

BIRDS OF A FEATHER

Part Two of the RocSlide Series

The ship plaguing the Northern Moonsea region, *Merchant Lords' Folly*, is unable to hide anymore. Through coercion of their best fence, its current port and owners have been located. Now is the chance to strike out, and possibly acquire both the boat and its captains: The Teshwave Siblings.

A Two-Hour Adventure for 5th–10th Level Characters



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INTRODUCTION

Welcome to *Birds of a Feather*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *RocSlide* series.

This adventure is set around the city of Melvaunt, traversing through sea and land to find a pirate ship. Once there, talking or fighting will be required to grab it from the owners.

This adventure is designed for **three to seven 5th–10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

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 |

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as note cards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

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. Watch for stalling—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.

ADVENTURE PRIMER

It is long since I first trod the deck of this terrible ship, and the rays of my destiny are, I think, gathering to a focus.

—Edgar Allan Poe, *MS. Found in a Bottle*
“The man clearly needs to get out more.”

“Char, you think that about everyone.”

—Char and Abigail of Teshwave

ADVENTURE BACKGROUND

The Moonsea region of Faerûn has long been a place of danger, fortune, glory, and despair. A civilized frontier of sorts, it presents unique challenges and unique opportunities to those willing to brave it.

One of the largest cities in the region, Melvaunt, is a hub of merchants, metalworking, and the trade of slaves. Ruled by powerful merchant families, it stands as a formidable foe against both the scheming Zhentarim, who have long had their eye on conquering the city, and the savage orcs and ogres of Thar, who wish nothing more than to destroy it.

Though piracy is an omnipresent threat in the Moonsea region, with so much of its trade traveling on the water, a new pirate threat has recently emerged. These pirates have agitated the rulers of Melvaunt, and they now seek outside help to deal with the threat.

The pirate ship *Merchant Lords' Folly* has been found to be the source, and its main dock has been located. Derlen Satleren, an ambitious, up and coming agent of the Lords' Alliance, has charged the characters to quickly move to capture or kill the two siblings in charge of the *Merchant Lords' Folly*—Char and Abigail of Teshwave, also known as the Teshwave Siblings.

The characters must indeed move quickly, and prepare to give chase. The captains of the *Merchant Lords' Folly* are aware that their fence has betrayed their location (during the events of CCC-TRI-03), and is preparing a hasty retreat ...

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Derlen Satleren (DUR-len Sat-LAR-in). A member of the Lord's Alliance, and the point of contact for these missions. He's jovial, pleasant to look at, and devoted to his cause.

Char of Teshwave (CHAR of TESH-wave). One of the Teshwave siblings. Char is the ever-fluid of the two, in mannerisms, gender, and in battle.

Abigail of Teshwave (AB-i-gale of TESH-wave). One of the Teshwave siblings. The quieter of the two, but when she does speak, she is curt, tactful, and above all else precise.

ADVENTURE OVERVIEW

Total Run Time—2 Hours

There are 10 minutes of time built into the mod for things like a game starting late, a section running long, etc. It is intended that you run either part 2a or part 2b, not both.

Part 1. The Lord's Folly—20 Minutes. The characters are summoned by Derlen Satleren, a Lords' Alliance representative, to the Lords' Alliance Embassy in Melvaunt. His triton scout has confirmed the ship's location, spotting the *Merchant Lords' Folly*. It was purchasing supplies when the scout arrived, who quickly returned. The characters may ask questions of the scout, and possibly force more information from him.

Part 2a. Howling for You—30 Minutes. If the characters do not ask many questions, or take the spy information at face value, they will proceed down a magically trapped path, and will be mentally assaulted before arriving at the ship (the spies were spotted in their haste).

OR

Part 2b. Catch & Release—30 Minutes.

Questioning and insightful roleplaying bring out more information, changing their path. The characters must stealth and stake out the ship, with the siblings unaware of their presence to start.

Part 3. A Roc and a Hard Place—60 Minutes.

With all paths leading here, characters may either sneak onto the sibling's boat, or must give chase to it as it leaves the dock!

ADVENTURE HOOKS

This adventure begins an hour before sunrise in Melvaunt, with the characters staying the night at Derlen Satleren's manor. Earlier in the night, Derlen sent spies to learn of the best paths and any possible traps that might lie on these paths to the *Merchant Lords' Folly* and its current docked location: A small cove a few miles down the coast from Melvaunt.

Characters that have played CCC-TRI-03. The information that characters who played CCC-TRI-03 Swords and Fences found information integral to Melvaunt and the hunt for *Merchant Lords' Folly*. The Lords' Alliance is offering another payment to finish the job, and has offered these characters first choice on the job.

Characters that did not play CCC-TRI-03. These characters have been asked in a letter to help bring down a pirate ship. They have been offered any items carried by the pirates as treasure, if they do not belong to Melvaunt or a merchant lord.

Lords' Alliance. The alliance is trying to further its presence in the Moonsea region, and sees this as a perfect opportunity to gain traction with the ruling merchant families of Melvaunt.

Other Factions. Other factions wish to aid the Lords' Alliance in hopes of gaining the Alliance's favor. Faction members have been sent to learn of the ship's stealth capability, and to do what is needed.

Altruism. The characters can deal with a new, significant pirate threat, which will help stabilize trade in the region. They answer the call regardless of faction or payment.

AUTHOR NOTES/DM TIPS

Thank you for running this adventure, and bringing it to life for your players! There is one key thing to make note of before you run this adventure:

There is no built-in rest. This is by design, as the adventure only has two combat encounters at most. If characters truly need a short rest, there will be some consequences. These are detailed in part 3, "A Roc and a Hard Place."

PART 1. THE LORDS' FOLLY

Estimated Duration: 20 Minutes

The characters have been summoned to the Lords' Alliance Embassy in the city of Melvaunt, if they are not already there. This city sits on the northern shores of the Moonsea. A major center of commerce, adventuring work, and slave trading, it is well known for metalworking and smithing. This expertise alongside its history of hiring mercenaries has earned it the nickname "The City of Swords."

GENERAL FEATURES

The general features of Melvaunt are as follows:

Sights. A bustling port city, filled with scurrying merchants. The sky is dimly lit by the plethora of forges working in the city, joined by smoke and ash. Red shingled roofs with arched upper story windows, and tightly packed buildings fill the city.

Sounds. Sailors, tradesmen, and inhabitants conversing loudly hawking their wares. Distant ship's bells can be heard, and the faint din of smithing hammers ring out everywhere.

Smells. The city smells of brackish, shallow water, common to industrial port cities, mixed with the smell of coal ash and smoke from the many forges.

Atmosphere. Melvaunt is perpetually cold and clammy, wherever the forges' heat does not reach. Oily residue coats everything, and the people are austere in dress, and general attitude.

The adventure opens with the characters relaxing in the spare bedrooms of Derlen's manor, where they rest before the raid:

The night has been silent as you lay awake, the occasional footsteps passing by the doors marring the darkness. The night has dragged on as you wait for news from Derlen's spies, as you cannot leave without their knowledge.

As the birds outside begin to warn of the incoming sun, various voices in the manor herald the spies' return. It is time to prepare and listen to their findings.

If the players question why they could not be the scouting/spy group, remind them that spies do their best work when they are already a part of the community. Also, a good night's rest is more important in Derlen's eyes.

1A. THE EMBASSY SUITE

As the characters leave their rooms, they can see servants and various aides to the lord of the house scurrying quickly. If asked, they confirm that a scout has returned. A few say the word scout with emphasis, with a look that borders on frustration. There is no check needed for this observation.

Unlike the previous day's well thought out decor and arrangement, the main meeting hall of the manor has been hastily turned into a war room.

As you move into the room, a male half-elf stands up to greet each of you. Regal in appearance and the only fully rested person present, he smiles gently as he gestures to a well-kempt, dripping wet triton, eating silently at a table. "I'm happy to say that one of our scouts, Nalos, has found quite a bit of information."

ROLEPLAYING DERLEN SATLEREN (MALE HALF ELF, LE)

Derlen is an up and coming member of the Lords' Alliance. He is young, handsome, and strong in appearance, though notably missing the first two fingers of his right hand (lost to a fight with a basilisk). He speaks confidently, assured of his ability to complete his goals, and benefit his fame and stature by doing so.

Derlen and his family have been members of the Lords' Alliance for generations, and he takes that tradition seriously. He is curious in nature, and prone to getting off topic when something interesting comes up in discussion. While driven, he is prone to being unscrupulous, and appreciates the decadent lifestyle his position provides.

During the conversation, Derlen relays the following information, with the triton Nalos Ahlovoros (pronounced NAIL-ohs al-oh-VOR-ohs) chiming in as needed:

- The *Merchant Lords' Folly* was indeed docked in the cove described by the fence, though it was being supplied as Nalos arrived via the forest.
 - The words were etched into the ship with stolen sigils and emblems of the merchant lords. Nalos chuckles at this.
- Nalos spotted the two siblings making a deal with a trader, who was docked next to them. One of them wore a feathered cape, and the other had strange facial features. They looked like large predatory animal feathers to him.
 - If the characters press for more information, Nalos will remember that the trader was taking a gem, and that the gem was glowing before it was put into a pocket.
 - Those proficient in Arcana will recognize that his description is that of a spell component, but they would need to see it in person to have any hope of knowing which spell is tied to it.
 - Nalos also will make note that they each carried no visible weapons, but wore armor. It puzzled him, but he did not think too hard on the subject.
 - Once he made note of their location and anything near the ship, Nalos returned via the same forest path that he came from without incident.

With information given, Derlen charges the characters to retrieve the ship's cargo and the pirates. He does not care if the siblings live or die, nor do the merchant lords. They want the ship above all else.

- If asked as to why they want only the ship, Derlen explains that they intend to burn it publicly. Derlen confesses that the Teshwave Siblings have not killed anyone on the ships they have plundered. If they are captured they will be burned with the ship: If not, they will find replacement bodies to burn.
- For payment, he will pay 500 gold per person to bring the ship and its cargo back.
- Derlen will pay half up front if persuaded to do so (DM's discretion for skill check, if any).
- The characters are authorized to keep anything not related to the merchant lords. The pride of Melvaunt is on the line.

During the discussion, characters may notice that Nalos appears a little "off," and becomes quiet after giving his information to the party. Those who succeed on a DC 16 Wisdom (Insight) check, or have a Passive Insight that meets the DC, notice that Nalos is nervous and that some of his facts do not add up.

If pressed on his temperament, or if the characters comment on the fact that he is wet after coming and going on a forest path, Nalos will admit that he was spotted.

- What scared him was that he was spotted almost six hundred feet away, through dense foliage.
- He dove quickly into the water and made his way back with haste. He noticed some other merfolk moving around in the area, and a mermaid wearing some intricate jewelry, but he did not ask them questions or slow down.
- This extra knowledge will let the characters go via the sea, aboard one of Derlen's ships if they so choose.

PATH SELECTION

If the players were able to learn about Nalos' hasty retreat, they can choose to go via the forest path that Nalos scouted (part 2a), or take one of Derlen's ships and proceed via the sea (part 2b).

If the players do not find that Nalos was spotted, then Derlen will send them to find the ship via the forest path, part 2a. He will have one of his ships follow at a short distance behind them with extra crew, so they can have assistance moving the ship back to port once it is captured.

PART 2A. HOWLING FOR YOU

Estimated Duration: 30 Minutes

If the characters did not find out about the scout being spotted, they will proceed on the route that Nalos the scout used. This is now trapped, and will alert the siblings that they are coming.

GENERAL FEATURES

The forest hill path has the following general features:

Terrain. The scouted path goes through dense underbrush, and plenty of tree cover keeps away prying eyes.

Weather. The wind and sea spray makes hearing hard to accomplish, though a clear sky promises a nice sunrise.

Light. With just a small amount of time until sunrise, the area is dimly lit, but getting brighter as time marches forward.

Smells and Sounds. Sea breeze and morning dew. Waves hitting the shoreline and rock walls, wind moving through plant life, local birdcalls.

The path to the pirate dock goes to the southeast of Melvaunt, about four miles out from the edge of the city. The players have been provided mounts for the journey, but are advised to leave them behind when they are one mile away from the ship.

The initial stretch of your journey is uneventful on your horses. The pounding of their hooves is most of the noise you hear until the sun just starts give light and you must dismount them.

The ensuing terrain has been marked by the scout, making the terrain less perilous. All is well, and soon the ship should be in sight.

If any character has a passive Survival of 16 or higher or a passive Perception of 18 or higher, they will instantly notice that something is wrong with the marked path: someone has removed the original markings and subtly changed the path. There is a silent *alarm* spell that triggers when one or more humanoids enters the area.

If the previous skill checks were successful, a character who succeeds at a DC 18 Intelligence (Investigation) check can find what seems to be a gem hidden away. Once found, a character may attempt a DC 16 Intelligence (Arcana) check to learn that this stone is storing a spell, which can be disabled by simply breaking the gem before it activates.

- If a character uses *detect magic* at this point, the *magic mouth* spell stored in the spell gem will be detected; the *alarm* spell has already triggered when they entered the area.

If the characters did not notice the changes to the path, both spells will go off and fey creatures will attack from hidden areas!

If the spell gem is not destroyed in time, the *thaumaturgy*-infused *magic mouth* spell screams out loud in Common: “Your spy was useless to you! We will not surrender our glory!”

- This causes the players to have disadvantage on their initiative roll, due to the sudden noise and disorientation from the spell.

Baying and the sounds of breaking underbrush fill the air around you: Some of the creatures moving towards you are not entirely of this world! Hounds with purple fur and humanoid faces bare down towards your group, giving no quarter as they try and flank you.

The party sees several **yeth hounds** and **death dogs** moving towards them. The moment the yeth hounds see the party, the pirates are alerted by their telepathic bonds. They then begin hasty preparations to leave.

If the *magic mouth* spell did not trigger, then the battle starts with no effects put on the party.

SETTING UP THE ENCOUNTER

Very Weak

- **Yeth Hound (2):** AC 14, 51 hp, Init +3

Weak

- **Yeth Hound (2):** AC 14, 51 hp, Init +3
- **Death Dog:** AC 12, 39 hp, Init +2

Average

- **Yeth Hound (2):** AC 14, 51 hp, Init +3
- **Death Dog (2):** AC 12, 39 hp, Init +2

Strong

- **Yeth Hound (3):** AC 14, 51 hp, Init +3
- **Death Dog (2):** AC 12, 39 hp, Init +2

Very Strong

- **Yeth Hound (3):** AC 14, 51 hp, Init +3
- **Death Dog (3):** AC 12, 51 hp, Init +2

TACTICS

The yeth hounds will try to frighten the party first, and then engage on anyone who is frightened. They know that time is short before sunlight begins to come through the trees, and sunlight is anathema to them.

The death dogs, if present, will follow the yeth hound’s direction, keeping spaced out and attacking as a pack whenever possible.

After the third round, sunlight begins to fill the fighting area, and will force the yeth hounds to disappear. Areas marked on the map with a number will fill with sunlight on initiative count 20.

- If a yeth hound enters that space, it is transported to the Ethereal Plane until sundown.
- Characters can know this with a Passive check (DM’s choice) of 15 or higher, or can make an

active skill check of a similar DC. Possible checks should be Nature, Arcana, History, or Religion, though others can be tried if the reasoning for it is sound.

If the yeth hounds are killed, or sent to the ethereal plane, the death dogs will lose interest and disengage. They prefer to wait for the yeth hounds to return at sunset, rather than die.

TIME CUTS

This section can be trimmed for time if the adventure started late. To do so, have the sun beams show on the battlefield earlier in combat, and give the players information on the yeth hounds without requiring a skill check.

Some easy ways to implement this is by giving information freely to those proficient in skills like Nature, Arcana, Religion, etc.

Once the creatures are disposed of, characters can quickly scour the area before moving forward.

DEVELOPMENT

As the party finishes the battle, they notice without a skill check that there are ship sails moving, further down the path. This is the Teshwave Siblings making their escape! There is no time for a short rest, as the siblings will be too far gone to catch them if the party rests. Even though time is of the essence, there is enough time for a cursory search of the surrounding area, which will reveal the treasure listed below.

TREASURE

The party can find other small ritual components, equaling 1,000 gp. They can also find a *spell scroll of dimension door*, tucked inside of a tree knot. There is one other scroll, but it has already been used.

PART 2B. CATCH & RELEASE

Estimated Duration: 20 Minutes

With the party moving via a small ship, they must contend with a small group of aquatic humanoids. If they are not careful, the death of a leader could be on their hands. There is about 30 minutes' travel time before they reach the cove where the *Merchant Lords' Folly* was seen.

Your small ship moves at a good pace, wind behind it as you make your way along the coastline. The captain of the ship has stopped making small talk, and instead has commanded his small crew to keep their eyes out for trouble. The water is unusually calm, and in the past, they have seen monsters come forth in such moments.

GENERAL FEATURES

The ship's path has the following general features:

Terrain. A stiff wind is making the water's surface hard to see through, but great to sail through.

Weather. The wind and sea spray makes hearing hard to accomplish, though a clear sky promises a nice sunrise.

Light. With just a small amount of time until sunrise, the area is dimly lit, but getting brighter as time marches forward.

Smells and Sounds. Sea breeze and morning dew. Waves hitting the shoreline and rock walls, wind moving through plant life, local birdcalls.

The captain tells the party that merrow have been spotted in this area before, which is what bothers him the most. He does not think their presence has to do with the pirate ship, but running afoul of them would certainly put a damper on their journey.

Characters with a passive Perception of 16 or higher, or a passive Nature of 14 or higher, can notice something moving beneath the surface. Several **merrow** are giving chase to a mermaid under the waves!

- The captain notices the shapes moving underwater shortly after the characters do (if they do at all), and orders his crew to fire their harpoons at anything that breaches the surface or closes in on the ship.
- The party is allowed two rounds to try and stay the hands of the crew, as the creatures are currently too deep to be seen.
 - Characters that did not see the creatures will have to remember the words of Nalos the scout. He spoke of seeing a mermaid under the water after all.
 - A character can persuade the captain not to fire right away with a successful DC 16 Charisma (Persuasion) or DC 18 Charisma (Intimidation) check. If they noticed the mermaid, or

remember that a mermaid was spotted earlier, this check is made with advantage.

When the creatures surface after two rounds, the crew members shoot!

DEVELOPMENTS

If the party calmed the crew. The crew focus their fire on the merrow, running them off. The mermaid will thank the party profusely for pushing the merrow back and give them her name: Almeta.

- Almeta was foraging for any lost items near the bay when the *Merchant Lords' Folly* arrived.
- It was then that she noticed merrow following the ship, which quickly noticed her and gave chase.
- She was lucky enough to find the party's ship, as her village is further down the coast and well-guarded. She would not have made the journey.

She will offer them a *spell scroll of dimension door* that was found at the bottom of the nearby bay, a pendant that she is wearing worth 1,000 gp, and an invitation to visit her village if they are ever nearby in the future. She also wishes that she could speak more, but with the merrow still roaming she fears for her life if she does not make haste on her return journey. The characters earn the story award, "A Mermaid's Request," at the end of the adventure.

If the party failed (or did not attempt) to calm the crew. The crew fire indiscriminately at anything below the water. This drives off the merrow, but kills the mermaid in the process. Deprived of their hunt, the merrow will run away as they have no reason to die here. The mermaid's body will float to the surface, and recovered by the crew. Her death will have repercussions for the area, as she was a leader of a merfolk village. The characters earn the story award "Mermaider" at the end of the adventure.

WHAT IF THEY JUMP IN?

The characters might decide that jumping into the water to attack the creatures head-on is the right decision. If they do this, the following guidelines will help make this interesting.

SETTING UP THE ENCOUNTER

- **Merrow (4):** AC 13, 45 hp, Init +0
Very Weak
- **Merrow (5):** AC 13, 45 hp, Init +0
Weak
- **Merrow (6):** AC 13, 45 hp, Init +0
Average
- **Merrow (7):** AC 13, 45 hp, Init +0
Strong
- **Merrow (8):** AC 13, 45 hp, Init +0
Very Strong

TACTICS

The merrow will either wait until the characters hit the bottom of the ocean, or if they can swim or do not immediately sink, the merrow will surround the party from all directions and strike at the least armored person first.

- For reference, the bottom of the ocean is 150 feet below the surface, and there is no light at that depth unless the characters bring a water-proof source of light.

The merrow will fight until they are reduced to one-fourth of their number. After this, the survivors will disengage, turn, and dash away from the fight if possible.

TREASURE

If the party successfully saved the mermaid, award them 1,000 XP each. On her body or given by her freely is a *spell scroll of dimension door* and a pendant worth 1,000 gp.

PART 3. A ROC AND A HARD PLACE

Estimated Duration: 60 Minutes

As the party makes their way through the last portion of their path, they spot the *Merchant Lords' Folly*. Depending on the path they took, proceed with part 3a, "Forest Path Entrance," or part 3b, "Coastal Ship Entrance."

3A. FOREST PATH ENTRANCE

If the characters went through the forest path, part 2a, then the ship is already setting sail. Read the following box text, and then prepare for combat.

The path ends near a cliff face, a salt breeze whipping against your face. As if on cue, you see multiple streaks of energy slam into the trees near your heads as a *dancing lights* spell fills the air around you.

The *Merchant Lords' Folly* is already leaving the bay, and you see one of the siblings lounging on the deck, miniature roc wings outstretched and bathing in the morning sun. The shadow it casts does not match their size, easily two hundred feet wide.

A *thaumaturgy*-enhanced voice booms forth from the small frame: "Our apologies for not having time to play!" The sibling takes a sip of a drink in their hand, "but we must be off! The Teshwave Siblings have too much work to do, and so much more to loot!"

Their laughter is the last thing you hear, and the ship that followed you from afar pulls up next to you, urging you to get on before it's too late. The chase is on!

The party's ship gives chase, but starts five hundred feet behind. Thankfully, the *Merchant Lords' Folly* is not fully manned and is therefore moving at a slower pace. This causes the party's ship to catch up at a rate of 160 feet per round, at initiative count 20.

- Once the ships are within 20 feet of each other, the character's ship harpoons the *Merchant Lord's Folly*, with ropes tied to each shot fired. This keeps the two ships within 20 feet of each other, and provides makeshift rope bridges to the *Merchant Lord's Folly*.
- These rope bridges require a DC 15 Dexterity (Acrobatics) check to cross without an issue. Characters who fail the check by five or less move at half speed. Characters who fail by more than five fall to the water below.
- Characters can also make a long jump to cross the distance, if they have a Strength score of 20 or higher and move at least 10 feet before jumping.
 - Any character that falls into the sea is recovered by their ship's crew at the start of their next turn.

TIPS FOR THE DM

This fight is meant to be a game of cat and mouse, with the Siblings keeping as far away from the party as possible. Here are some tips to help this happen.

- Area of effect spells that trigger when entered are fun to use, especially where both siblings and their *eldritch blast* attacks have Repelling Blast.
- Remember that all legendary actions are shared by the siblings, and that they act on the same initiative. This limits the power that they have (3 actions rather than 6).
- Each sibling has an imp familiar, both of which are invisible and stay within 10 feet of their master. This is to keep each sibling's Magic Resistance up and running. If the party removes a familiar from the equation, remember to remove the associated sibling's Magic Resistance.
- Do not forget that spells can be up-cast, such as *banishment*. Multiple targets sent away can be useful.

SETTING UP THE ENCOUNTER

Very Weak

- **Abigail of Teshwave**—Average: AC 18, 53 hp, Init +7, Cannot be surprised, No Charisma modifier to *eldritch blast* damage
- **Char of Teshwave**—Average: AC 18, 73 hp, Acts on Abigail's Initiative, No Charisma modifier to *eldritch blast* damage

Weak

- **Abigail of Teshwave**—Average: AC 18, 67 hp, Init +7, Cannot be surprised, No Charisma modifier to *eldritch blast* damage
- **Char of Teshwave**—Average: AC 18, 87 hp, Acts on Abigail's Initiative, No Charisma modifier to *eldritch blast* damage

Average

- **Abigail of Teshwave**—Average: AC 18, 80 hp, Init +7, Cannot be surprised
- **Char of Teshwave**—Average: AC 18, 100 hp, Acts on Abigail's Initiative

Strong

- **Abigail of Teshwave**—Strong: AC 18, 96 hp, Init +7, Cannot be surprised
- **Char of Teshwave**—Strong: AC 18, 132 hp, Acts on Abigail's Initiative

Very Strong

- **Abigail of Teshwave**—Strong: AC 18, 96 hp, Init +7, Cannot be surprised
- **Char of Teshwave**—Strong: AC 18, 132 hp, Acts on Abigail's Initiative
- **Air Elemental**: AC 15, 90 hp, Init +5

TIME CUTS

If time is extremely short, and you need to trim this final encounter, the easiest way to do so is by ending the fight at an earlier point, such as when a sibling hits one-fourth of its original hit points. You can also remove the skill check required to move across the rope bridge, easing the die rolls needed to move around.

TACTICS

For details on the siblings, read the sidebar in this section.

Both Siblings. At all levels, the siblings have *rarity's telepathic bond* already ritual cast (no spell slot used). This lets them synchronize their actions without having to speak. Due to this, and their time spent together, the siblings act on the same initiative, using Abigail's initiative modifier of +7 when rolling for initiative.

Each has their *eldritch blast* spells created in the shape of powder weapons: flintlock pistols: for Char, and muskets for Abigail.

If they feel that the party is strong, they will cast *hex* on the healthiest-looking foe, to whittle them down faster.

Until the characters try to interact with the ship, Char will lounge and let Abigail have fun with what amounts to target practice.

Abigail's Tactics. At the DM's discretion, Abigail may begin the encounter with *greater invisibility* cast. She will remain in the crow's nest as long as possible, and will shoot at the party throughout any combat. Even if great roleplaying occurs, she will remain skeptical and shoot anyone who is out in the open. Her imp stays invisible, flying under the crow's nest to stay alive.

With a 600-foot reach on her *eldritch blast*, 10-foot push on each hit, and unique spyglass goggles, she intends to knock attackers into the water and off any ship they are on.

She will also back up her sibling to the best of her ability, keeping them alive as much as possible. This can be done with spells, the knockback from *eldritch blast*, or their Eldritch Rain legendary action.

If the fight turns for the worse, *darkness* can provide great cover due to her devil's sight. The longer she can stay on the crow's nest, the better. This also helps by providing her half cover or three-quarters cover, depending on the view of the enemy.

Char's Tactics. Char will heckle the party as they fight, flamboyant and dazzling, but will quiet down as the fight goes against them. Char revels in close quarters, moving like water between foes, *eldritch blasts* conjured as flintlock pistols firing into the enemy line, laughing all the while. Char's imp familiar will be hiding under the ship's deck, staying

within 10 feet of Char and keeping invisible. The longer it lives, the better.

With no penalty for close combat, Char will attempt to force all foes off their ship via melee attacks. If someone tries to leave an adjacent space, Char uses *eldritch blast* as an opportunity attack.

If the threats become too much up close, Char's first option is the unique legendary action, *Bullet Ballet*. This can create necessary breathing room for Char to continue to fight.

If pressed too much, or if Abigail is in dire need of aid, Char will use *wings of flying* to move around the crow's nest, where Abigail is stationed. From here, Char will perform the macabre dance and prevent anyone from getting close.

DEVELOPMENTS

This fight can resolve in one of three ways, as the siblings do not wish to fight to the death unless they have no other way to survive.

- If the fight is one sided, with the siblings winning without much resistance, they will offer a ceasefire as the fight is "too boring" at this point. You can then proceed with the roleplay opportunities presented in part 3b, with the knowledge that the party might not survive a full fight.
- If the party is losing severely, and they do not accept a ceasefire, be it for pride or other reasons, the siblings will batter everyone to 0 hit points, shaking their head as they knock the last person unconscious. The characters will wake up later on the boat, with a note admonishing them that "they get better at their job, as it was rather dull." The party has been left the boat as a conciliatory prize. As well, the *wings of flying* have been neatly packaged with a note reading "Keep these too. You obviously need the leg up."
- If either sibling drops to 0 hit points, or is about to drop to 0, the other sibling will call for the fighting to stop and will drop their weapons. The fun has passed. Move to part 3c, "What Now?"

3B. COASTAL SHIP ENTRANCE

If the party went to the dock via the sea route, the ship is in final preparations to leave, but still docked. Read the following box text.

As the ship begins to anchor just shy of the bay, the crew sets about preparing a rowboat. Stealth is their main concern.

"It seems like we've caught them off guard. Wonderful." The captain takes a long swig from his flask, and offers it to each of you in turn. Whether any of you drink is of little concern to him, as he downs the rest and goes about checking on his crew.

He does leave you with a way to contact him: "If you

need us to join in, screech like an angry seagull getting some tail feathers pulled out.”

At this point, the party can either use the rowboat and sneak over to the *Merchant Lords' Folly*, or use whatever other means that they wish.

- It is a quarter-mile away, with the ocean floor a maximum of 120 feet below the surface.
- It is DM discretion how to fill in the gaps up to the party boarding the ship. Make it fun!

The moment a character steps on board the ship, or does not stealth while underwater or moving towards the ship, Abigail will spot them from the crow's nest, either by her own eye or her familiar's, invisible on the deck. She notifies Char, who moves to intercept. Read the following boxed text.

“I see we have visitors!” A *thaumaturgy*-enhanced voice booms almost joyfully from the end of the ship, as a humanoid steps forward. With a twinkle of its eye and roc feathers on a cape flowing around its body, the sight is certainly unusual, if not spectacular. “What makes you skulk onto my ship? Are those bloated merchant lords trying to gain back some of their treasure and honor from the Teshwave Siblings?”

ABIGAIL AND CHAR OF TESHWAVE

Siblings that hail from the Moonsea, neither of them recall their actual hometown. They chose Teshwave as their adopted city, as they grew up there, and have added that to their names. Both have dark mahogany skin, curly hair, and eyes as dark and blue as the Moonsea. Their backstory is not well known, but what is known is that they were respected runners and pirates even before making a deal with an “ugly older woman”. What's less known is that this deal was made at death's door, their will to live pushing them to make the bargain and form a pact with a hag named Granny Achlys.

ROLEPLAYING ABIGAIL OF TESHWAVE

Abigail is the quieter of the two, keeping a watchful eye on her sibling at all times. When she does speak, she is curt, tactful, and above all else precise. She wears a unique set of spyglass goggles, which while worn give her facial features similar to a roc's plumage.

She is also the more level-headed of the two, and when they made their pact with the Archfey (a story for another day), she tended towards the lawful evil end of the alignment spectrum.

ROLEPLAYING CHAR OF TESHWAVE

Char is the ever-fluid of the two, in mannerisms, gender, and in battle. When Char speaks, Char is boastful and happy to be the center of attention. In battle, melee range is where Char is the most commanding and deadly. When Char is quiet, Char is either thinking, calculating the next move, or doubting previous actions. Char is currently attuned to *wings of flying*, as described in the “Treasure” section at the end of this adventure.

Char is also the more headstrong of the two siblings, handling most of the deception, daily dealings, and handling of the ship itself. Char trusts Abigail to keep watch, and to help with any more detailed issues or moments of doubt that may occur.

The two siblings will not openly communicate with one another unless it is appropriate to do so. *Rary's telepathic bond* hides their actual conversation, which is both raunchy and somewhat disturbing.

- Abigail will remain hidden 60 feet up in the crow's nest until spotted, at which point she will stand up and openly join in on the conversation, if she has any reason to speak. Her familiar (an imp) will remain invisible and fly directly under the crow's nest.
- Char on the other hand, will wander amongst the party members, with the familiar (an imp) following along invisibly 10 feet below deck. The more that can be found out about the party, the happier Char and Abigail will be.

If asked as to why the reports say two sisters, or brother and sister, or anything regarding their genders, Char will roll his or her eyes and simply say:

- “Why do so many people ask questions that do not matter? I am who I am, as fluid and powerful as the sea itself. Now if you want to know how it feels? It is like wearing your favorite, perfectly tailored clothes, every day. It was the first thing I did with the powers I gained, and I have been forever comfortable.”

In order for the party to convince them to depart with their ship and stop harassing Melvaunt, it will require great roleplaying or a DC 20 Charisma skill check (player's choice as to which one).

- This check is made with disadvantage if they show that they bow to the merchant lords, or if they are disrespectful of the siblings.
- This skill check is made with advantage if they play to the sibling's love of freedom, and show that the party is also in it for the money.

If successful, the siblings will smile and let them have the ship, but they have one condition. They have some interest in changing their identity, and are intrigued enough in the characters to want to “borrow” two of their forms as their own!

- The Actor feat, *disguise self*, and other effects that they have let them mimic another person after only a minute of banter and questions.
- If asked why they want to change their identity, they state they just want to start anew with some petty crimes, if at all.
- If the party balks at the idea of their identity being stolen, the siblings are disappointed, but say they can recall past crew members or people they have met on the road, and change their identity to that form, instead.

Once done, they will cast *dimension door* from the ship to the shoreline, one from each sibling if needed. From there, they simply walk away. Their task (to cause havoc in the area around Melvaunt) has been accomplished, and moving on without being reprimanded is too good of an opportunity to pass up.

If the party fails to persuade them, combat begins with the sisters knocking off the party members with the most powerful close-quarter attacks, such as fighters. Follow the “Tactics” and “Setting up the Encounter” sections shown in part 3a.

3c. WHAT NOW?

The players have a decision to make if they captured the siblings, for the fate of these two rests in the party’s hands: roleplay and let them decide as they wish. Death is not the end for the siblings, but it may affect future events.

The siblings offer the ship, the treasure within, and the items on their body (the roc goggles and *wings of flying*). They will answer questions about their past, and confirm that they did not kill anyone from whom they plundered. Char will admit that they wanted to kill at times, but resisted the urges that their patron placed on them. Regardless, the merchant lords would be pleased either way, as Derlen spoke of in the past.

Depending on their decision, give the final story reward: “Let Caged Birds Free” if they live or “Clipped Wings” if they were killed.

3d. CONCLUSION

Derlen is pleased to see a successful mission happen, and asks the characters if they found the treasure horde. The party, in fact, did not, and either got played by the siblings or the siblings took it to the grave . . . for as long as they remain dead.

As a token of his appreciation, and with the belief that the treasure horde will be found eventually, he allows the party to keep the small treasure amount left on the ship, along with the magic items they had on them as promised.

What will come after this is anyone’s guess, as the siblings will not stay away from the spotlight for long. Their patron has work for them.

REWARDS

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

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

| Name of Foe | XP Per Foe |
|-------------------|------------|
| Yeth Hound | 1,100 |
| Death Dog | 200 |
| Abigail (Average) | 1,800 |
| Char (Average) | 2,300 |
| Abigail (Strong) | 2,900 |
| Char (Strong) | 3,900 |
| Air Elemental | 1,800 |

NON-COMBAT AWARDS

| Task or Accomplishment | XP Per Character |
|------------------------------|------------------|
| Learning Spy's Failure | 500 |
| Finding Spell Trap (Part 2a) | 750 |
| or | |
| Saving the Mermaid (Part 2b) | 1,250 |

The **minimum** total award for each character participating in this adventure is **2,250 experience points**.

The **maximum** total award for each character participating in this adventure is **3,000 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

| Item Name | GP Value |
|--------------------|----------|
| Spell Components | 1,000 |
| or | |
| Almeta's Pendant | 1,000 |
| Unique Roc Goggles | 1,000 |
| Derlen's Reward | 500 each |

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 who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

SPELL SCROLL OF DIMENSION DOOR

Scroll, rare

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

WINGS OF FLYING

Wondrous item, rare (requires attunement)

This cloak is made of well-kept roc feathers and silk thread. When activated, roc wings sprout from the back of the user, though the wingspan is only 10 feet instead of a roc's normal 200 foot wingspan. While smaller, the shadow they cast is of a roc's full wingspan of 200 feet. This item can be found in **Player Handout 2**.

STORY AWARDS

During the course of this adventure, the characters may earn the following story awards:

A Mermaid's Request. By chance and skill, you have saved the mermaid Almeta from merrow attackers. She is forever grateful for this, and has extended an open invitation to her underwater village for the foreseeable future..

Mermaider. Either by ill luck, or a lack of command, the mermaid Almeta has been slain in front of you. Unknown to you, she was a leader of her village, and the repercussions for her death at the hands of the ship will echo through this area for some time..

Let Caged Birds Free. Taking pity or accepting their offer to repent, you have let the Teshwave Siblings go free. Their boat taken from them, their future is currently unknown. But make no mistake, they will make waves again..

Clipped Wings. In the face of the Teshwave Sibling's pleading, you have stayed the course, either killing them or allowing the government of Melvaunt to exact the same due. The funny thing with warlocks is that their patrons tend to not allow them to lie dead for long . . .

More information on these awards can be found in **Player Handout 1**.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. MONSTER/NPC STATISTICS

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 14 (+2) | 14 (+2) | 3 (-4) | 13 (+1) | 6 (-2) |

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

YETH HOUND

Large fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 17 (+3) | 16 (+3) | 5 (-3) | 12(+1) | 7 (-2) |

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 11

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The yeth hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

Source: *Volo's Guide to Monsters*

MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 10 (+0) | 15 (+2) | 8 (-1) | 10 (+0) | 9 (-1) |

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: on with its bite and one with its claws or harpoon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 17 (+3) | 13 (+1) | 11 (+0) | 12 (+1) | 14 (+2) |

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

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

ABIGAIL OF TESHAVE—AVERAGE

Medium humanoid (human), lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 53 (10d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 14 (+2) | 10 (+0) | 14 (+2) | 16 (+3) | 20 (+5) |

Saving Throws Wis +7, Cha +9

Skills Deception +9, Intimidation +9, Investigation +6, Nature +6, Perception +7, Stealth +6, Survival +7

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 22

Languages Common, Sylvan, Infernal, can read all writing

Challenge 5 (1,800 XP)

Actor. Abigail has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass herself off as a different person. She can also mimic the speech of another person or the sounds made by other creatures. Abigail must hear the sound or person for at least 1 minute for this to be effective

Alert. Abigail cannot be surprised while she is conscious. She also has a +5 bonus on initiative rolls, and other creatures do not gain advantage on attacks rolls against her because of being hidden from her.

Book of Ancient Secrets. Abigail has the following ritual spells in her book of ancient secrets. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks), and these spells can only be cast as a ritual.

1st level: *alarm, comprehend languages, detect magic, find familiar, identify, purify food and drink, unseen servant*

2nd level: *augury, gentle repose, magic mouth*

3rd level: *feign death, water breathing, water walk*

4th level: *divination*

5th level: *contact other plane, rary's telepathic bond*

Devil's Sight. Magical darkness doesn't impede Abigail's darkvision.

Innate Spellcasting. Abigail's innate spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells, requiring no components:

At will: *disguise self*

Magic Resistance. Abigail has advantage on saving throws against spells and other magical effects, as long as her familiar (an imp) is within 10 ft. of her.

Observant. Any creature's mouth that Abigail can see that is speaking a language she understands, can be interpreted into what they are saying. This also gives a +5 bonus to passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Spell Sniper. Any spell Abigail casts that has a ranged attack roll has its ranged doubled and ignore half cover and three-quarters cover.

Spellcasting. Abigail is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, guidance, minor illusion, prestidigitation, shocking grasp* (uses Intelligence), *thaumaturgy, vicious mockery*

1st–5th level (2 5th-level slots): *armor of agathys, banishment, darkness, dispel magic, dominate person, faerie fire, greater invisibility, hex, hold person, hypnotic pattern*

ACTIONS

Multiattack. Abigail uses Agonizing Spear twice.

Agonizing Spear. *Ranged Spell Attack:* +9 to hit, range 600 ft., one target. *Hit:* 11 (1d10 + 5) force damage, and she can choose to move the target 10 feet.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fey Presence (Recharges after a Short or Long Rest). All creatures in a 10-foot cube around Abigail must make a DC 17 Wisdom saving throw. On a failure, the creature is charmed or frightened, her choice, until the end of her next turn.

REACTIONS

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, Abigail turns invisible and teleports up to 60 feet to an unoccupied space she can see. She remains invisible until the start of her next turn or until she attacks, makes a damage roll, or casts a spell.

Beguiling Defenses. In response to a creature trying to charm her, Abigail can turn the charm back on the creature. It must make a DC 17 Wisdom saving throw or be charmed by Abigail for 1 minute or until it takes damage.

LEGENDARY ACTIONS

The siblings can take 3 legendary actions, choosing from the options below. They can take only one legendary action at a time and only at the end of another creature's turn. The siblings regain spent legendary actions at the start of their turn, sharing the same turn and legendary action pool.

Daring Escape. The siblings move up to their speed without provoking attacks of opportunity.

Repel Boarders (Costs 2 actions). Both siblings chastise someone for being on their ship, and take aim with eldritch blasts. They aim at the most armored and/or closest threat to one of them, and fire their eldritch blast cantrip at the threat, aiming to knock them off their ship. At Weak or Very Weak APL, each sibling only fires 1 shot rather than their standard amount (2 at Average, 3 at Strong/Very Strong).

Eldritch Rain (Costs 2 Actions, Abigail Only). Choose a point within 600 feet of Abigail. Each creature within a 20-foot radius from that point must make a DC 17 Wisdom saving throw as dozens of smaller, fear laced eldritch blasts bombard the area. On a failure, the creature takes 11 (2d10) force damage, and gains the frightened condition, causing them to use their reaction to move to the nearest area of full cover. They remain frightened and behind cover until the end of their next turn. On a successful save, the creature takes half damage and is not frightened.

Bullet Ballet (Costs 2 actions, Char Only). With twinkling eyes, Char begins to dance. Multiple eldritch blasts, appearing as flintlock pistols, materialize around the whirling figure. Choose one of the following options:

- Each creature within 20 feet of Char is barraged with concussive eldritch blasts, and must make a DC 17 Dexterity saving throw. On a failure, the creature takes 11 (2d10) force damage and is knocked back 30 feet in a straight line from Char's current position. On a success, the creature takes half damage and is only knocked back 15 feet.
- Char moves up to his or her speed in a straight line, eldritch blast flintlock pistols firing in all directions during the dance. Each creature within 10 feet of this line must make a DC 17 Dexterity saving throw. On a failure, the creature takes 11 (2d10) force damage and is knocked back 20 feet. On a success, the creature takes half damage and is only knocked back 10 feet.

ABIGAIL OF TESHAVE—STRONG

Medium humanoid (human), lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 63 (12d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 14 (+2) | 10 (+0) | 14 (+2) | 18 (+4) | 20 (+5) |

Saving Throws Wis +8, Cha +9

Skills Deception +9, Intimidation +9, Investigation +6, Nature +6, Perception +8, Stealth +6, Survival +8

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 23

Languages Common, Sylvan, Infernal, can read all writing

Challenge 7 (2,900 XP)

Actor. Abigail has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass herself off as a different person. She can also mimic the speech of another person or the sounds made by other creatures. Abigail must hear the sound or person for at least 1 minute for this to be effective

Alert. Abigail cannot be surprised while she is conscious. She also has a +5 bonus on initiative rolls, and other creatures do not gain advantage on attacks rolls against her because of being hidden from her.

Book of Ancient Secrets. Abigail has the following ritual spells in her book of ancient secrets. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks), and these spells can only be cast as a ritual.

1st level: *alarm, comprehend languages, detect magic, find familiar, identify, purify food and drink, unseen servant*

2nd level: *augury, gentle repose, magic mouth*

3rd level: *feign death, water breathing, water walk*

4th level: *divination*

5th level: *contact other plane, rary's telepathic bond*

Devil's Sight. Magical darkness doesn't impede Abigail's darkvision.

Innate Spellcasting. Abigail's innate spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells, requiring no components:

At will: *disguise self*

Magic Resistance. Abigail has advantage on saving throws against spells and other magical effects, as long as her familiar (an imp) is within 10 ft. of her.

Observant. Any creature's mouth that Abigail can see that is speaking a language she understands, can be interpreted into what they are saying. This also gives a +5 bonus to passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Spell Sniper. Any spell Abigail casts that has a ranged attack roll has its ranged doubled and ignore half cover and three-quarters cover.

Spellcasting. Abigail is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, guidance, minor illusion, prestidigitation, shocking grasp* (uses Intelligence), *thaumaturgy, vicious mockery*

1st–5th level (3 5th-level slots): *armor of agathys, banishment, darkness, dispel magic, dominate person, faerie fire, greater invisibility, hex, hold monster, hold person, hypnotic pattern*

ACTIONS

Multiattack. Abigail uses Agonizing Spear three times.

Agonizing Spear. *Ranged Spell Attack:* +9 to hit, range 600 ft., one target. *Hit:* 11 (1d10 + 5) force damage, and she can choose to move the target 10 feet.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fey Presence (Recharges after a Short or Long Rest). All creatures in a 10-foot cube around Abigail must make a DC 17 Wisdom saving throw. On a failure, the creature is charmed or frightened, her choice, until the end of her next turn.

REACTIONS

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, Abigail turns invisible and teleports up to 60 feet to an unoccupied space she can see. She remains invisible until the start of her next turn or until she attacks, makes a damage roll, or casts a spell.

Beguiling Defenses. In response to a creature trying to charm her, Abigail can turn the charm back on the creature. It must make a DC 17 Wisdom saving throw or be charmed by Abigail for 1 minute or until it takes damage.

LEGENDARY ACTIONS

The siblings can take 3 legendary actions, choosing from the options below. They can take only one legendary action at a time and only at the end of another creature's turn. The siblings regain spent legendary actions at the start of their turn, sharing the same turn and legendary action pool.

Daring Escape. The siblings move up to their speed without provoking attacks of opportunity.

Repel Boarders (Costs 2 actions). Both siblings chastise someone for being on their ship, and take aim with eldritch blasts. They aim at the most armored and/or closest threat to one of them, and fire their eldritch blast cantrip at the threat, aiming to knock them off their ship. At Weak or Very Weak APL, each sibling only fires 1 shot rather than their standard amount (2 at Average, 3 at Strong/Very Strong).

Eldritch Rain (Costs 2 Actions, Abigail Only). Choose a point within 600 feet of Abigail. Each creature within a 20-foot radius from that point must make a DC 17 Wisdom saving throw as dozens of smaller, fear laced eldritch blasts bombard the area. On a failure, the creature takes 11 (2d10) force damage, and gains the frightened condition, causing them to use their reaction to move to the nearest area of full cover. They remain frightened and behind cover until the end of their next turn. On a successful save, the creature takes half damage and is not frightened.

Bullet Ballet (Costs 2 actions, Char Only). With twinkling eyes, Char begins to dance. Multiple eldritch blasts, appearing as flintlock pistols, materialize around the whirling figure. Choose one of the following options:

- Each creature within 20 feet of Char is barraged with concussive eldritch blasts, and must make a DC 17 Dexterity saving throw. On a failure, the creature takes 11 (2d10) force damage and is knocked back 30 feet in a straight line from Char's current position. On a success, the creature takes half damage and is only knocked back 15 feet.
- Char moves up to his or her speed in a straight line, eldritch blast flintlock pistols firing in all directions during the dance. Each creature within 10 feet of this line must make a DC 17 Dexterity saving throw. On a failure, the creature takes 11 (2d10) force damage and is knocked back 20 feet. On a success, the creature takes half damage and is only knocked back 10 feet.

CHAR OF TESHWAVE—AVERAGE

Medium humanoid (human), lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 73 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +9

Skills Deception +9, Insight +6, Intimidation +9, Performance +9, Persuasion +9, Stealth +6

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 12

Languages Common, Sylvan, Infernal, can read all writing

Challenge 6 (2,300 XP)

Actor. Char has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass herself off as a different person. She can also mimic the speech of another person or the sounds made by other creatures. Char must hear the sound or person for at least 1 minute for this to be effective.

Book of Ancient Secrets. Char has the following ritual spells in the book of ancient secrets. Char's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks), and these spells can only be cast as a ritual.

1st level: *alarm, comprehend languages, detect magic, find familiar, identify, purify food and drink, unseen servant*

2nd level: *augury, gentle repose, magic mouth*

3rd level: *feign death, water breathing, water walk*

4th level: *divination*

5th level: *contact other plane, rary's telepathic bond*

Close-Range Expert. Char does not suffer disadvantage on ranged attack rolls for being within 5 feet of a hostile creature.

Devil's Sight. Magical darkness doesn't impede Char's darkvision.

Innate Spellcasting. Char's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Char can innately cast the following spells, requiring no material components:

At will: *disguise self, mage armor*

Magic Resistance. Char has advantage on saving throws against spells and other magical effects, as long as Char's familiar (an imp) is within 10 feet.

Spellcasting. Char is a 10th-level spellcaster. Char's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Char regains expended spell slots at the end of a short or long rest. Char knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, friends, guidance, prestidigitation, shocking grasp* (uses Intelligence), *thaumaturgy, vicious mockery*

1st–5th level (2 5th-level slots): *armor of agathys, banishment, darkness, dimension door, dominate person, faerie fire, greater invisibility, hex, hypnotic pattern, mirror image*

War Caster. Char has advantage on Constitution saving throws to maintain concentration on a spell when Char takes damage. Char can also perform the somatic component of spells even when there is a weapon or a shield in one or both hands. Last, when a hostile creature's movement provokes an opportunity attack from Char, Char can use a reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

ACTIONS

Multiattack. Char uses Agonizing Blast twice.

Agonizing Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 11 (1d10 + 5) force damage, and Char can choose to move the target 10 feet.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fey Presence (Recharges after a Short or Long Rest). All creatures in a 10-foot cube around Char must make a DC 17 Wisdom saving throw. On a failure, the creature is charmed or frightened, Char's choice, until the end of Char's next turn.

REACTIONS

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, Char turns invisible and teleports up to 60 feet to an unoccupied space Char can see. Char remains invisible until the start of Char's next turn or until Char attacks, makes a damage roll, or casts a spell.

Beguiling Defenses. In response to a creature trying to charm Char, Char can turn the charm back on the creature. It must make a DC 17 Wisdom saving throw or be charmed by Char for 1 minute or until it takes damage.

LEGENDARY ACTIONS

The siblings can take 3 legendary actions, choosing from the options below. They can take only one legendary action at a time and only at the end of another creature's turn. The siblings regain spent legendary actions at the start of their turn, sharing the same turn and legendary action pool.

Daring Escape. The siblings move up to their speed without provoking attacks of opportunity.

Repel Boarders (Costs 2 actions). Both siblings chastise someone for being on their ship, and take aim with eldritch blasts. They aim at the most armored and/or closest threat to one of them, and fire their eldritch blast cantrip at the threat, aiming to knock them off their ship. At Weak or Very Weak APL, each sibling only fires 1 shot rather than their standard amount (2 at Average, 3 at Strong/Very Strong).

Eldritch Rain (Costs 2 Actions, Abigail Only). Choose a point within 600 feet of Abigail. Each creature within a 20-foot radius from that point must make a DC 17 Wisdom saving throw as dozens of smaller, fear laced eldritch blasts bombard the area. On a failure, the creature takes 11 (2d10) force damage, and gains the frightened condition, causing them to use their reaction to move to the nearest area of full cover. They remain frightened and behind cover until the end of their next turn. On a successful save, the creature takes half damage and is not frightened.

Bullet Ballet (Costs 2 actions, Char Only). With twinkling eyes, Char begins to dance. Multiple eldritch blasts, appearing as flintlock pistols, materialize around the whirling figure. Choose one of the following options:

- Each creature within 20 feet of Char is barraged with concussive eldritch blasts, and must make a DC 17 Dexterity saving throw. On a failure, the creature takes 11 (2d10) force damage and is knocked back 30 feet in a straight line from Char's current position. On a success, the creature takes half damage and is only knocked back 15 feet.
- Char moves up to his or her speed in a straight line, eldritch blast flintlock pistols firing in all directions during the dance. Each creature within 10 feet of this line must make a DC 17 Dexterity saving throw. On a failure, the creature takes 11 (2d10) force damage and is knocked back 20 feet. On a success, the creature takes half damage and is only knocked back 10 feet.

CHAR OF TESHWAVE—STRONG

Medium humanoid (human), lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 99 (12d8 + 36)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 16 (+3) | 10 (+0) | 14 (+2) | 20 (+5) |

Saving Throws Wis +6, Cha +9

Skills Deception +9, Insight +6, Intimidation +9, Performance +9, Persuasion +9, Stealth +6

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 12

Languages Common, Sylvan, Infernal, can read all writing

Challenge 8 (3,900 XP)

Actor. Char has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass herself off as a different person. She can also mimic the speech of another person or the sounds made by other creatures. Char must hear the sound or person for at least 1 minute for this to be effective.

Book of Ancient Secrets. Char has the following ritual spells in the book of ancient secrets. Char's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks), and these spells can only be cast as a ritual.

1st level: *alarm, comprehend languages, detect magic, find familiar, identify, purify food and drink, unseen servant*

2nd level: *augury, gentle repose, magic mouth*

3rd level: *feign death, water breathing, water walk*

4th level: *divination*

5th level: *contact other plane, rary's telepathic bond*

Close-Range Expert. Char does not suffer disadvantage on ranged attack rolls for being within 5 feet of a hostile creature.

Devil's Sight. Magical darkness doesn't impede Char's darkvision.

Innate Spellcasting. Char's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Char can innately cast the following spells, requiring no material components:

At will: *disguise self, mage armor*

1/day: *circle of death*

Magic Resistance. Char has advantage on saving throws against spells and other magical effects, as long as Char's familiar (an imp) is within 10 feet.

Spellcasting. Char is a 12th-level spellcaster. Char's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Char regains expended spell slots at the end of a short or long rest. Char knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, friends, guidance, prestidigitation, shocking grasp* (uses Intelligence), *thaumaturgy, vicious mockery*

1st–5th level (3 5th-level slots): *armor of agathys, banishment, blink, darkness, dimension door, dominate person, faerie fire, greater invisibility, hex, hypnotic pattern, mirror image*

War Caster. Char has advantage on Constitution saving throws to maintain concentration on a spell when Char takes damage. Char can also perform the somatic component of spells even when there is a weapon or a shield in one or both hands. Last, when a hostile creature's movement provokes an opportunity attack from Char, Char can use a reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

ACTIONS

Multiattack. Char uses Agonizing Blast three times.

Agonizing Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 11 (1d10 + 5) force damage, and Char can choose to move the target 10 feet.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fey Presence (Recharges after a Short or Long Rest). All creatures in a 10-foot cube around Char must make a DC 17 Wisdom saving throw. On a failure, the creature is charmed or frightened, Char's choice, until the end of Char's next turn.

REACTIONS

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, Char turns invisible and teleports up to 60 feet to an unoccupied space Char can see. Char remains invisible until the start of Char's next turn or until Char attacks, makes a damage roll, or casts a spell.

Beguiling Defenses. In response to a creature trying to charm Char, Char can turn the charm back on the creature. It must make a DC 17 Wisdom saving throw or be charmed by Char for 1 minute or until it takes damage.

LEGENDARY ACTIONS

The siblings can take 3 legendary actions, choosing from the options below. They can take only one legendary action at a time and only at the end of another creature's turn. The siblings regain spent legendary actions at the start of their turn, sharing the same turn and legendary action pool.

Daring Escape. The siblings move up to their speed without provoking attacks of opportunity.

Repel Boarders (Costs 2 actions). Both siblings chastise someone for being on their ship, and take aim with eldritch blasts. They aim at the most armored and/or closest threat to one of them, and fire their eldritch blast cantrip at the threat, aiming to knock them off their ship. At Weak or Very Weak APL, each sibling only fires 1 shot rather than their standard amount (2 at Average, 3 at Strong/Very Strong).

Eldritch Rain (Costs 2 Actions, Abigail Only). Choose a point within 600 feet of Abigail. Each creature within a 20-foot radius from that point must make a DC 17 Wisdom saving throw as dozens of smaller, fear laced eldritch blasts bombard the area. On a failure, the creature takes 11 (2d10) force damage, and gains the frightened condition, causing them to use their reaction to move to the nearest area of full cover. They remain frightened and behind cover until the end of their next turn. On a successful save, the creature takes half damage and is not frightened.

Bullet Ballet (Costs 2 actions, Char Only). With twinkling eyes, Char begins to dance. Multiple eldritch blasts, appearing as flintlock pistols, materialize around the whirling figure. Choose one of the following options:

- Each creature within 20 feet of Char is barraged with concussive eldritch blasts, and must make a DC 17 Dexterity saving throw. On a failure, the creature takes 11 (2d10) force damage and is knocked back 30 feet in a straight line from Char's current position. On a success, the creature takes half damage and is only knocked back 15 feet.
- Char moves up to his or her speed in a straight line, eldritch blast flintlock pistols firing in all directions during the dance. Each creature within 10 feet of this line must make a DC 17 Dexterity saving throw. On a failure, the creature takes 11 (2d10) force damage and is knocked back 20 feet. On a success, the creature takes half damage and is only knocked back 10 feet.

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (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 weapons

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 to 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 bludgeoning damage and isn't flung away or knocked prone.

APPENDIX. ENCOUNTER SETUP

ENCOUNTER: PART 2A. HOWLING FOR YOU

VERY WEAK PARTY STRENGTH (2,200 XP)

- **Yeth Hound (2):** AC 14, 51 hp, Init +3

WEAK PARTY STRENGTH (2,400 XP)

- **Yeth Hound (2):** AC 14, 51 hp, Init +3
- **Death Dog:** AC 12, 39 hp, Init +2

AVERAGE PARTY STRENGTH (2,600 XP)

- **Yeth Hound (2):** AC 14, 51 hp, Init +3
- **Death Dog (2):** AC 12, 39 hp, Init +2

STRONG PARTY STRENGTH (3,700 XP)

- **Yeth Hound (3):** AC 14, 51 hp, Init +3
- **Death Dog (2):** AC 12, 39 hp, Init +2

VERY STRONG PARTY STRENGTH (3,900 XP)

- **Yeth Hound (3):** AC 14, 51 hp, Init +3
- **Death Dog (3):** AC 12, 51 hp, Init +2

ENCOUNTER: PART 2B. CATCH & RELEASE

VERY WEAK PARTY STRENGTH (1,800 XP)

- **Merrow (4):** AC 13, 45 hp, Init +0

WEAK PARTY STRENGTH (2,250 XP)

- **Merrow (5):** AC 13, 45 hp, Init +0

AVERAGE PARTY STRENGTH (2,700 XP)

- **Merrow (6):** AC 13, 45 hp, Init +0

STRONG PARTY STRENGTH (3,150 XP)

- **Merrow (7):** AC 13, 45 hp, Init +0

VERY STRONG PARTY STRENGTH (3,600 XP)

- **Merrow (8):** AC 13, 45 hp, Init +0

ENCOUNTER: PART 3. A ROC AND A HARD PLACE

VERY WEAK PARTY STRENGTH (4,100 XP)

- **Abigail of Teshwave—Average:**
AC 18, 53 hp, Init +7 (cannot be surprised),
No Charisma modifier to *eldritch blast* damage
- **Char of Teshwave—Average:**
AC 18, 73 hp, Acts on Abigail's initiative,
No Charisma modifier to *eldritch blast* damage

WEAK PARTY STRENGTH (4,100 XP)

- **Abigail of Teshwave—Average:**
AC 18, 67 hp, Init +7 (cannot be surprised),
No Charisma modifier to *eldritch blast* damage
- **Char of Teshwave—Average:**
AC 18, 87 hp, Acts on Abigail's initiative,
No Charisma modifier to *eldritch blast* damage

AVERAGE PARTY STRENGTH (4,100 XP)

- **Abigail of Teshwave—Average:**
AC 18, 80 hp, Init +7 (cannot be surprised)
- **Char of Teshwave—Average:**
AC 18, 100 hp, Acts on Abigail's initiative

STRONG PARTY STRENGTH (6,800 XP)

- **Abigail of Teshwave—Strong:**
AC 18, 96 hp, Init +7 (cannot be surprised)
- **Char of Teshwave—Strong:**
AC 18, 132 hp, Acts on Abigail's initiative

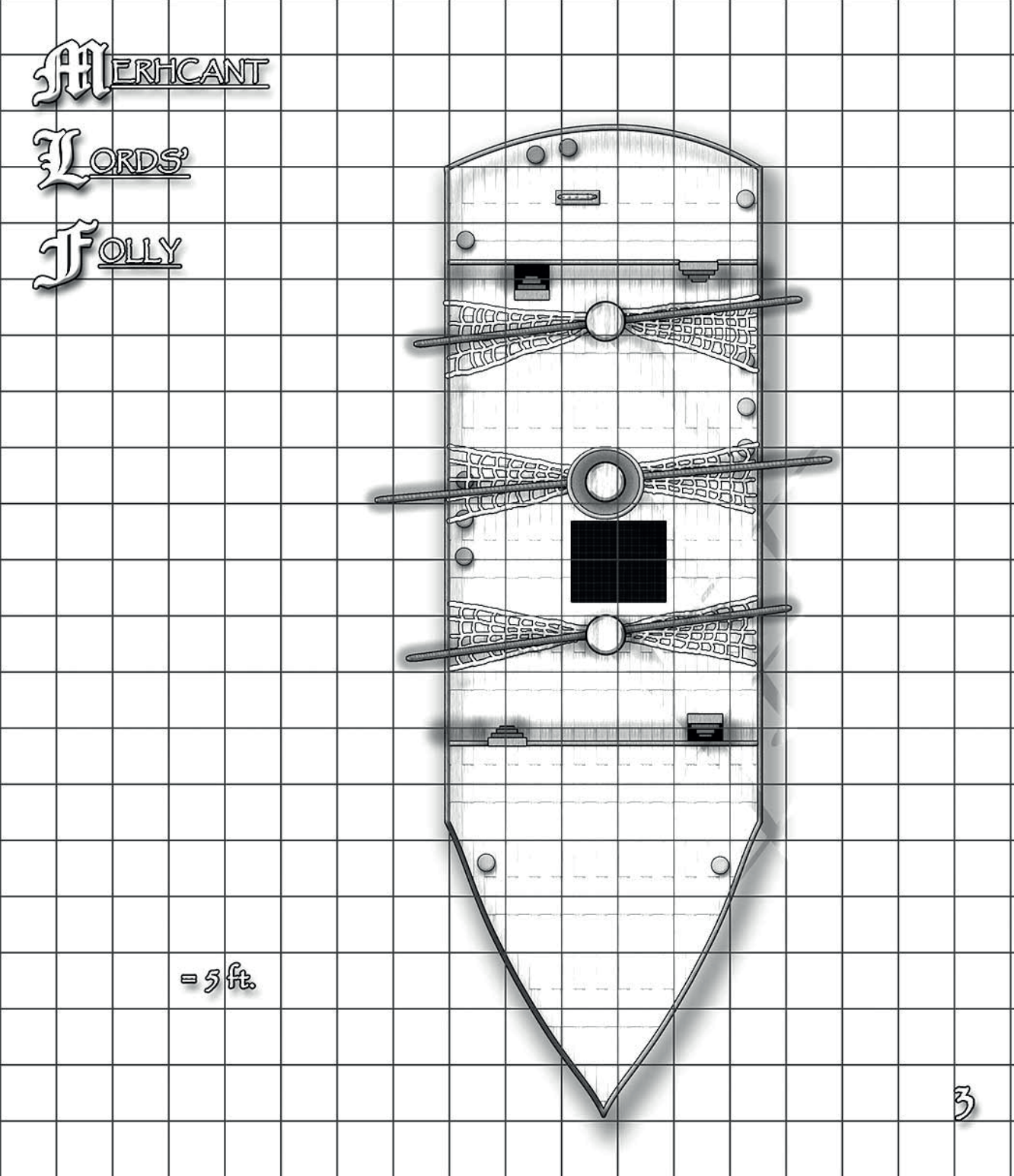
VERY STRONG PARTY STRENGTH (8,600 XP)

- **Abigail of Teshwave—Strong:**
AC 18, 96 hp, Init +7 (cannot be surprised)
- **Char of Teshwave—Strong:**
AC 18, 132 hp, Acts on Abigail's initiative
- **Air Elemental:** AC 15, 90 hp, Init +5

APPENDIX. SEASIDE PATH MAP



APPENDIX. MERCHANT LORDS' FOLLY MAP



PLAYER HANDOUT 1. STORY AWARDS

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

STORY AWARD

A Mermaid's Request. By chance and skill, you have saved the mermaid Almeta from merrow attackers. She is forever grateful for this, and has extended an open invitation to her underwater village for the foreseeable future.

STORY AWARD

Mermaider. Either by ill luck, or a lack of command, the mermaid Almeta has been slain in front of you. Unknown to you, she was a leader of her village, and the repercussions for her death at the hands of the ship will echo through this area for some time.

STORY AWARD

Let Caged Birds Free. Taking pity or accepting their offer to repent, you have let the Teshwave Siblings go free. Their boat taken from them, their future is currently unknown. But make no mistake, they will make waves again.

STORY AWARD

Clipped Wings. In the face of the Teshwave Sibling's pleading, you have stayed the course, either killing them or allowing the government of Melvaunt to exact the same due. The funny thing with warlocks is that their patrons tend to not allow them to lie dead for long ...

PLAYER HANDOUT 2. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

WINGS OF FLYING

Wondrous item, rare (requires attunement)

While wearing this cloak, you can use an action to speak its command word. This turns the cloak into a pair of roc wings on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 60 feet. When they disappear, you can't use them again for 1d12 hours.

The cloak is made of well-kept roc feathers and silk thread. When activated, roc wings sprout from your back, though the wingspan is only 10 feet instead of a roc's normal 200 foot wingspan. While smaller, the shadow they cast is of a roc's full wingspan of 200 feet.

This item can be found in the *Dungeon Master's Guide*.