

FOR 4 PCS OF  
3RD LEVEL



# BIRDS OF A FEATHER

A 5E WARLOCK ADVENTURE  
BY KELLY PAWLIK

# BIRDS OF A FEATHER

## ADVENTURE BACKGROUND

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When Yvette Bell left the convent of the Sisterhood of the Blessed Vine with Sister Agata and Vincenze, her now fully-grown owlbear cub, she intended to travel to Maillon and set out from there to parts undetermined. She discovered travel is arduous, though, and, after some time on the road, Yvette craved a return to the comforts of noble life. When she arrived at a crossroads, she turned away from Maillon and went west through the Fellmire to the small town of the same name where she discovered her distant cousin Imboldt Yhandoulx had an estate...

## ADVENTURE SUMMARY

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Leaving the convent of the Sisterhood of the Blessed Vine, the PCs can follow Yvette's trail north and then west through the Fellmire, a magic-blasted swampland. When they arrive in the small town of the same name, they learn Count Imboldt Yhandoulx departed for Bourgund, leaving his recently arrived cousin, who sounds suspiciously familiar to the PCs, in charge of his estate. Further investigation indicates that citizens living in homes near the Count's estate have detected horrible sounds and odors escaping it. Entering the Yhandoulx estate, it doesn't take

the PCs long to discover Yvette is up to her old tricks, using material specimens she gathered from the despoiled fen to adapt new, mutant animals which will undoubtedly threaten the populace.

## THE BEATEN TRACK

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When they leave the Sisterhood of the Blessed Vine, the nuns give the PCs twelve bottles of fine wine for their assistance and tell them it is another three days to Maillon once they return to the trade road. Other than constant rainfall, the PCs' travel from the convent to the trade road is easy and peaceful.

The trade road ends at a crossroads that leads north to Maillon, west to Fellmire, and east to Sagefall. At the crossroads, the PCs find a small collection of market stalls and tents. At the impromptu market, the PCs can purchase provisions at the standard prices and can rent a night in a tent for 1 sp. Talking to the farmers and merchants at the crossroads, the PCs discover that Yvette and her entourage turned west toward Fellmire. While speaking to a merchant and succeeding on a DC 12 Charisma (Intimidation or Persuasion) check, the PCs can discover that Yvette spoke about visiting her cousin Imboldt Yhandoulx, Lord of Fellmire.

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**Design:** Kelly Pawlik

**Editing:** Meagan Maricle

**Graphic Design:** Rick Kunz

**Art Director:** Marc Radle

**Cover Art:** Phil Stone

**Interior Art:** Phil Stone

**Cartography:** Dyson Logos

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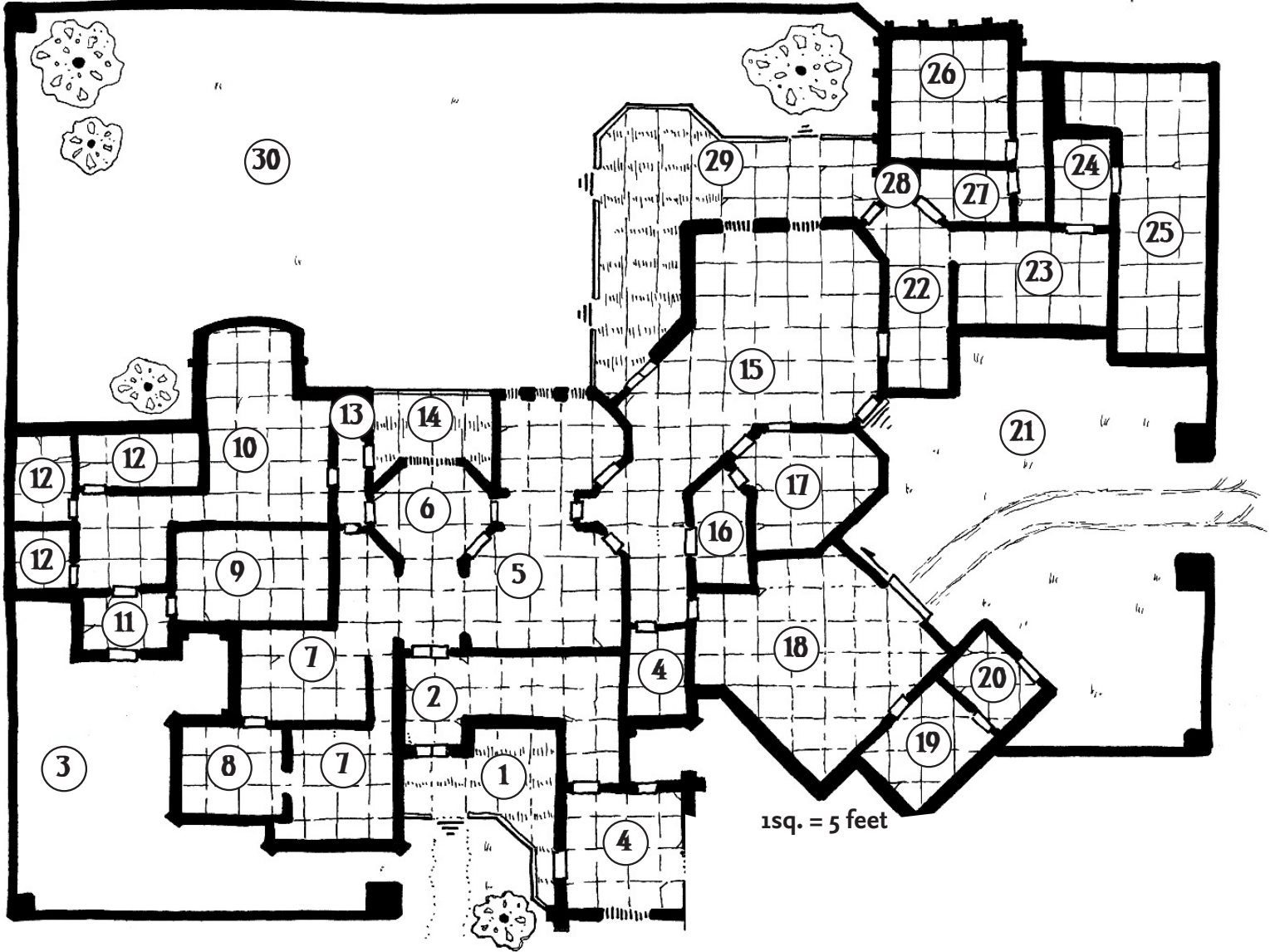
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# YHANDOULX MANOR



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# LITTLE SWAMP OF HORRORS

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The air of the swamp giving the town of Fellmire its name is fetid with an almost chemical tang. The thick ferns and hanging tree foliage give the fen a sinister feeling, as the PCs catch glimpses of numerous insectoid and bestial eyes through the leaves. When the PCs spot an animal in Fellmire Swamp, it always has too many eyes, mouths, limbs, appendages, or some other mutation.

The journey from the crossroad to Fellmire is approximately 93 miles, which takes almost four days at a normal pace.

It rains the entire time the PCs travel to Fellmire. Halfway to their destination, the dirt track gets muddy for three miles, causing the PCs to sink to their ankles as they travel through the difficult terrain. While the PCs are slogging through the mud, four, winged, three-eyed **constrictor snakes** with a flying speed of 30 feet, burst from the nearby swamp and attack the PCs. At the same time, four **flying snakes** with a head at each end of their bodies drop from the tree canopy to attack them. A successful DC 15 Wisdom (Perception) check at the ambush site locates a human skeleton in tattered traveling clothes mostly submerged in the mud. Investigating further, the PCs find a muddy pack by the skeleton, which contains six carnelians worth 5 gp each, two vials of serpent venom, and a *potion of healing*.

After this encounter, the rain continues, but travel to Fellmire is otherwise uneventful.

## FELLMIRE

This small town lies along the western edge of its namesake, the Fellmire Swamp. Nestled between the swamp and the sea, the town sees little travel. The travelers that do visit Fellmire are almost always explorers and scholars seeking to study the peculiarities of the Fellmire Swamp.

As such, the town's only inn, the Five-Legged Hydra, is the largest and most well-maintained building in Fellmire. If the PCs speak with the locals, the citizens of Fellmire assume the PCs are there to explore the swamp, like every other traveler. If asked about Yvette or other recent travelers, the citizens tell them their lord, Count Imboldt Yhandoulx, departed for business in Bourgund several days ago and left his recently-arrived cousin in charge of his estate. The cousin is a young woman who was traveling with another woman and a burly man covered in robes. The man smelled awful and growled anytime someone got close. Citizens who live closer to the manor report horrible sounds and odors escaping from the estate.

## YHANDOULX MANOR

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Yhandoulx Manor stands just outside the east entrance of the town of Fellmire. The yellowing walls of this sprawling,

single-floor estate are topped by a many-peaked slate gray roof. A 15-foot-tall iron fence surrounds the manor, hiding it from the prying eyes of the common folk, and the name of the family is cleverly inset in the wrought iron gate. House Yhandoulx has been responsible for the town of Fellmire since its foundation after the Great Mage Wars.

When Yvette arrived on her cousin Count Yhandoulx's doorstep, she found he was leaving that very morning for Bourgund. Eager to leave, and needing to maintain etiquette, Count Yhandoulx bade Yvette stay and watch over his manor while he was away. Yvette accepted eagerly and, with her companions in tow, made herself right at home.

## FEATURES OF YHANDOULX MANOR

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**Ceilings.** The rooms of the estate have 9-foot ceilings.

**Doors.** The doors are all solid, dark-stained oak. Each door has AC 13, 27 hp, and a damage threshold of 5.

**Servants.** The servants at the manor are all **commoners** unless otherwise noted.

### 1. SOUTH PATIO

Potted plants line this wooden patio, creating a cheerful atmosphere. Mahogany furniture allows people resting on the patio to sit and enjoy several hours of sun throughout the day.

### 2. ENTRY CHAMBER

Designed to greet dinner guests, this room has several iron candelabras on the walls and exquisite tile flooring patterned in indigo and black. Iron hooks line the north wall, allowing guests to hang their cloaks when they enter.

### 3. SOUTH COURTYARD

This small garden is in bloom with numerous colorful species of fragrant flowers. It is a tradition for young men of Fellmire to steal a bouquet of flowers for a new lover from this courtyard.

### 4. GUEST ROOMS

A wooden chest is positioned in the corner of the room. The sheets and mattress from the bed have been removed and all that remains is a wooden bed marred with fresh claw marks.

### 5. INNER FOYER

Wall-mounted kite shields displaying the heraldic devices of the Magocracy of Allain's noble families are the only remnant of this room's former magnificence. The pieces of several suits of armor in various styles are scattered across the floor, mixed with smashed pieces of teak furniture and

shredded linens. If the PCs spend an hour sorting through the mess, they can build a suit of half plate, a suit of ring mail, and a suit of plate mail.

## 6. FORMAL DINING ROOM

The long, wooden mahogany table in this room is rent with damage. Claw marks streak the once perfectly polished surface, the legs are scuffed, and chips are missing from the dark wood. A large window on one wall looks out onto a patio and into the backyard. A cabinet holds the manor's crystal and silverware which is worth 250 gp.

## 7. GALLERY

These large alcoves once boasted an impressive collection of art created by luminaries of the Magocracy's art scene. Many of the impressive pieces are now wreckage littering the black tile floor. The servants managed to save two paintings which are stored in Area 10.

## 8. PARLOR

This room, filled with overstuffed chairs and sofas arrayed around a small round teak table, is where the Count Yhandoulx entertains important guests. A bar sits in the southwest corner holding a single half-full decanter of distilled spirits worth 11 gp. A fine dust has settled over the room from disuse.

## 9. OROLD'S QUARTERS

Compared to the rest of the servant's quarters, Orold the butler's chambers are lavish, with simple indigo and black wall hangings and a comfortable sheepskin on the floor. On a desk in the corner, Orold composes proclamations of love for Sandrin, another of the servants, in an unintendedly comic doggerel.

## 10. SERVANT'S COMMON ROOM

Several chairs and couches made of a deep cherry wood with plush seating and durable fabric sit in the alcove on the north wall of this large chamber. Count Yhandoulx tired of this furniture some years ago and moved it in here for his servants, commissioning new furniture for the rooms he used. While it is showing wear from use, it is in a much better state than other furniture in the house. Three servants, Orold, Milon, and Petr can be found here, attempting to fortify the door. Orold, the butler, answers questions to the best of his ability and can describe the layout of the manor, where the major threats are, and where Yvette and Agata are most likely to be found. A painting of Herkest Galbrion, Archmage of Molovosch, summoning the vampiric fog that created the Fellmire and a painting of the mages of

Allain anchoring the region's ley lines lean against a wall here, rescued from Area 7. The paintings are worth 500 gp each, and the scenes in the paintings move as if displaying a window into the past of the actual events. Though an artist's rendition of the past, a successful DC 12 Intelligence (History) check recognizes that the art matches the Magocracy's accepted history of those events. The moving scenes run for five minutes before restarting.

## 11. SERVANT'S ENTRANCE

This plain chamber contains wooden shoe racks and iron cloak hooks. The door is locked, requiring a successful DC 15 Dexterity check using thieves' tools to open.

## 12. SERVANT'S QUARTERS

These plain windowless chambers hold two beds with a footlocker sitting at the foot of each. A single dresser filled with clean livery is shared by the inhabitants of each room.

## 13. SERVANT'S PRIVY

A small privy lies behind the north door of a small hallway. The chamberpots in this room are still being changed regularly as the servants have managed to keep this wing of the house free of beasts.

## 14. SMALL PATIO

This iron-railed patio overlooks the back courtyard. The potted plants dotting the surfaces are all wilted from lack of watering.

## 15. FOYER

This once opulent entry chamber shows signs of abuse. A servant named Sandrin is busy scrubbing away large, dirty footprints on the floor. Several pedestals are positioned along the walls of the chamber holding busts sculpted in the likenesses of the Yhandoulx family. The busts are all chipped, cracked, clawed, or otherwise damaged. A successful DC 15 Intelligence (Arcana or Nature) check indicates the damage and tracks were caused by an adult owlbear.

Sandrin angrily exclaims that she is too busy to talk to the PCs if they ask her questions and indicates they should seek answers elsewhere with a broad sweep of her arm.

## 16. SITTING ROOM

The once-fine mahogany and indigo velvet furniture in this room has been destroyed by the death dogs in Area 17. A steel banded chest with a silver lock holds four decanters of fine brandy worth 50 gp each. A successful DC 12 Dexterity check using thieves' tools opens the lock.

## 17. PRIVATE DINING ROOM

In the cooler times of the year, Count Yhandoulx dislikes the drafty main dining room, preferring this smaller, private dining room. Several claw-marked cabinets, which once held exquisite dinnerware, line the room. What remains of the dinnerware lies in pieces on the floor next to the scuffed and scratched silverware. Three **death dogs** call this room home and attack anyone who enters.

## 18. KITCHEN

A pot simmers over a woodstove and an exhausted-looking man in a clean apron is busy bustling about. The cook introduces himself as Devron and answers questions as best he can while attempting to do his job. He tells the PCs that Yvette, Agata, and their guards keep to the master's quarters at the northeast end of the house, and her filthy pets are everywhere.

If the PCs ask with a successful DC 13 Charisma (Persuasion) check, Devron grudgingly gives them each a meal. If the PCs attempt to intimidate him, Devron throws down his apron and leaves the manor in disgust.

## 19. PANTRY

Smoked meats and cheeses hang from the ceiling. Barrels of salted meat, onions, and tubers line the walls, and sacks of flour and other grains sit in the south corner of this room. A fat tabby **cat** named Uther rests on the sacks of grain with a dish of water nearby.

## 20. CLEANING CLOSET AND DELIVERY ROOM

Food is delivered to the manor through this room which is neatly lined with rakes, spades, shears, and other yard tools. The door is kept locked and can be opened with a successful DC 15 Dexterity check using thieves' tools.

## 21. EAST COURTYARD

A packed dirt path leads into the main courtyard of this sizable estate. A successful DC 12 Intelligence (Nature) check indicates that the grass is typically kept short by grazing goats, but it hasn't been grazed in a few days. The path leads to a large double door, which is currently locked and requires a successful DC 15 Dexterity check using thieves' tools to open.

## 22. MASTER ENTRY CHAMBER

The door to this chamber is locked, requiring a successful DC 17 Dexterity check using thieves' tools to unlock. This entry chamber leads into the master wing of the house. Fine paintings of the countryside mounted in exquisite, gilded

frames once lined the walls but now hang askew or are propped against the wall along the floor. Some pictures have claw marks shredding the canvas while others have animal feces along the frame or on the picture itself.

A successful DC 15 Intelligence (Nature) check indicates the damage in this room was caused by small, cat-like creatures. There are seven intact paintings worth 50 gp each.

## 23. WAITING ROOM

This room once held finely-made furniture, but what remains is tattered and destroyed. A dozen **leoninos** (*Creature Codex*, p. 250) nest in the southwest corner in a pile of shredded drapes and debris. The playful leoninos attack anyone who enters this room, though they attempt to flee once they have taken any damage.

## 24. ANTECHAMBER

This room is empty. A successful DC 15 Wisdom (Perception) check hears the faint sound of someone humming a tune in the next room.

## 25. MASTER BEDROOM

This large and opulent bedchamber is in much better shape than the rest of the house, but it has clearly not been cleaned in some time, as the servants avoid encounters with the leoninos in Area 23. The north area of the room has several chairs and couches, all made of fine wood and comfortable cushions, while the south area of the room houses a four poster bed.

Yvette's partner Agata, an **acolyte** and former member of the Sisterhood of the Blessed Vine, is sitting in this room humming to herself while Yvette is attending to work elsewhere. If questioned, Agata suggests the PCs seek answers from Yvette, who she claims is in Area 30. A successful DC 12 Wisdom (Insight) check determines that Agata is lying. With a successful DC 12 Charisma (Intimidation or Persuasion) check, a PC can convince Agata to tell them Yvette is in Area 26. If she is harmed, Agata emits a piercing scream and attempts to flee to Yvette's side.

## 26. STUDY

A pair of male human **guards** stands outside the door to this chamber, and another pair stand near the door inside the room. The guards have been ordered to attack anyone who attempts to enter the room, other than Agata, the servants, and Yvette herself.

The study is a mess. Open books litter the work surfaces along with numerous glass and ceramic containers holding a variety of bizarre reagents and spell components. Shelves sag under the accumulated weight of the tomes they hold. A

PC who uses the study to research a subject has advantage on Intelligence (Arcana, History, Nature, and Religion) checks for the next 24 hours.

When Yvette, a **druid**, hears the guards outside the room engage the PCs, she orders the guards inside the room to join them in repelling the invaders. She then climbs out the west window to Area 30, knocking several bottles and jars off the worktable in the process. The substances inside the now broken containers mix together and, beginning one round after Yvette escapes the room and persisting for 10 minutes, each creature that enters the room must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.

The *mongrelmaker's handbook*, the tome Yvette has been using to cause her mischief, lies open on another worktable, instructing the reader on how to create a hippogriff. If Yvette discovers or believes that Agata is injured or otherwise in harm's way, she rushes to her partner's side and ignores all threats to herself to tend to Agata.

## 27. DRESSING ROOM

Servants once assisted Count Yhandoulx in getting dressed in this chamber. A large mirror hangs on the north wall of the chamber while fine tapestries line the other walls. Many of Count Yhandoulx's clothes, including an *eagle cape* (see page 8), still hang in the closet.

## 28. PRIVY

A small privy is attached to the dressing room. The chamberpots in this room have not been changed in some time as the servants are terrified to enter this wing of the house.

## 29. MAIN PATIO

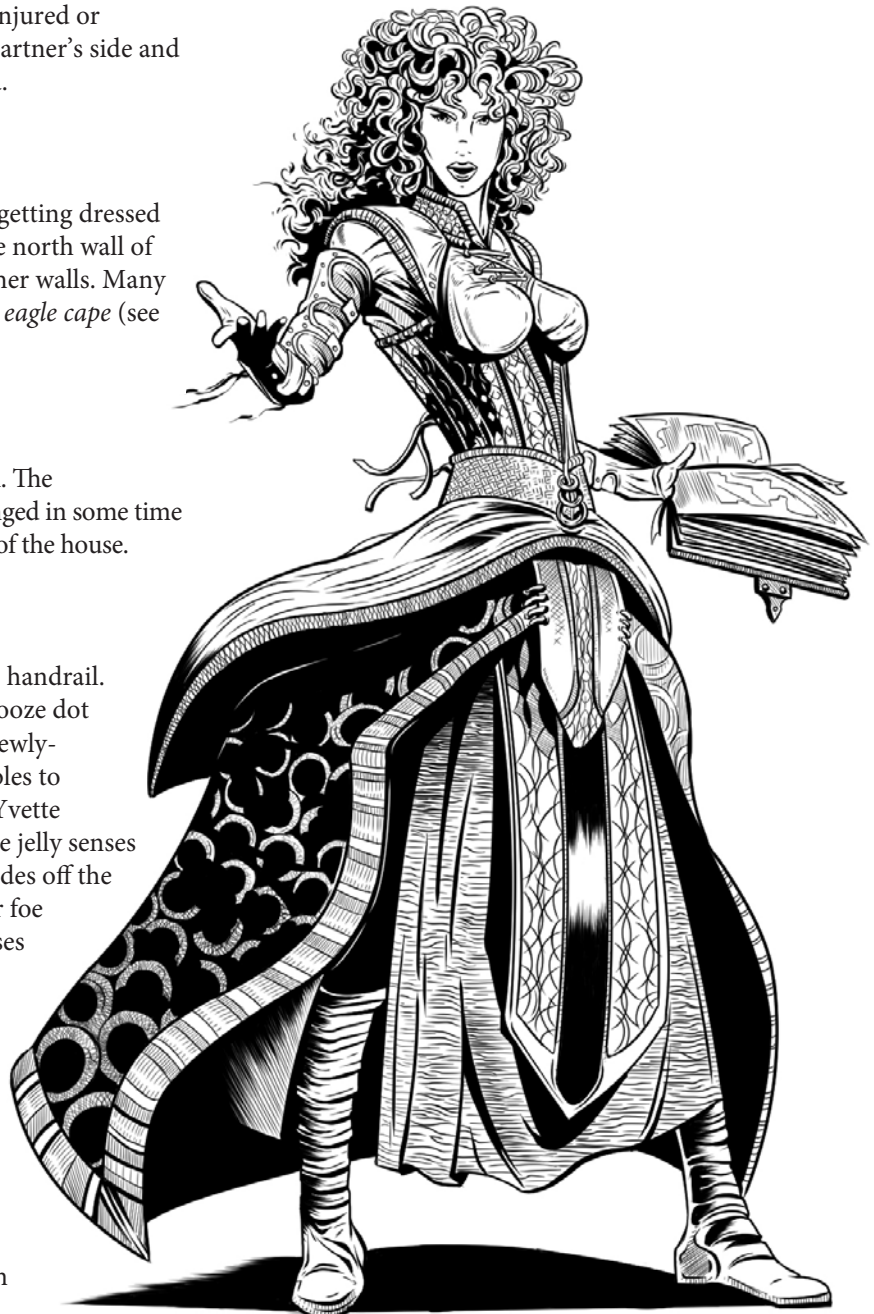
This stone patio is bordered by a sturdy iron handrail. Several tables crusted over with fungus and ooze dot the patio, holding Yvette's experiments. A newly-created **ochre jelly** slides from one of the tables to attack the PCs when they enter the area. If Yvette escapes out the window of Area 26, the ochre jelly senses her movement as she flees to Area 30 and slides off the table to follow. It doesn't recognize friend or foe and attacks the nearest creature when it senses creatures within 60 feet of it.

## 30. BACK COURTYARD

Once a lovingly-tended back garden, this expansive space has been recently neglected and is littered with bone fragments. The once-colourful plants have been pulled out of the ground and now lie dying in the dirt. Branches have been broken

off the trees and numerous shallow holes have been dug throughout the courtyard.

Vincenze the **owlbear** resides here. The bored creature spends much of his time sulking in the southwest corner of the yard when he isn't eating. Vincenze immediately attacks any creature that enters the courtyard, except Yvette or Agata. If Yvette is present, he attacks any creature that is in melee combat with Yvette, otherwise he attacks the closest creature.





## CONCLUDING THE ADVENTURE

Once they have concluded their investigation of Yhandoulx Manor and ended the threat posed by Yvette, Orolld the butler awards the PCs with one of the magical paintings detailed in Area 10. He then invites them to stay at the manor and, hopefully, help effect some repairs before Count Yhandoulx returns. If the PCs capture Yvette rather than slay her, they can turn her over to the local magistrate, who ensures she is taken to Maillon where she will be forced to answer for her misdeeds. Orolld promises his master will return in one week and will most assuredly reward the PCs even more than Orolld can for the assistance. If the PCs agree to spend a week in the manor or in Fellmire and help the servants repair the manor, Count Yhandoulx rewards the group with 1,000 gp and speaks highly of them among his peers. If you are using the optional Status rule (*Midgard Worldbook*, p. 25), the PCs' Status increases by 1 while within the Magocracy of Allain and by 2 while interacting with the nobility of Maillon.

## NEW MAGIC ITEMS

### EAGLE CAPE

*Wondrous item, very rare (requires attunement)*

The exterior of this silk cape is lined with giant eagle feathers. When you fall while wearing this cape, you descend 60 feet per round, take no damage from falling, and always land on your feet.

In addition, you can use an action to speak the cloak's command word. This turns the cape into a pair of eagle wings which give you a flying speed of 60 feet for 1 hour or until you repeat the command word as an action. When the wings revert back to a cape, you can't use them again until the next dawn.

### MONGRELMAKER'S HANDBOOK

*Wondrous item, very rare (requires attunement)*

This thin volume holds a scant few dozen vellum pages between its mottled, scaled cover. The pages are scrawled with tight, efficient text which is broken up by outlandish pencil drawings of animals and birds combined together. The handbook has been in the possession of the Bell family of Allain for several centuries.

With the rituals contained in this book, you can combine two or more animals into an adult hybrid of all creatures used. Each ritual requires the indicated amount of time, the indicated cost in mystic reagents, a live specimen of each type of creature to be combined, and enough floor space to draw a combining rune which encircles the component creatures. Once combined, the hybrid creature is a typical example of its new kind, though some aesthetic differences may be detectable. You can't control the creatures you create with this handbook, though the magic of the combining ritual prevents your creations from attacking you for the first 24 hours of their existence.

CREATURE	TIME	COST	COMPONENT CREATURES
Flying Snake	10 minutes	10 gp	A poisonous snake and a Small or smaller bird of prey
Leonino*	10 minutes	15 gp	A cat and a Small or smaller bird of prey
Wolpertinger*	10 minutes	20 gp	A rabbit, a Small or smaller bird of prey, and a deer
Carbuncle*	1 hour	500 gp	A cat and a bird of paradise
Cockatrice	1 hour	150 gp	A lizard and a domestic bird such as a chicken or turkey
Death Dog	1 hour	100 gp	A dog and a rooster
Dogmole+	1 hour	175 gp	A dog and a mole
Hippogriff	1 hour	200 gp	A horse and a giant eagle
Bearmit Crab*	6 hours	600 gp	A brown bear and a giant crab
Griffon	6 hours	600 gp	A lion and a giant eagle
Pegasus	6 hours	1,000 gp	A white horse and a giant owl
Manticore	24 hours	2,000 gp	A lion, a porcupine, and a giant bat
Owlbear	24 hours	2,000 gp	A brown bear and a giant eagle

\*indicates a creature in the *Creature Codex*

+indicates a creature in the *Tome of Beasts*



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