meantime, you should most definitely check out Déborah's work on her Instagram ([@threeleaves_artwork](#)).

"I HAVE FOR YEARS WANDERED THE LAND OF MORTALS AND YET NEVER BEFORE HAVE I EVER COME ACROSS ADVENTURERS AS BRAVE AND KIND AS YOU. THANK YOU STRANGERS... OR SHOULD I SAY FRIENDS. MAY THE WINDS GUIDE YOU AND PROTECT YOU WHEREVER YOU GO." ~AELLA



APPENDIX A (STAT BLOCKS)

ASSASSIN

Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8+24)

Speed 30ft.

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

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances Poison

Senses passive Perception 13

Languages Common, Thieves' Cant and any two other languages

Challenge 8 (3,900 XP)

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

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

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Trained in the use of poison, **assassins** are remorseless killers who work for nobles, sovereigns and anyone else who can afford them.

AIR ELEMENTAL

Large Elemental, neutral

Armor Class 15

Hit Points 90 (12d10+24)

Speed 0ft., fly 90ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

INVISIBLE STALKER

Medium Elemental, neutral

Armor Class 14

Hit Points 104 (16d8+32)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

ONI

Large Giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10+39)

Speed 30ft., fly 30ft.

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 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC13). 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.

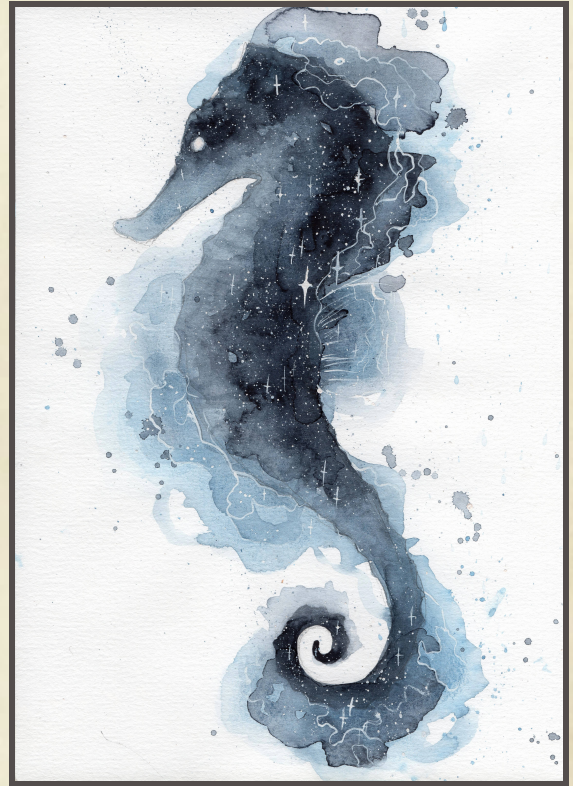
Glaive. Melee Weapon Attack: +7 to hit, range 10 ft., one target. *Hit:* 15 (2d10+4) slashing damage, or 9 (1d10+4) slashing damage in Small or Medium form.

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 B (EXTRA ART)

STARLIGHT FAMILIARS

These are a few examples of how the Starlight Familiar, summoned by the Orb of Starlight, would look like. For more inspiration, make sure you check [Déborah's Instagram account](#).



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